

Get cupcake: Create your own text adventure in python

meccanica femminile 2023

Day 1 Tuesday 21.2

Get to know the group

Fachlandkarte / Learning Objectives

- ▶ text adventures/game jam/fun
- ▶ intro to/brush up on python
- ▶ intro to git/basics of version controlling
- ▶ intro to software projects best practices

Schedule

Day 1 Tuesday 21.2

Day 2 Wednesday 22.2

Day 3 Thursday 23.2

If you want to have the 1 credit point

- ▶ Write a report about your project including:
 - ▶ your project map
 - ▶ how did you implement key parts of it: What concepts did you learn and where did you apply them (give code examples)
 - ▶ what feedback did you get and what did you do with it
 - ▶ what else would you like to improve/expand if you had the time

What are your questions?

What are text adventures

Quotes:

"Interactive fiction"

"It's like playing a book"

"The ultimate adventure game cliché is a maze"

Examples * The classic: Adventure: Cave exploration * Space Diner: Figure out what to do with weird deliveries, talk to your regulars and try to best match the orders of everyone * Gender

Ideas/Directions for your project * mehr Hilfestellung für Spieler*in vs mehr Exploration (fixed set of possible commands previously shared with the player, such as in Monkey Island or Indiana Jones) * Ideas/Directions to think in: escape game/room; favourite book/movie for story ideas; pen and paper; something you know a lot about

Python Basics

1st worksheet

Python Basics

Hands on

intrepreter/running your script

in the shell:

```
$ python <scriptname>
```

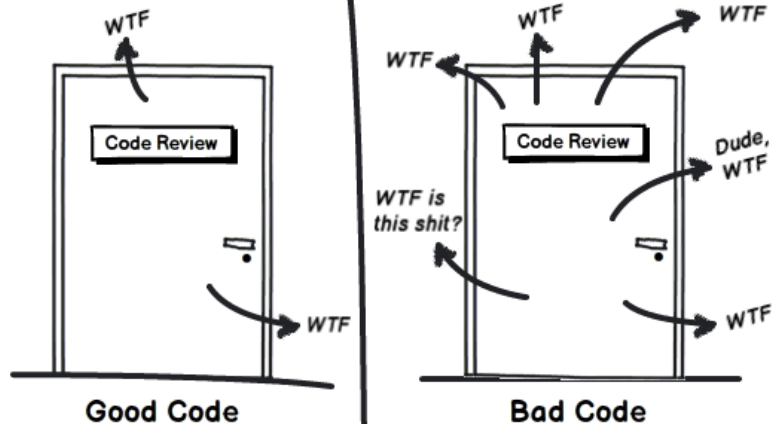
in vscode: play button

interactive intepreter for testing stuff:

```
$ ipython
```

Coding Best Practices

Code Quality Measurement: WTFs/Minute



Zen of python

<https://peps.python.org/pep-0020/>

Getting help

- ▶ Basics lookup: <https://www.pythoncheatsheet.org/cheatsheet>
- ▶ All the docs: <https://docs.python.org/3.10/reference>
- ▶ Style guide:
<https://peps.python.org/pep-0008/#naming-conventions>
- ▶ General help: <https://stackoverflow.com>
- ▶ Python concepts explained: <https://realpython.com>

Input Python functions

Functions hands-on

- ▶ Rewrite the game so far so it uses functions
- ▶ Expand game using functions

1st steps in git

setup github

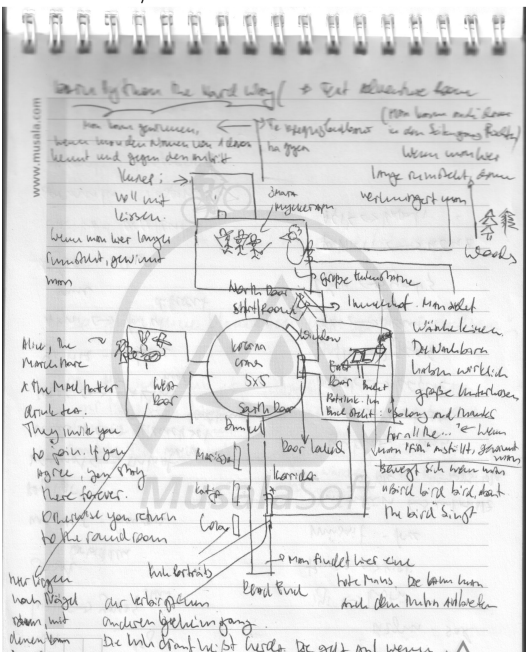
- ▶ create repo
- ▶ create personal access token (or add ssh key)

git/version control systems explained

git cheatsheet

```
$ git init .  
$ git add remote origin ...  
$ git branch develop  
$ git checkout develop  
$ git add <file-name>  
$ git commit -m "commit message"  
$ git push origin develop
```

<https://excalidraw.com/>



Teams for Peer Reviews

Feedback Day 1

Ankommen; Probleme, Anregungen (auch solche vom Parkplatz von gestern klären)

Object oriented programming: What's that

Frage ans Publikum: Wer möchte kurz zusammenfassen was Objektorientierte Programmierung ist?

[worksheet]

```
class Room(): size = 12 monster = "bear" description =  
"lalallalala"
```

```
def show(self):  
    print(description)
```

Refactor game to use classes

pattern matching/regex

