Tavernmaster

By: Matthew Cronk

1. Tavernmaster is a choose your own adventure game in which the player is presented with three choices and must choose which choice they think is the best choice.

2. My game uses classes to define objects for both employees as well as an object that is the Tavern itself and holds variables and functions that are used frequently throughout the game.

```python
class Tavern:
    def __init__(self):
        self.daily_income = 100
        self.gp = 0
        self.karma = 0

    def end_of_day(self,waitress,bard):
        atmosphere = (waitress.happiness + bard.happiness + self.karma)
        self.gp += self.daily_income * atmosphere
        print("Today you have made: ", (self.daily_income * atmosphere), "gp in sales.")
        print("Total:", self.gp,"gp")

    def profit(self,gp_made):
        self.gp += gp_made
```

During my brainstorming, I defined my Tavern object and had to make some changes in trying to figure out just how I wanted to factor in the daily income of the tavern.

```
End of day summary:
You pay the Waitress:  50 gold pieces
You pay the Bard:  25 gold pieces
Today you have made:  1000 gp in sales.
Total: 1030 gp
Press enter to continue . . .
```

The only real difficulties I had during production of the game was writing the book portion of my choose your own adventure, but I feel like I did a pretty good job overall.

3. I learned how to import packages in python, by adding music to my project, see lines 11 and 12 currently commented out which calls my play_music.py file in the tm_pkg folder. I got a python terminal to play a song that I got from a free use website in a separate window at the start of the game, which still allows you to progress on the game while the song is playing. The biggest shortcoming I had that I wanted to implement but didn't due to lack of time, was making my bard and waitress into child classes of my employee class and giving them a function that triggered when their happiness reached 0. But that would have also had a big effect on some of the events in my game causing them to need to be refactored as well. In the future I would like to add more events and include the walkout functions mentioned previously.

```python
tm_pkg > play_music.py
1    from playsound import playsound
2
3    playsound('tm_pkg\\alexander-nakarada-one-bard-band.mp3')
```