Experiments with oTree and Python

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Preface

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1.1 Operationalize oTree to deploy IGG

1.1.1 App

My first application

1. To create an application named **game_app** move to the oTree folder

- cd oTree

2. Create the application

- otree startapp game_app

3. Move to the folder **game_app**
4. In this folder, you will find the following files as default

- models.py
- pages.py
- tests.py

5. In this folder, you will also find a subfolder

- templates/game_app
    - Mypage.html
    - Results.html

1.1.2 Models.py

A model is basically a database. Here we define the structure of the data. For instance, in a three data models. This is python **class**

- Subsession
- Group
- Player

1. class Subsession(BaseSubsession):
    - pass
2. class Group(BaseGroup):
    - pass
3. class Player(BasePlayer):
    - pass

1.1.3 Pages.py

- Pages that the participants see are defined in pages.py

  Logic for how to display the HTML templates

  when, how, and what to display
- page_sequence gives the order of pages

  If there are multiple rounds the sequence is repeated

For instance,

1. class MyPage(Page):

   pass
2. class ResultsWaitPage(WaitPage):

   def after_all_players_arrive(self):

   pass
3. class Results(Page):

   pass

- page_sequence = [MyPage, ResultsWaitPage, Results]

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References