

Project Overview *[Maximum 100 words]*

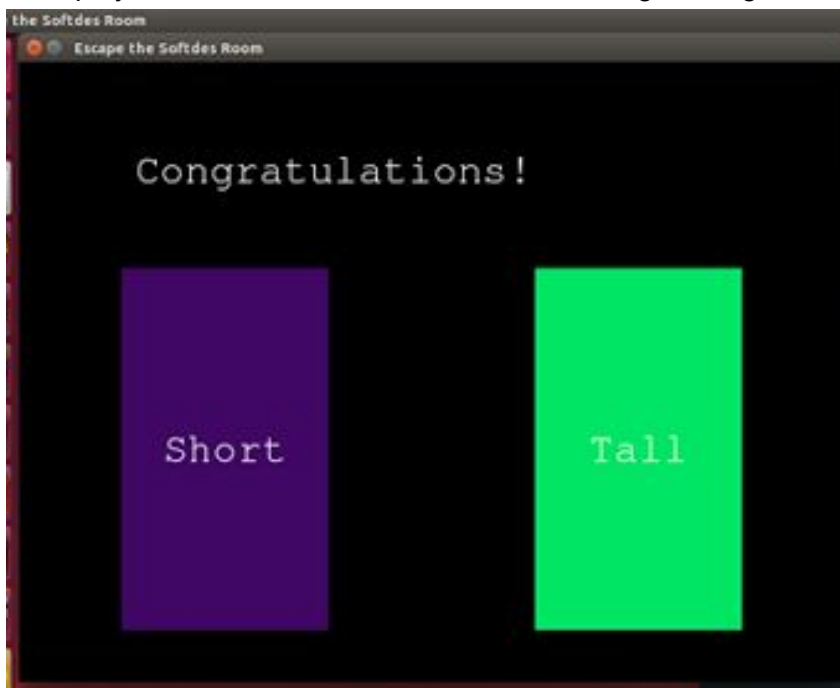
This project is an escape the SoftDes room puzzle game! The screen displays a riddle and two doors the player could go through, but beware...the wrong door could leave you stuck in the SoftDes room...FOREVER.

Results *[~2-3 paragraphs + figures/examples]*

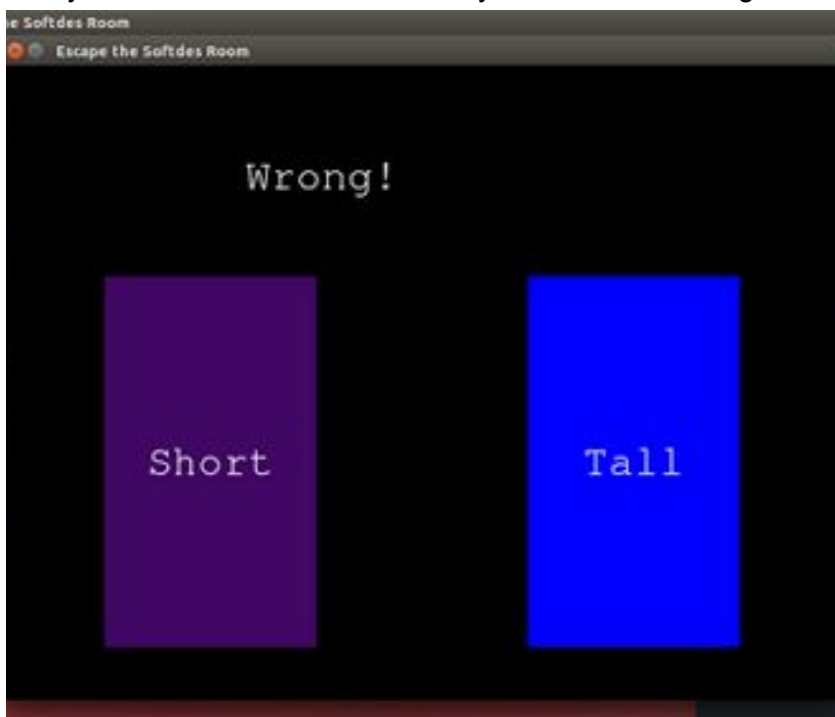
The game displays a riddle and then an option of two doors with a possible answer on each. (see below)



If the player chooses the correct door, the message “Congratulations!” is displayed.



If they choose the incorrect door, they receive the message “Wrong!”

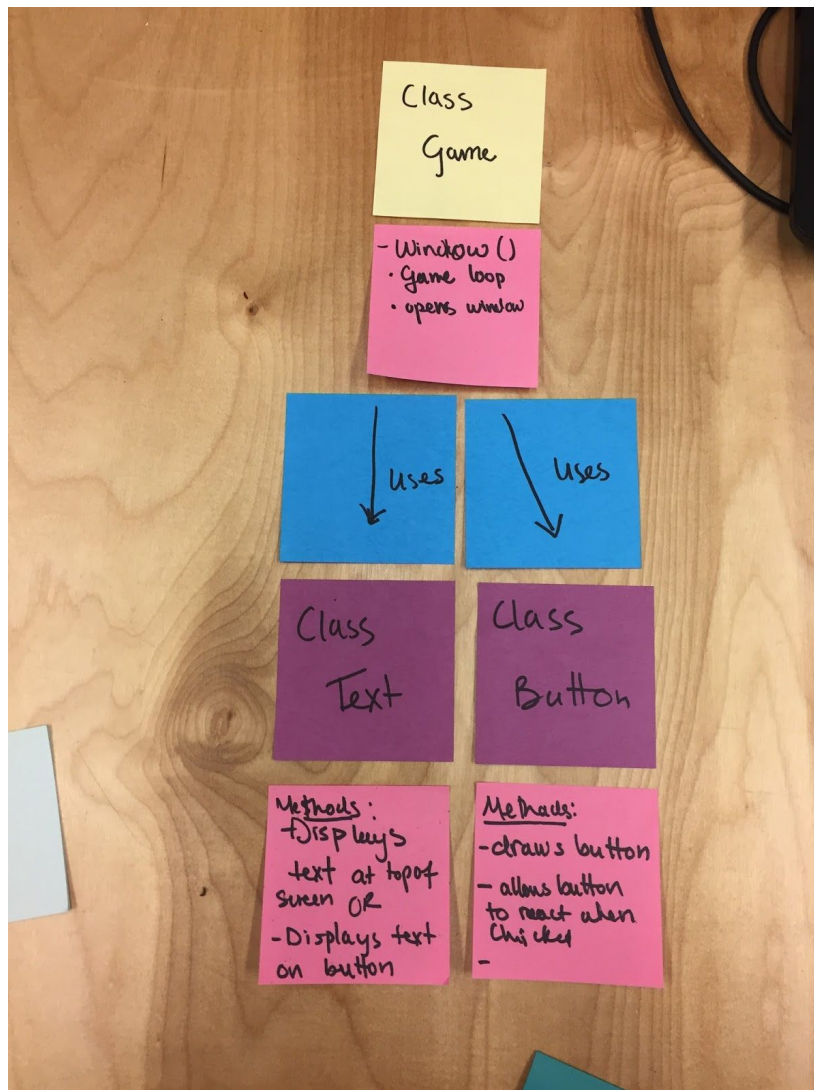


Implementation [~2-3 paragraphs + UML diagram]

We designed this game with three classes: a Game class that runs the game loop and two helper classes, one for button objects and text objects. The text class has the ability

to display text above or on the buttons. The button class defines the buttons, places them on the window and makes them interactive.

We decided to design this code using classes to make objects such as buttons and text easier to manipulate and more modular so changing something in the button class did not change something in the text class.



Reflection [~2 paragraphs]

From a process point of view, what went well? What could you improve? Other possible reflection topics: Was your project appropriately scoped? Did you have a good plan for

unit testing? How will you use what you learned going forward? What do you wish you knew before you started that would have helped you succeed?

Overall, we felt like we worked well as a team and were very productive in the time we spent together. We felt like working alone did not work as well because the new code was somewhat daunting to tackle on one's own. Sophia feels she would have liked a deeper and more structured introduction to pygame before starting the project, and Meaghen says she would have liked to know how to code.

The work was well split up. We worked from tutorials online where Sophia would explain the code to Meaghen who would implement and we would then discuss next steps and go back to the tutorials (rinse and repeat).

We feel like we overscoped the project, especially in the wake of some sickness, and all told we feel like we spent more than a reasonable time and put more than a reasonable amount of work into this project.

We hope you enjoy it...ThisIsNotADrill.py

Thank you, and goodnight.