

## Assignment 2

DUE October 12, 2018 at 11:55PM



The blackout period for Assignment 2 will take effect at 11:55PM on Thursday October 11, 2018. No question(s) about the assignment will be answered via electronic communication or in person. *NOTE: this is an uncharacteristically short blackout period of only 24 hours. The usual blackout period is 48 hours*

We expect that you will submit ORIGINAL WORK for all assignments in the course.

What constitutes original work?

- All work is your own. Cite any full or partial solution that has been inspired by the textbook or any other sources.
- You may discuss algorithmic ideas with your classmates, but must go away and write up your solutions separately.
- No sharing or viewing computer files that may contain partial or complete solutions.
- No copying another person's computer files that may contain partial or complete solutions.
- If you are unsure which actions constitute plagiarism, please come and talk to any of your instructors.

Refer to the end of this handout for a list of what to submit for this assignment.

### Function-ate the choose your own adventure game!

For this problem you will reorganize your adventure function from Assignment 1. We want you to put different parts of your function into smaller parts so that each function does one specific task. The requirement of this problem is that you decompose your adventure function from Assignment 1 into several "I serve one purpose" functions. A sample reorganization or function-ation of Assignment 1 can be found in the sample for Assignment 2, `a2sample.py`

Feel free to add to your story if that helps you to better satisfy the requirements of this assignment. Continue to keep your story light-hearted and PG.

If you have not completed Assignment 1, compose an original story with at least two possible storylines. Like the sample program for this assignment, make sure that each different aspect of your story is controlled by its own function. There should be a function called `adventure` from which all function calls to your story are made.

To try out the sample program using VSCode:

- Download `a2sample.py` from Moodle and save it in your favourite directory
- Open a terminal in VSCode
- `cd` to the directory where you saved `a2sample.py`
- Start `ipython` (just typing `ipython` should work!)
- Type `run a2sample.py`
- If you get an error that the file cannot be found, `cd` to the correct directory from within `ipython`
- If it loads successfully (no error messages), then type `adventure ( )` and hit enter

## Submit to Moodle

- A file called `a2.py` that contains your function-ated interactive fiction submission. Please ensure that your name appears at the top of your file.

## Entry 2 in your OneNote Class Notebook ePortfolio

- In your Assignments tab, create a new page called *Assignment 2 ePortfolio*
- Record your analysis of your learning for this assignment on that page. Remember that you don't need to share this page with us. It is timestamped and we will only grade pages that are timestamped before the deadline.