2a.

I made created an Interactive Fiction that would allow the character to move about different rooms in the story in order to find a way out. In my code, I tried using strings, while loops, and an algorithm to keep my game progressing. With all these different lines of code, the main goal was to have the player move through the fiction with ease, pressing enter and other buttons to get the player to find a way out. However, it didn't work out that way and here's why: When trying to create a class of rooms for the character to travel throughout the mansion, python wouldn't identify it and would repeat the intro of the game each time enter was pressed, just like a while loop. So i tried 3 different ways to remix and adjust this code, but to no avail.

2b.

The process of my code was rather frustrating and difficult, although I learned a lot from remixing different codes. Of course, I used online sources to help me develop some of the code you see on the PDF, however I adjusted it to fit the basis of my Interactive Fiction. What was the most difficult in programming my code was to try and create a class for the different rooms in the mansion. I had to use multiple sources to help me develop proper lines of code to create rooms for the character to go into in the fiction. Although they all were correct, none of them officially worked as python didn't recognize the other defs and class after the while loop was placed. So I tried to place these lines of code before the while loop and then created a new while loop, but none worked.

2c.

(I attached as a separate file because I am unable to do it here from my laptop.)

This algorithm allows for my character to move through rooms with in the game. If this wasn't placed, there wouldn't be a point for rooms to be added into the game as the player wouldn't be able to move through them. This algorithm along with one to create rooms in the game would work hand in hand as it will allow the player to progress and find an exit just as the introduction of the game intended. I would have created more if the ones I already have worked, but sadly they didn't, so I provided with what I could with my depth of knowledge.

2d.

The abstraction in my code is the classRooms which is what creates the rooms for the player to roam about. An example of mathematical concepts is how numbers are used to determine the location of the room and an example of logical concepts used is the if statements created if the character were to enter to room, would they have entered it correctly or would they have gotten lost and went the wrong way. Having this abstraction didn't really help me debug the program more than any other abstraction, but it helped me to learn more of how these work towards the overall code of the fiction.