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Analysis report

The one with the labyrinth

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Step 1 - Understand the problem

Rephrase the problem

In this task the hardest part is to figure out a way to represent the map and to get the player to move around on said map. When you look in the task description it easy to come to the conclusion that a graphical representation is needed but when you read the description carefully it becomes clear that you don't because the user is not supposed to see anything other than a pitch black screen with some text.

Understanding the words

No difficult word were found

However I did find the task description a bit lacking when it comes to specifying what should happen when player tries to move out of bounds, the autotester cleared that up.

Step 2 - Devising a plan

Approach of choice

I had a hard time devising a plan to create the map but when I realized that Python can nest lists, I came up with the idea that I could represent each type of “road” with either letter or number.

When I had this done everything else came easy and the flowchart below was made, I used a few functions to modify the variables in the way that the task description specified.



