

Python Project

Please feel free to share your ideas!

1. Storyline

- the hero has been kidnapped and left alone in the desert
- his/her horse is gone, he/she does not have any water left
- there is a mysterious message in an unknown language (dothraki, see page 2)
- now the hero has to cope with different tasks
- reward for tasks: hints for understanding the mysterious message (http://wiki.dothraki.org/Main_Page)
- teams:
 - **Start:** explain what happened, design map
 - **Phonology/Phonetics**
 - **Morphology:** hint “water”
 - **Syntax**
 - **Translation:** hint “horse”
 - **End:** choose the right horse and water, you need enough points (at least 40) and enough power (at least 1), then the message is revealed and the hero can go home
- the games do not have to have linguistic content

2. overall variables (check, if they exist in the beginning!). THESE ARE BINDING!

- *name* (string): name of the hero
- *power* (integer): “health points”, 100 is max, 0 is death
- *inventory* (list): things you gathered during the game. append hints about the language
- *weapons* (list): list of weapons
- *points* (integer): how many points did the hero gather? 20 max for every game (→ 80 max all in all)

3. conventions

- camelback (z.B. healingPotion, sword, userInput,...)
- Your game needs to work independently. But should be able to be combined with other parts.
- Graphics aren’t obligatory, but a nice bonus
- language in game: English; comments in English or German
- Syntax, to check if a variable exists:

try:

 power

except NameError:

 power = 80

- robust and clean coding

This is the message:

nozho sajo. okkos evethiz. man yer ma yeri hrazef adothrae heskesaan.

(The chestnut horse is your steed. Do not choose the poison water. You and your horse will ride South.)