

**SWE 325 Software Construction**

# **[The Pyramid]**

**Team Members**

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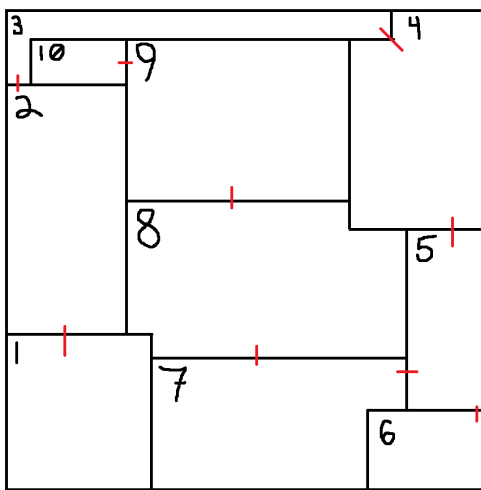
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# 1. Problem

- Our goal for this project was to create a moderately complex, test-based game using Python.

# 2. Solution

- Using Visual Studio Code and Github Desktop, we were able to plan and construct a game that includes 10 different rooms, each bringing something new to the player.



```
1 1 - Entrance:
2 Start here. Torch to grab just prompt player as to whether they want to take or not. Door to N
3
4 2 - Encampment:
5 Battlefield/Tomb Goblin Camp. Prompt player to grab an axe, and then enter battle with 1-2 tomb goblins. Make easy if weapon grabbed, moderately cha
6
7 3 - SnakeWay:
8 Small, twisting hallway around back of pyramid; Snakes in hallway. If torch grabbed, avoid; if not, randomly take away some health in a range.
9 Starts N, Turns E for pyramid length, Exit in End of South wall.
10
11 4 - Lesser Burial Chamber:
12 Tomb room, a couple tomb goblins. Door to S
13
14 5 - Sphinx Room:
15 Large crumbling sphinx head guarding door in South wall. Sphinx has riddle; if correct, he crumbles to reveal the Armory door; maybe make unnecessar
16 If have torch, right or wrong, he refills health. Door to Inner burial chamber to W
17
18 6 - Armory:
19 Ransacked except for a very powerful hooked sword.
20
21 7 - Inner Burial Chamber:
22 Tomb room, 2-3 Mummies in here, Door to N
23
24 8 - Sandy Cove:
25 Resting room, maybe give clue about missing items (axe or torch), refill health, if have all items give another chance at sphinx quiz with hint. Doc
26
27 9 - Royal Tomb:
28 Big fight, make easy if new weapon grabbed, moderately challenging if not. Treasure room in back of W wall
29
30 10 - Treasure Chamber:
31 Treasure! Riches! Maybe story!|
```

### 3. Demo

- <https://www.youtube.com/watch?v=A5VvTluqp0A>

### 4. Lessons Learned

- It would've been to our benefit to form a project architecture before beginning to code.

### 5. Issues/Bugs Known

- In our testing, we found that our test cases wouldn't yield any results (pass or fail) when running the test file code. The reason for this is something we haven't been able to attribute to one specific thing, however this issue doesn't break any of the code's functionality.

### 6. Future Versions

- Troubleshooting bugs, such as an issue in the snakeway that could be resolved by separating the functionality of checking for torch and capturing movement, and an issue that lets a player bounce back between the sphinx and the sandy cove, failing and unlocking the riddle.

### 7. References

- <https://www.doxygen.nl/manual/docblocks.html>
- <https://en.wikipedia.org/wiki/Isis>