



ESCAPE ROOM

W1 IRONHACK DATA BOOTCAMP - 08/2024

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Outline:

- Project Overview



- Technical Challenges



- Big Mistake(s)



- Demo

~ End ~

- How is the game's structure organized?
 - Listing all the variables and relations
 - Initializing game status and game goal
 - Definition of various functions
- Which functions do you have and how are they imported?
 - User's functions : 5
 - Iterations (If / for)
 - Comprehensive lists
- Which features did you add to the game?
 - adding lower method to make inputs more robust
 - adding extra line breaks
 - adding ">" before input



Google collab
doesn't synchronize in
real time

Defining a variable with
the same name twice

- ie. object /
relations block

Visual improvements :

- linebreaks
- whitespaces

Not detailing all relations
between rooms/objects before
launching the code

Using variables before they are
defined



[Research document link](#)



Thank you for your
attention

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