

# ESCAPE ROOM

W1 IRONHACK DATA BOOTCAMP - 08/2024

## **TEAM MEMBERS**:

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### **Outline**:

Project Overview



Technical Challenges



Big Mistake(s)



Demo

~ End ~

#### **ESCAPE ROOM – PROJECT OVERVIEW**

- 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



#### **ESCAPE ROOM – TECHNICAL CHALLENGES**

Google collab doesn't synchronize in real time Defining a variable with the same name twice

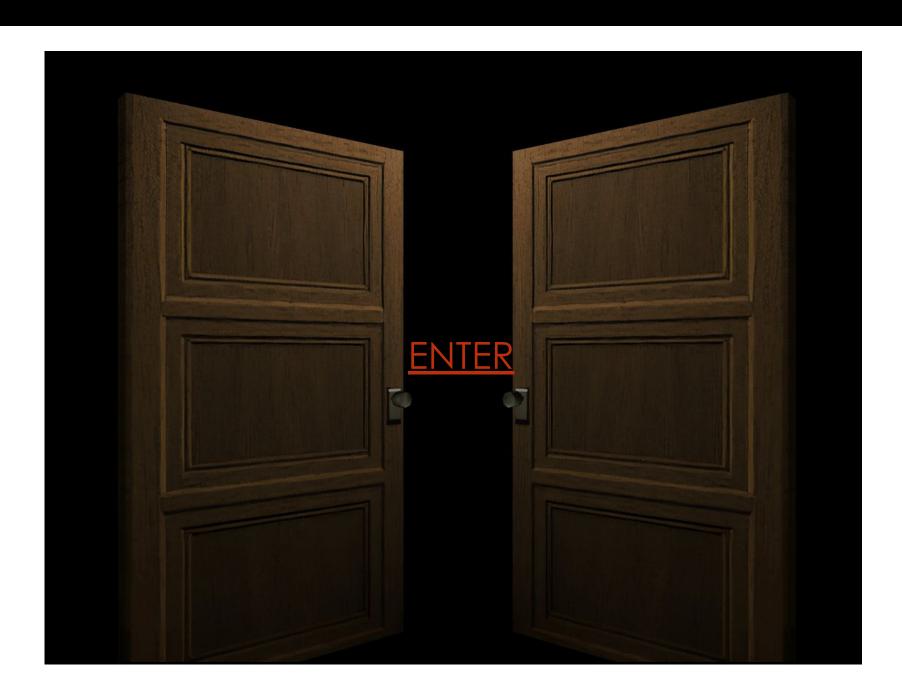
ie. object / relations block Visual improvements:

- linebreaks
- whitespaces

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

Using variables before they are defined

# ESCAPE ROOM – DEMO



Research document link



# Thank you for your attention

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