wickert3\_2CR\_midpoint\_checkin\_narrative\_outline

This document contains both the general outline of my project along with the current state of the python file and the plans I have to go forward.

General Narrative:

The game will be in the form of a text adventure that follows an unnamed character as you in your day as a data scientist at some government facility. You are set upon increasingly difficult tasks as the game progresses that are set up in such a way that each problem will usually be building upon the previous problem, with the exception being some of the initial problems, which create a baseline.

The first situation is a problem where a co-worker asks you to help with a python error. The second situation is a problem where you are extracting some data from an XML document. The third situation is a problem where you are writing some Python code to extract data from your XML document.

As a goal for the whole project, I want this to be something of a review tool for this class, encapsulating much of what we have learned in a simulated work environment.

The Python File:

Currently I have a rough run-through of the first situation coded in, using multiple choice and am in the process of getting the second situation coded.

Things I have yet to do:

1. Add comments to the code
2. Add in an SQL example
3. Find or make an XML file for the XML and XML/Python examples – may just use the Hamlet page or another play from that website as it is familiar
4. Make the XML example
5. Make the Python/XML example
6. Make the XML file interactable within the program so it’s like you’re actually at a command line in the game, same with the SQL example if that gets implemented
7. If there is time, brush up on my turtle graphics skills and see if I can make all of this appear on a separate interactable window instead of laying within the command line