Python Projekt 2023 - FRPS

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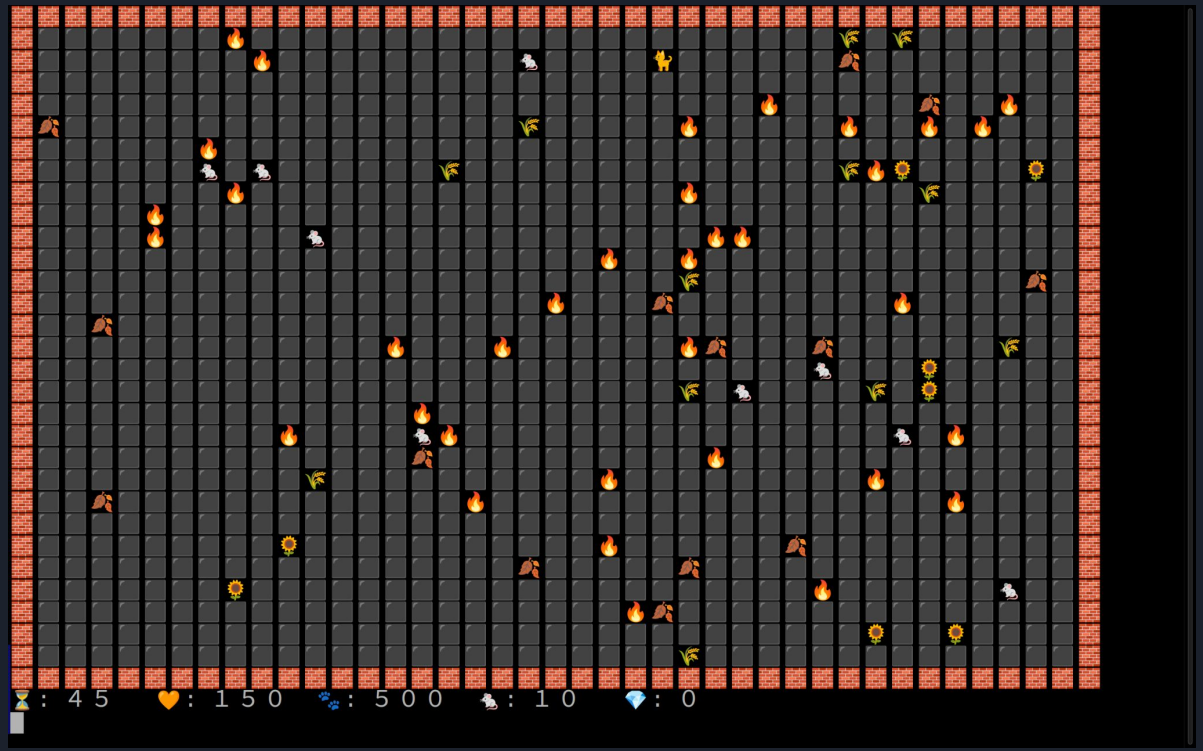
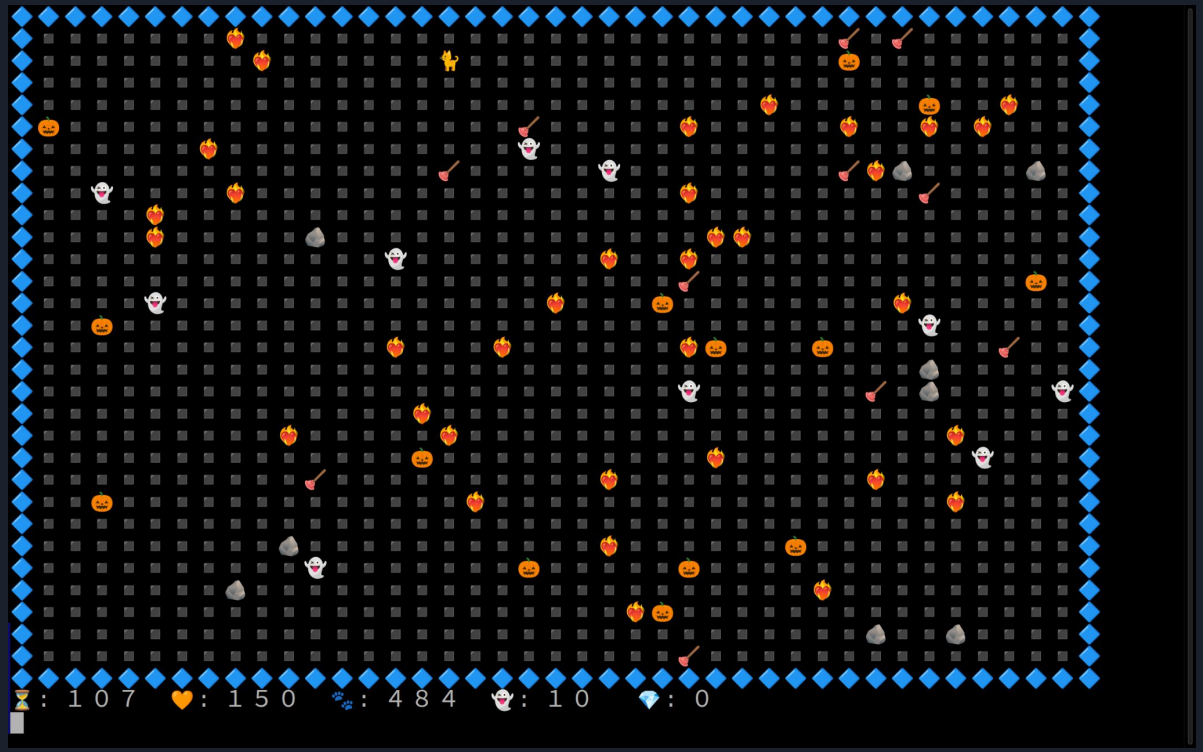
GO!
Plan:

- Idee erklären (1 Minute)
- Codebeispiele zeigen (1 Minute)
- Ergebnis zeigen (2 Minuten)
- Live Demo und Diskussion (5 Minuten)
- 1 Minute Buffer für Fragen

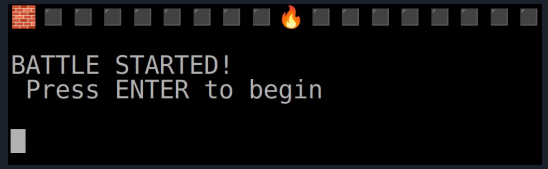
Ergebnis

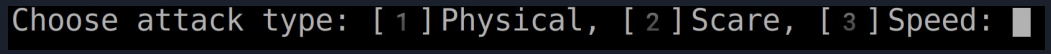


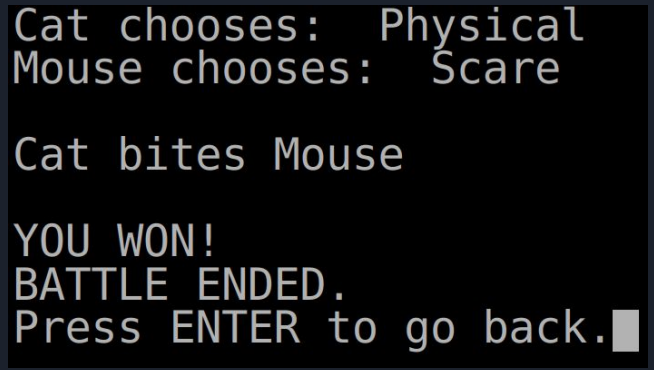
Ergebnis



Ergebnis


BATTLE STARTED!
Press ENTER to begin


Choose attack type: [1]Physical, [2]Scare, [3]Speed:


Cat chooses: Physical
Mouse chooses: Scare
Cat bites Mouse
YOU WON!
BATTLE ENDED.
Press ENTER to go back.

Persönliche Ziele

- Das “Text based Adventure” an die Grenze bringen
- Spaß™ mit UTF-8, Emoticons / Emojis
- Zumindest teilweise wiederverwendbarer Code
- Irgendwas mit Katzen

Code Snippets

```
# Create computer Choice (random from keys in the ruleset dict)
my_ai_turn = Choice(my_game, choice=random.choice(list(my_game.ruleset.keys())))
```

```
# Basic logic
if my_player_turn > my_ai_turn:  # Player wins
    verb = my_game.ruleset[my_player_turn.choice][my_ai_turn.choice]  # Get verb from the ruleset
    my_game.target_score -= 1
    print(f"\t{my_player_turn.choice} {verb} {my_ai_turn.choice}")
    print("\tYou won this round!")
elif my_player_turn == my_ai_turn:  # Player and Computer picked the same = Tie
    print("\tIt's a tie!")
```

Code Snippets

```
def __gt__(self, other):
    """
    Check if action
    :param other: instance of Choice for P2
    :return: True if P1 has won, false if P1 has lost or chose same as P2
    """
    other_looses = self.game.ruleset[self.choice].keys()  # List of conditions where P2 looses
    if other.choice in other_looses:
        return True
    else:
        return False
```

Ressources

Ressources

YAML:

```yaml
Rock:
  Scissors: crushes
Paper:
  Rock: covers
Scissors:
  Paper: cut
```

```yaml
Rock:
  Scissors: crushes
  Lizard: crushes
Paper:
  Rock: covers
  Spock: disproves
Scissors:
  Paper: cut
  Lizard: decapitates
Lizard:
  Paper: eats
  Spock: poisons
Spock:
  Scissors: smashes
  Rock: vaporizes
```