Escape from Transylvania!

VoidTech

Steven Anderson, Aaron Gordon, Pooja Subramanian

Outside the castle

Church

Moat

Forest

Top of the Hill

Right

Left

Second time going left

Town

Bottom of the Hill

Bandage
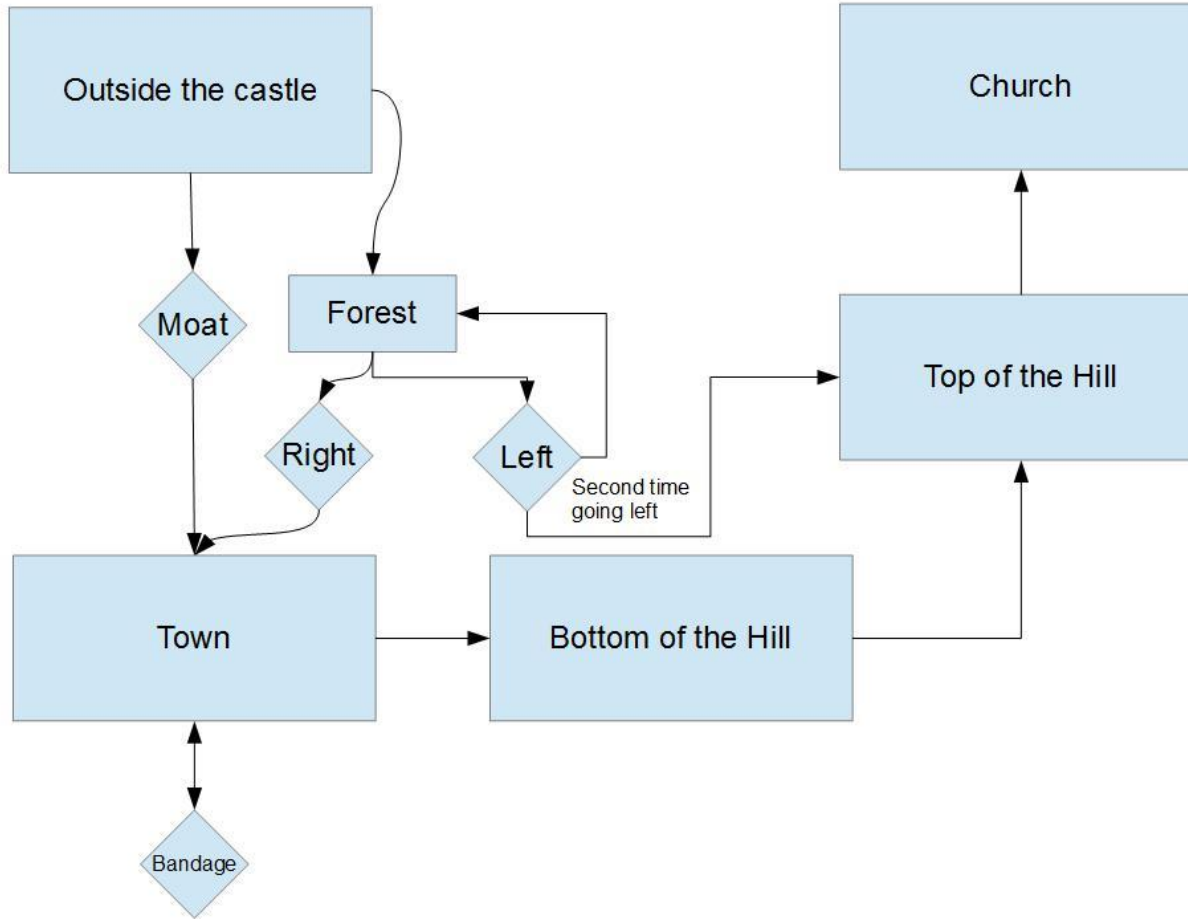
Objective

1.) Text-based game and image manipulation

2.) Text game will be a escape/survive game, choices determine path

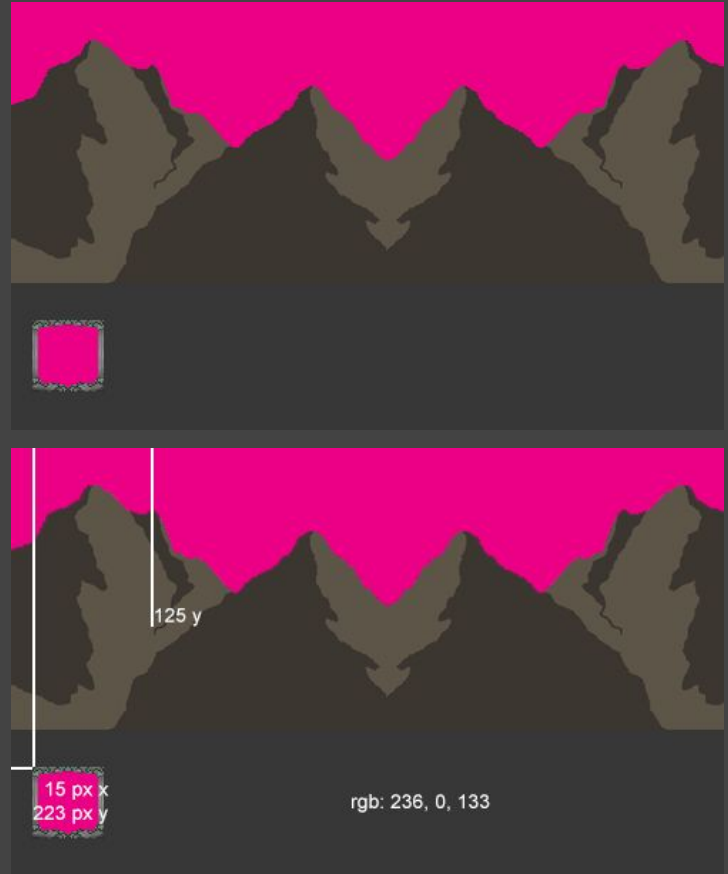3.) Image = 2 parts: a.) get user img for avatar, and b.) change main img based on time

Approach

Planning: Rough outline of ideas, including rough idea of steps, story, (see gDoc for breakdown)

Framework, Design: Code framework using what we learned by old text-adventure, and image manipulation and using user-given files

Graphics, Framework rework: Changing, cleaning, adding what worked and removing what couldn't be
https://github.com/TheOtterAaron/cst205final/projects/1

Debugging: Create demo, work on each section, fix then progress

125 y

15 px x
223 px y

rgb: 236, 0, 133
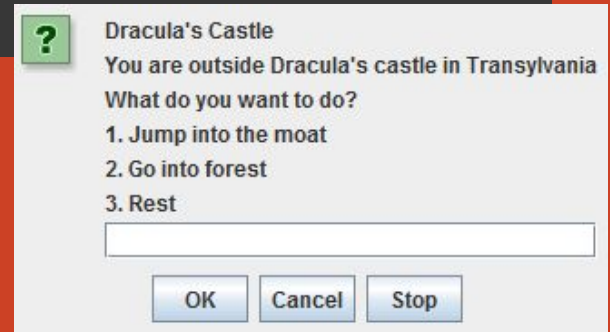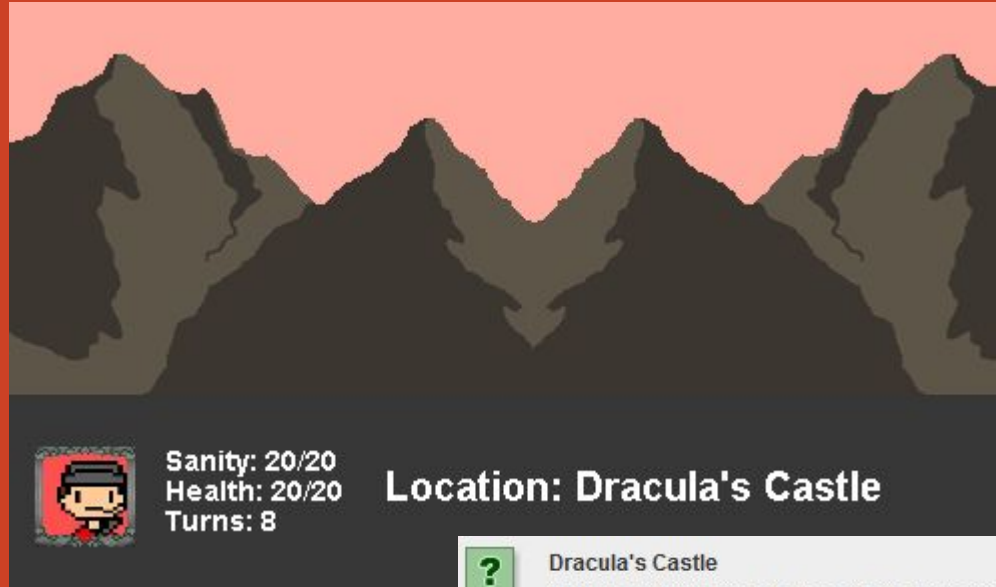
Results

Image Manipulation: Player can upload their own image for their avatar, background sky changes based on turn, indicates time of day.

Player Stats: Sanity, Health, and Remaining Turns show. Shows Player's Location.

Choices: Player can choose between several choices, all affecting the player.

Can you find secret shortcut?

Sanity: 20/20
Health: 20/20
Turns: 8

Location: Dracula's Castle

? Dracula's Castle
You are outside Dracula's castle in Transylvania
What do you want to do?
1. Jump into the moat
2. Go into forest
3. Rest

OK   Cancel   Stop

Sanity: 1/20
Health: 15/20
Turns: 2

Location: Church

```
16  class frame:
17    def __init__(this): #Get resources in file path to create initial frame
18      this.timeOfDay = 8
19      this.skyColor = makeColor(255,173,160)
20      this.initialFrame = makePicture(FRAME_FILE) #TODO
21      this.mainFrame = ""
22      this.night = False
23      #Paint avatar
24      showInformation("Please select your game avatar, pictures have to b
25      this.avatarPicture = makePicture(pickAFile())
26
27      this.avatarHeight = getHeight(this.avatarPicture)
28      this.avatarWidth = getWidth(this.avatarPicture)
```

ath(__file__))

al.png"

You made it to the Church! What will you pick to defend yourself against Dracula?

? Church

The wind is blowing through the church, there is an odd chill. You approach the pulpit.
What do you want to do?
1. Grab wooden stake
2. Grab silver sickle
3. Grab holy water
4. Rest

OK   Cancel   Stop

Load Program

Watcher   Stop

Painting the time of day!
Passing the horizon
Repainting stats!
Painting the time of day!
Repainting stats!
Painting the time of day!
Night
Repainting stats!

makeColor(red[, green, blue])

Explain makeColor   Line Number:19 Position: 29

What We Learned! - Pooja

1.) Planning takes a lot of time, but saves a lot of time when coding.

2.) Once you learn a coding concept, it's easy to implement again, and even build upon it to make it more flexible.

3.) It always helps to have your group, if one person is feeling overburdened, others can help balance out the work.

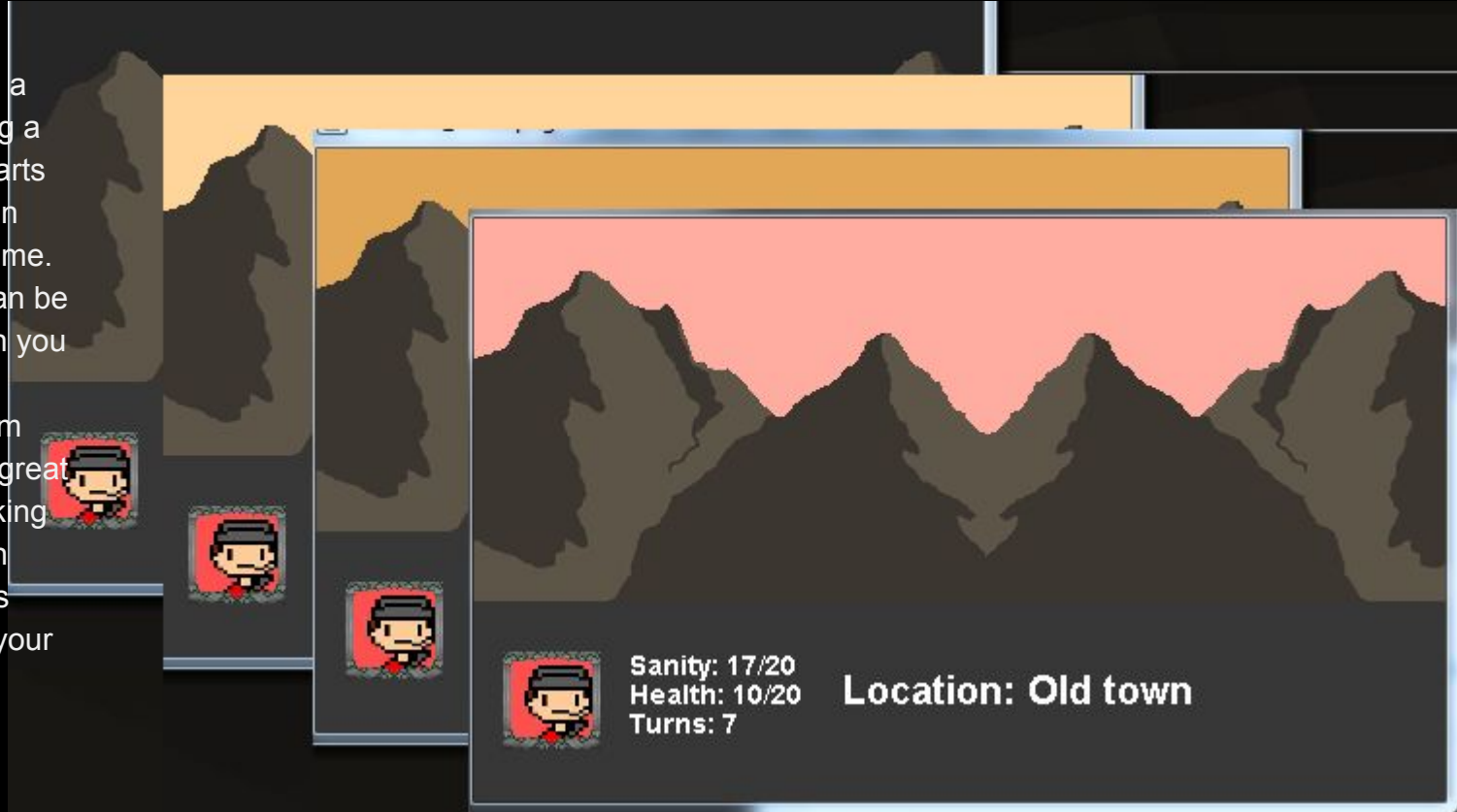Sanity: 17/20
Health: 10/20
Turns: 7

Location: Old town
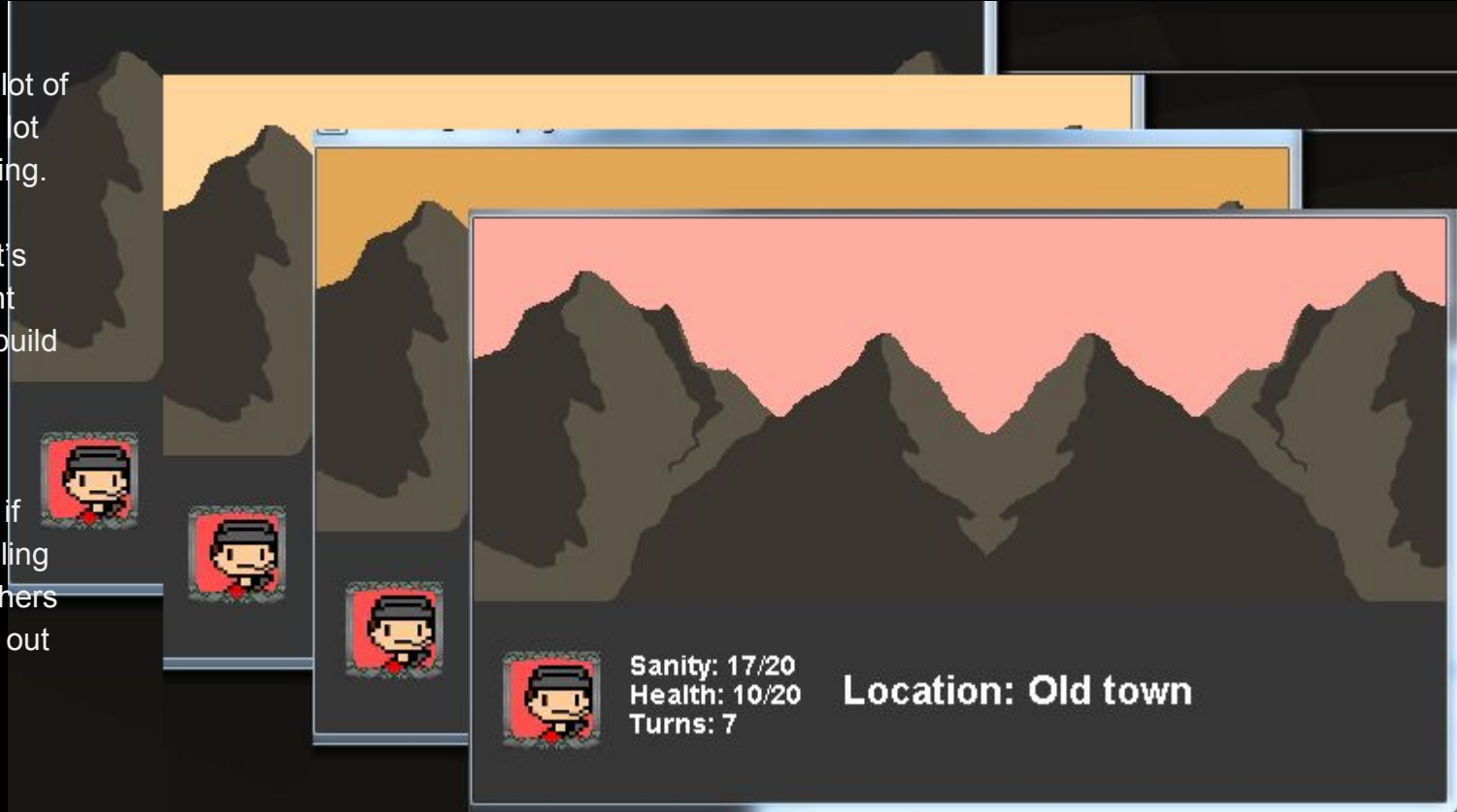
What We Learned! - Aaron

1.) Have a clear specification upfront; the more details you decide ahead of time the better team members can work independently.

2.) Keep the scope of the project in mind: what sounds like a little work on paper can balloon into a lot of code - fast!

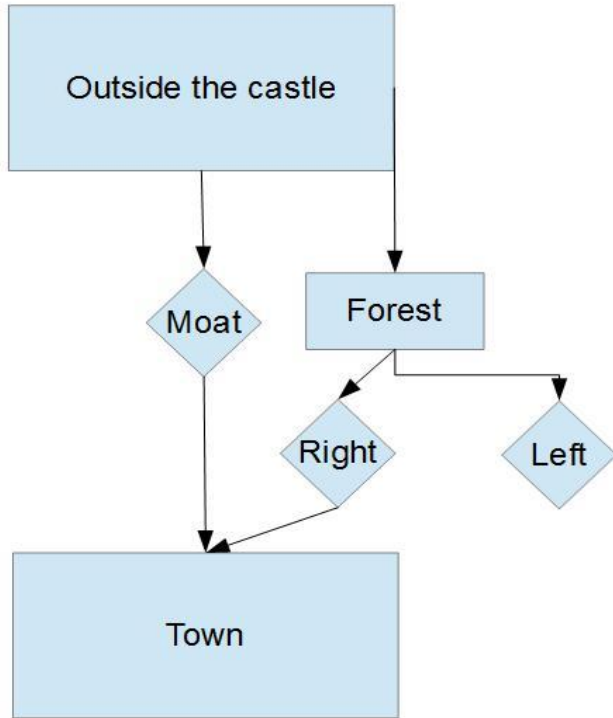3.) Trust your team, they want to succeed as much as you do.

Sanity: 17/20
Health: 10/20
Turns: 7

Location: Old town
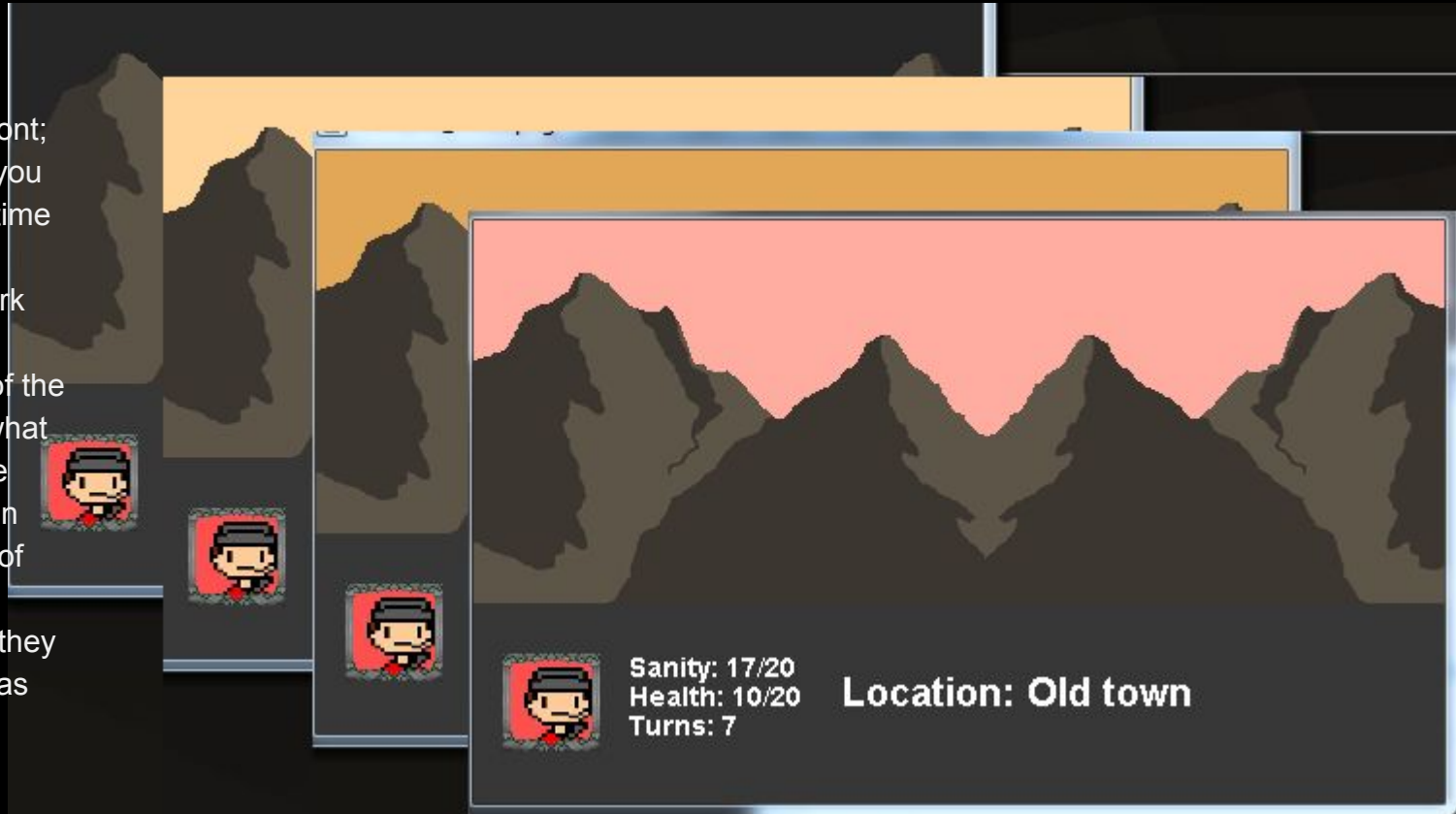
What We Learned! - Steven

1.) It's better to have a plan when starting a program. Flowcharts can be great when planning out a game.
2.) Game creation can be more difficult than you would think.
3.) Working as a team helps to develop great ideas. While working in a team you can make better ideas than you can on your own.

Sanity: 17/20
Health: 10/20
Turns: 7

Location: Old town

```
Outside the castle

          │              │
          ▼              ▼
        ◇ Moat ◇     ┌─ Forest ─┐
          │          ▼          ▼
          │        ◇ Right ◇  ◇ Left ◇
          ▼          │
        ┌─ Town ─────┘
```

Link to Google Doc

Link to Youtube Video

TBA