

# Year 8 Python Adventure 2019



## Programming Structures in Python Choose Your Own Adventure

**First Name**

**Surname**

**Teacher**

Mr L Marsden

**Draft Notes Due:**

**FINAL Copy Due:**

Week 9 10/9

**Subject:** Year 8  
IDEAS  
Digital Solutions

**Topic:** Python  
programming

**Conditions:**

- 2 Weeks.
- Supporting Documents to be submitted.

### Task Description:

You have been asked to create a “Choose your own adventure” texted based computer game. Within this assignment you are to demonstrate the programming structures and developer principles that you have learnt across this course. You will be expected to use and not limited to:

- Sequence
- Decision Structures: If Then Else, Elif.
- Repetition Structures: Fixed, Pre-test loops
- Nested constructs and concatenation
- Inbuilt functions such as Int, format, random number generator etc
- Variable management and counters

Topic starters to help:

#### **The day that never ended:**

This was just one of those average days. I spent the previous night playing computer games to the early morning and slipped into bed just to get 2 hours sleep before the alarm went off.

#### **I will never go camping ever again:**

My family were on one of those adventures that use to be fun when I was smaller. The long drive in the car was preceded by an early morning wake-up from my mother. The sun had not even started to rise before we were heading into uncharted forest on the promise of a cabin in the wood and all the fish we can catch.

#### **The package that changed everything:**

I was reclined in my favourite chair in front of the big TV when there was a hurried knock at the front door. Reluctantly, I sat upright and started to drag myself towards the door. I reached out and slowly opened the door with thought of anger as to who interrupted my favorited show. I looked around and no one was there, except a box with my name on it?

**Negotiated topic with your teacher (Mr Marsden).**

CRITERIA	GRADE
Adventure map and Narration	
Code Development and implementation	
Validation and Evaluation videos	

Strengths:



Area for Improvement:

Overall Grade:	
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You will need to submit:

**Design:**

- Design map of the adventure (mind map)
- Communication with the user – room elaborations

**Implementation:**

- Printout of your code / Internal documentation

**Validation Video:**

- Demonstration of the system in action (Grey Box)
- Evaluation video of the final product