
CYOA

Release 0.2

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Choose Your Own Adventure, or CYOA for short, is a Python 3.x module for creating choose-your-own-adventure type games.

Go to [Usage](#) for information of how to use this module. Go to [How to Install: CYOA](#) for information on how to install this project

Note: This project is under active development.

CONTENTS

1.1 Usage

1.1.1 Variables

variables:dict: Dictionary for storing variables and their values

endings:list: List for storing possible endings

gotendings:list: :List for storing endings the player has achived

start:choice, text, or ending object: Starter choice, text or ending that will run when `starter()` is called.

.. warning:

(SET THIS BEFORE STARTER FUNCTION OR GAME WILL BREAK!)

This is warning text. Use a warning for information the user must understand to avoid negative consequences.

Warnings are formatted in the same way as notes. In the same way, lines must be broken and indented under the warning tag.

1.1.2 Functions

`makevar(varname: str, defaultval = 0, raiseerror = False)`: Create a variable that can be used in a choice object

ARGS:

- varname:string: Name of the variable
- defaultval(0): default value of variable (default is 0)
- raiseerror(False): determines if an error will be raised if the variable already exists

`setvar(varname: str, value, raiseerror = False)`: Set a variable's value

ARGS:

- varname:string: Name of variable
- value: Value the variable will be set to
- raiseerror(False): determines if an error will be raised if the variable doesn't exist

getvar(varname, raiseerror = False): Get a variable's value

ARGS:

- varname:string: Name of variable
- raiseerror(False): determines if an error will be raised if the variable doesn't exist

starter(): Function that starts the game by running the choice, text or ending object saved in the "start" variable's run(self) function. .. warning:

YOU HAVE TO SET THE "START" VARIABLE BEFORE THE ``starter()`` FUNCTION IS RAN, OR THE
↪ GAME WILL NOT RUN!

getth(n: int): simple function to return the "th" of a number (ex 1 = st, 2 = nd, 3 = rd, n>3 = th)

ARGS:

- n:integer: Number that the funtion will get the "th" of

1.1.3 Objects

Test (): Test class, nothing to see here!

ChoiceError(Exception) (obj, message="is not a valid choice, text or ending object!"): Custom error for Choice related things.

Choice (name: str, txt: str, onchoose: callable, children: list): Class for making choices.

ARGS:

- name:string: Name of choice that appears when its parent choice's run(self) function is called.
- txt:string: Text that appears when the choice is selected.
- onchoose:function: Function that is ran when the choice is selected. .. note:

Set to ``None`` or ``pass`` if you don't want to call a function!

- children:list: List of child Choices, Texts or Endings that can be chosen from.

VARIABLES:

- name: set to {ARG:'name'}
- txt: set to {ARG:'txt'}

- `funct`: set to `{ARG:'onchoose'}`
- `children`: set to `{ARG:'children'}`
- `parent`: set to `None` (for every object in its “children” list, it sets their parent to itself)

FUNCTIONS:

- `run(self)`: Is called when it is selected, and causes the pointer to move forward.

`Text (name: str, txt: str, nxtobj)`: Class for text buffers.

ARGS:

- `name:string`: Name of text that appears when its parent choice’s `run(self)` function is called.
- `txt:string`: Text that appears when the choice is selected.
- `nxtobj`: Object that pointer is passed to after text is printed.

VARIABLES:

- `txt`: set to `{ARG:'txt'}`
- `nxt`: set to `{ARG:'nxtobj'}`

FUNCTIONS:

- `run(self)`: Is called when it is selected, and causes the pointer to move forward.

`Ending (name: str, endname: str, txt: str, sayend = False)`: Class for making endings.

ARGS:

- `name:string`: Name of ending that appears when its parent choice’s `run(self)` function is called.
- `endname:string`: Name of ending that appears in endings list and at end.

Note: (“The” and “Ending” are automatically appended to the beginning and end of `endname`, so `endname` only has to be the name (ex: `endname = Good`, output: You Have Achived: The Good Ending!))

- `txt:string`: Text that appears when the ending is selected.
- `sayend(False):boolean`: determines if “[ENDING]” is appended to the beginning of the ending’s name (NAME not ENDNAME!)

VARIABLES:

- `name`: set to `{ARG:'name'}`
- `sayend`: set to `{ARG:'sayend'}`
- `endname`: set to `{ARG:'endname'}`
- `txt`: set to `{ARG:'txt'}`

FUNCTIONS:

- `run(self)`: Is called when it is selected, and causes the game to end, adds the ending to `gotendings[]`, and asks the player if they want to play again.

1.2 How to Install: CYOA

1. Download `cyoa.py` from the main page
2. Move the downloaded file to wherever python modules are