

Text Adventure Game

1st Phase



1. First thing to do is to create a function for each room.
2. Each function should welcome the user to the room and to say to him in what directions he can move.
3. Example:
When the user is at the START room, he only has the choice to go up.
The game should display:
"Welcome to the Start Area."
"You have the choice to go up."
"Choose your next move."
4. When the user chooses to go up then the FOREST room appears.

To start the function for the START is given below:

```
def Start():
    print ("Welcome to the Start Area.")
    print ("You have the choice to go up.")
    print ("Choose your move.")
    while True:
        user_choice = input()
        if user_choice == "up":
            Forest()
        else:
            print ("Your choice was wrong. Choose again")
```

** The Forest function does not exist yet. You need to create it.

Now below this function, welcome the player to the game and call the Start function.

```
print ("Welcome to the game.")
print ("Your goal is to find the Exit")
print ("Press Enter to Start")
input()
Start()
```

Now create the Forest() and the Exit() functions

When you create the Exit function, you will need a special function to stop the Game.
At the top of your program import the package sys.

```
import sys
```

Inside the Exit function add the following command

```
def Exit():
    print ("You are exiting the game")
    sys.exit()
```

Call and check that all the functions are working

2nd Phase



1. Two extra rooms are added
2. Create **2 more functions** for the extra rooms
3. Change the Forest function so that the user can also go up

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1. Now to exit the game you need to have the key that is found in the Treasure Room
 2. Create a global variable called **key** and set it to **False**
 3. When the user enters the TREASURE Room:
 - a. Check if the user doesn't have the key:
 - i. If key != True
 - b. If he doesn't make the **key = True** and display "Congratulations you found the key"
 4. Now change the EXIT function
 5. If the user has the key, he can exit the game
 6. If not then display "You still don't have the key! Go back."

** To access a global variable inside a function you need to enter the following at the top of the function

```
def Treasure():  
    global key
```

3rd Phase



1. A new room is added.
 2. The **Dragon Room**
 3. Create a new global variable called **life = 100**
 4. If the user enters the Dragon Room he loses half his life.
 5. If his life becomes **below or equal to 0**, display **Game Over** and **exit** the game.
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4th Phase

1. Instead of losing half life in the Dragon room, **randomize** the life that is being lost.
2. Import the random package

```
import random
```

3. To get a random number between 0 - 100:

```
random.randint(0,100)
```

5th Phase

1. Add **goblins** into the Forest
2. A player has **25%** to find goblins into the Forest
3. If he finds goblins then the player loses 10 life

One way to check for a **percentage** is:

1. Get a **random number between 0 100**
 2. If that number is **below 25**, then the player **finds goblins**
 3. If not then the player doesn't find any
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6th Phase

1. Add any new functionality that you want