Project 4: Text Based Adventure

COSC 1423 | Fall 2023

Instructor: Megan Avery

Topics: decision structures and boolean logic

Goal: Create a text based adventure game that is modeled after the given decision structure flowchart.

Turn In Instructions:

A zip file called project04_firstname_lastname.zip containing the following files:

Implementation: Your python file named proejct04_firstname_lastname.py.

⚠️ Documentation: ⚠️

A pdf called project04_firstname_last.pdf that contains your objective definition, flowchart, test cases, and followup questions.

Objective Definition (15 pts): See Planning Guide

Style (10 pts): See Style Guide

Fill in Flowchart (5 pts):

Print out the flowchart at the end of this document and fill it in with the conditions for the decision structure it represents. See Implementation for what those different conditions might look like. Take a picture and include it in your documentation PDF.

Implementation (50 pts):

You are creating your own text based adventure game. The only restrictions are that it remains school appropriate, each question asked is a yes/no (and sometimes maybe) question, and that your decision structure for the game matches the flowchart at the bottom of this document. The questions asked at each decision point are entirely up to you! Describe the narrative for your adventure game at the top of your python file in a block comment.

I would suggest you start from the right of the structure and work your way to the left, making sure each path through the structure makes it into your final code. *Hint: The **pass** keyword may be helpful here.*

There are no sample runs for this project, the output format is left up to you.

Here is an example of a narrative you might choose: A dragon has kidnapped the heir to the throne and hidden them deep within a mountain. In order to get to the heir you must answer trolls' questions correctly along the way. Answering the riddles incorrectly will set you down the wrong path. There is only one right path to the heir.

Test Cases (10 pts): See Project FAQ.

Followup Questions (10 pts):

1. How long did this project take you?
2. Did you complete the extension?
3. How did you come up with the narrative for your decision structure?
4. How many paths of execution are there through the structure?
5. Explain your usage of AI in this project. What type of queries did you do during development?

Extension (+5 pts):

Do a bit of research on the .lower() String function. Use it to allow the user to enter yes, Yes, or YES as an answer to your questions.

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INPUT
CONDITION
True
OUTPUT
False
INPUT
CONDITION
True
OUTPUT
False
INPUT
CONDITION
True
OUTPUT
False
INPUT
CONDITION
True
OUTPUT
False
INPUT
CONDITION
True
OUTPUT
False
OUTPUT