

TEXT BASE ADVENTURE GAME

Python Mini Project

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CODE:-

```
# Setup
```

```
yes_no = ["yes", "no"]
```

```
directions = ["left", "right", "forward", "backward"]
```

```
# Introduction
```

```
name = input("What is your name, adventurer?\n")
```

```
print("Greetings, " + name + ". Let us go on a quest!")
```

```
print("You find yourself in front of the Crown Castle(Mansion).")
```

```
print("Can you find your way through?\n")
```

```
# Start of game
```

```
response = ""
```

```
while response not in yes_no:
```

```
    response = input("Would you like to step in the Crown  
Castle?\nyes/no\n")
```

```
    if response == "yes":
```

```
        print("You head into the Crown Castle. You hear cats meowing.  
You walk a few steps ahead and discovered ways to get deeper into the  
mansion.\n")
```

```
        elif response == "no":
```

```
            print("You are not ready for this quest. Goodbye, " + name + ".")
```

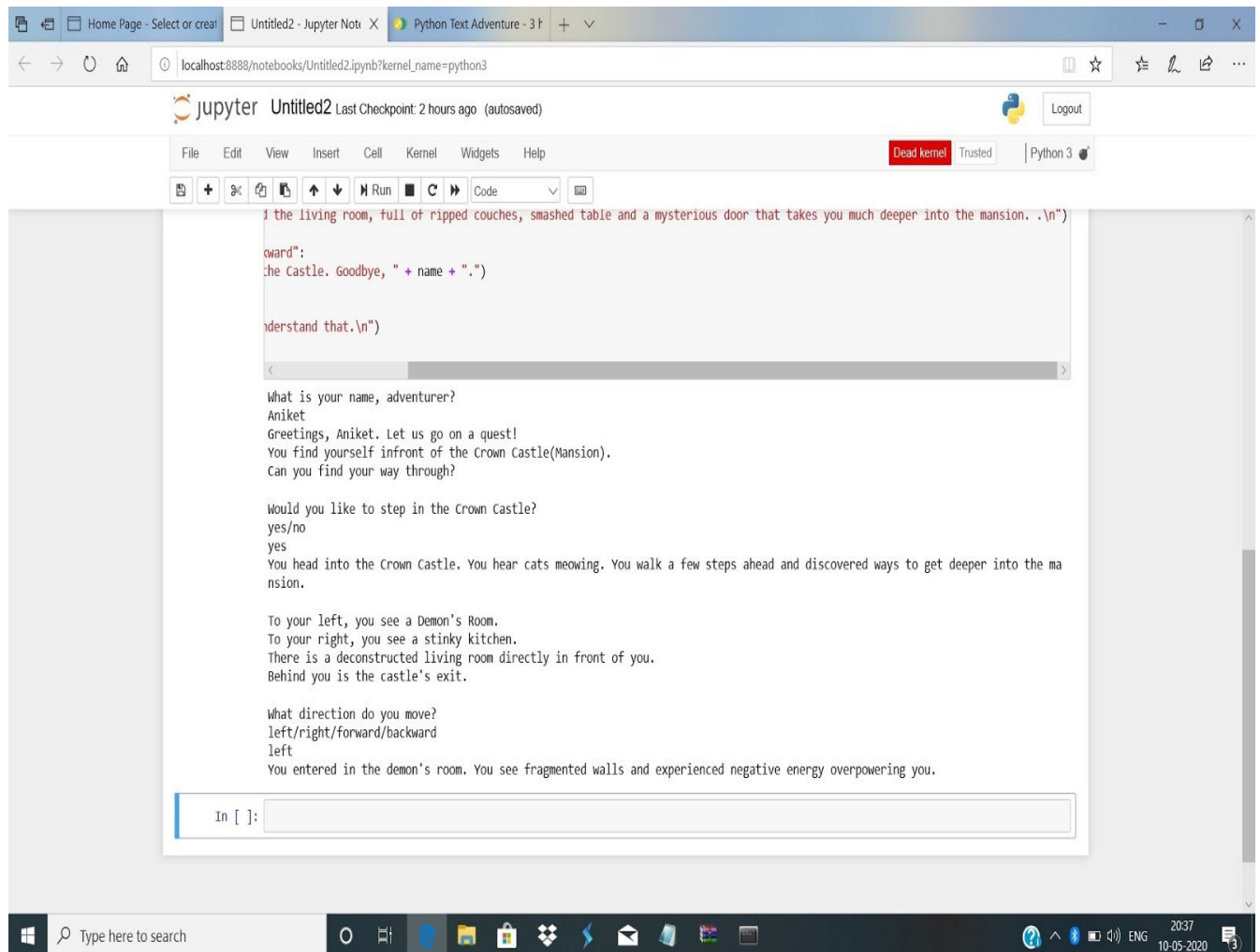
```

quit()
else:
    print("I didn't understand that.\n")

# Next part of game
response = ""
while response not in directions:
    print("To your left, you see a Demon's Room.")
    print("To your right, you see a stinky kitchen.")
    print("There is a deconstructed living room directly in front of you.")
    print("Behind you is the castle's exit.\n")
    response = input("What direction do you
move?\nleft/right/forward/backward\n")
    if response == "left":
        print("You entered in the demon's room. You see fragmented walls
and experienced negative energy overpowering you.")
        quit()
    elif response == "right":
        print("You head towards the kitchen. The kitchen stinks due to
rusted utensils and rotten eatables. There is no way to move forward.\n")
    elif response == "forward":
        print("You entered the living room, full of ripped couches, smashed
table and a mysterious door that takes you much deeper into the
mansion. .\n")
    response = ""
    elif response == "backward":
        print("You leave the Castle. Goodbye, " + name + ".")
        quit()
    else:
        print("I didn't understand that.\n")

```

OUTPUT:-



```

def the_living_room():
    print("You are in the living room, full of ripped couches, smashed table and a mysterious door that takes you much deeper into the mansion. \n")
    print("What is your name, adventurer?")
    name = input()
    print(f"Greetings, {name}. Let us go on a quest!")
    print("You find yourself in front of the Crown Castle(Mansion).")
    print("Can you find your way through?")

    print("\nWould you like to step in the Crown Castle?")
    print("yes/no")
    choice = input()
    if choice == "yes":
        print("You head into the Crown Castle. You hear cats meowing. You walk a few steps ahead and discovered ways to get deeper into the mansion.")

        print("\nTo your left, you see a Demon's Room.")
        print("To your right, you see a stinky kitchen.")
        print("There is a deconstructed living room directly in front of you.")
        print("Behind you is the castle's exit.")

        print("\nWhat direction do you move?")
        print("left/right/forward/backward")
        direction = input()
        if direction == "left":
            print("You entered in the demon's room. You see fragmented walls and experienced negative energy overpowering you.")
        elif direction == "right":
            print("You entered in the kitchen. You see a stinky kitchen.")
        elif direction == "forward":
            print("You entered in the living room. You see a deconstructed living room.")
        elif direction == "backward":
            print("You entered in the castle's exit. You see a mysterious door that takes you much deeper into the mansion.")
    else:
        print("You decided not to step in the Crown Castle. You see a mysterious door that takes you much deeper into the mansion. \n")
        the_living_room()

the_living_room()

```

In []:

