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#Period 2
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# The program is a decision based story that will progress as the player chooses  
how story should develop
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import time # The import function allows the program to access the module time  
which helps to print text at a slower pace depending what number of seconds you  
put in between the parentheses
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# The set of variables was suppose to be stats in which the player would gain  
throughout the game depending on the choices they make as they go through the  
story
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Bold = float(0)
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Intelligence = float(0)
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Sass = float(0)
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Affection = float(0)
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Creativity = float(0)
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Stupidity = float(0)
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total = float(0)
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print('Hello, player! What is your name?')
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myName = input() #In the myName variable the player will input their own name or  
what name they would like to use for their character to used throughout the  
story.
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def displayIntro(Sass): # The block displays the beginning and the introduction  
of the story by using the print function
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    print('Howdy, ' + myName + ' nice to meet ya. Let us start by explaining the  
game, shall we? \n')
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    time.sleep(2)
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    print('The game you are about to play is a first-person choose your own  
adventure game.')
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    time.sleep(3)
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    print("The progress of the story will be affected by your character's decisions
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as well as your relationship with other characters in the story.")
time.sleep(3)
print(''And to avoid any confusion, blue texts are the characters while the
black texts is the Narrator speaking or describing the situation. \n'')
time.sleep(4)
print("The story will begin. . .")
time.sleep(2)
print('Now.')

print()

time.sleep(3)
# The print \033[3; 34; 47m was gotten from a website called
http://ozzmaker.com/add-colour-to-text-in-python/ that allows the text and
background to change color and font based one the 3 numbers on the right side of
the bracket. For instance, the 3 stands for the font of the text, the 34 stand
for the color, and 47m stands for the background color of the text
print("\033[3;34;47m'Hi, Mom. Yeah, I know it has only been a couple of weeks
since I last wrote to you, but there is just a lot on my mind right now that I
just really need to get out of my chest.' \n")
time.sleep(3)
print(''This is great. I am absolutely fine. I got a scholarship to one of the
prestigious art schools in the state! And got room all to myself with my best and
only friend living right across the hall from me.'\n")
time.sleep(4)
print(''It's just a bit hard to adjust you know? It has been so long since I
last came here and on my own too.'\n")
time.sleep(3)
print(''You just have no idea how many times I just wanted to just scream and
pull my hair out of frustration.'\n")
time.sleep(3)
print(''I just- none of this feels right. I'm just trying my best to
survive.\n")
time.sleep(4)
print('\033[0;34;47m I shook my head and scratch out the last few sentences in
my letter to my mom. The last thing I want for her is to be worry about me. She
already has enough on plate to stress about as it is. \n')

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print ('I put my sketchbook with the letter I have written for my mom on the
bookshelf that was the headrest of my bed.\n')
time.sleep(3)
print('I put the palm of my hands against my eyes to try and rub out the sleep
from them. \n')
time.sleep(2)
print("I haven't been able to get good night sleep for the last few days. Not
with all the thoughts and voices happening in my head. \n")
time.sleep(3)
print('\033[3;34;47m KNOCK, KNOCK, KNOCK \n')
time.sleep(4)
print('"Hey," \n')
time.sleep(2)
print('\033[0;34;47m What time is it? \n')
time.sleep(3)
print('I looked over at the clock setting on top of my nightstand \n')
time.sleep(3)
print( '''+ myName + ' you must pick up pieces of trash off the floor for the
rest of the period for your disruption.'')
print('Talk back to the teacher? (yes or no)')
# From line 66 to line 73 is an if statement where the player can either decide
to talk back to their teacher which would impact their relationship between the
player's character and their teacher based on whether the player types yes or no
in the input function.
talk_back = input()
if talk_back == 'yes':
    Sass += float(0) + 2
    print('"Sure thing, Ms. Perks. What do you prefer to be throw away into? Trash
or recycle?")
    print ('You have gained +3 sass and a detention from the teacher.')
if talk_back == 'no':
    print("\033[1;30;47m If there was category for wuss points you would have
gotten +10. But, unfortunately, there is none so we must settle for you being
embarrassed by the teacher.")

time.sleep(3)
print('\033[0;34;47m"I cannot believe it! I totally embarrassed myself in front

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of the whole class!" ')
time.sleep(4)
print('"Eh, could have been way worse to be honest," Michael said to me as he
put away his books in satchel.')
time.sleep(4)
print('I opened my locker and put my textbooks in my on the top shelf. I was
going to close when I hesitated when I noticed a picture on the inside of the
door of my locker.')
print('Grab picture or close the close locker? A or B')

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#In the if and elif statements the player needs to choose between getting the picture or ignoring which is dependent on whether or not the player is typing A or B into the input from line 85 to line 93.

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choice = input()
if choice == 'A' or choice == 'a':
    print('I took the the picture that tape on my locker and looked at the three
smiling faces that showed no care in the world.')
    time.sleep(4)
    print("I felt a hand on my shoulder and noticed that it was Michael's. I look
up to see his face with a grim smile on his face.")
    time.sleep(3)
    print('I miss him too.')
elif choice == 'B' or choice == 'b':
    print('I slammed my locker shut and sighed in frustration. "Oh, really? How
show?" \n')

    print('"The teacher could have given you an F for the rest of the semester."\n')
    print('"God, what is her problem? It is like she lives to torture students."')
    print('"Just because you do not get along with her, does not mean everyone else
hates her."\n')
    print('I swear that teacher has it out for me."\n')
    time.sleep(4)
    print('Oh, please. What evidence do you have to prove that?\n')

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def follow_after(Bold, Stupidity): # In this def block there is a while loop
where the player has to input either yes or no if they would like to follow after

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the dean. The player has to either enter yes or no: If they enter yes then the story will continue forward, if they choose to enter no then the story will end.

```
print ("\033[1;30;47m Are you willing sneak into the teacher's office?, " +
myName + "? (yes or no)")
sneak_in = input()
sneak_in = 'yes'

while sneak_in == 'yes':
    if sneak_in != 'yes':
        print('No.')
        break

    if sneak_in == 'yes':
        if Bold == 2 and Stupidity == 2:
            print('You gained +2 Boldness and +2 Stupidity')
            print ('\033[1;34;47m"Come on. We are going to follow her."')
            print('What!? You have got to be kidding me, We are so dead if we follow
after her,'+myName+ '!')
            time.sleep(3)
            print('Come on, Michael. What is the worse than can happen?')
            time.sleep(3)
            print('You want me to give you a list?')
            return sneak_in

def guesspassword(Intelligence):
    print ('\033[0;34;47m"Please enter password."')
    time.sleep(2)
    print('Oh, you have got to be kidding me.')
    time.sleep(2)
    print ('"Do you know the password to this stupid security code?" I said to
Michael as he was keeping a look out behind the door.')
    time.sleep(5)
    print('No, I have no idea what the password is!" He whispered harshly at me
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through the corner of his mouth, his eyes were flicking back and forth to me and
the dimly lit hallway.')
time.sleep(5)
print('My heart was starting to beat so loudly and quickly like a drum solo that
I was beginning to worry that it might burst out of my chest. "I thought you were
the tech guy in our friendship!?"')
time.sleep(5)
print('"Correction: I am the cameraman. NOT the tech guy. For goodness sakes,
that is why am taking a filming class not a computer science one, you
knucklehead."')
time.sleep(5)
print('I rolled my eyes at him. "Well, sorry for not taking that into account.
Ugh, just help me figure this out!" I yelled, shaking the stupid computer
monitor.')
time.sleep(5)
print('"Stop yelling! Someone will hear us and we will get caught! And the last
thing I want is to spend my prom night in jail where my date will be cellmate!"')
time.sleep(5)
print('"Then what am I supposed to do!?"')
time.sleep(5)
print('"Well, shut up for one thing. But honestly just guess the stupid password
so we can get out of this creepy office already."')
time.sleep(5)
print('I sighed and ran my fingers through my hair. "I guess it is worth a
shot." \n')

```

#In this portion of the def block the player needs to figure what the password is in order to progress further into the story. The password is 1990 and the player must enter a guess to figure the secret password. If the player fails the guess the password the first time then the program will ask the player's character if they would like a hint or not. If the player types yes then the program will give the hint and from there then story will progress

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password = 1990
print ('"Please enter password."')
guess = input()
guess = int(guess)

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if guess != password:
    print('Password incorrect. Would you like a hint? Yes or no?')
    hint = input()
    if hint == 'yes' or hint == 'Yes':
        print ("Never in my life have I ever quickly moved a mouse just to click
the a dumb box on a brightly lit screen. Nevertheless, I clicked the yes icon on
the screen while praying to God that the hint is not something absurd like 'The
name of your dead grandmother's favorite tabby cat' ")
        time.sleep(3)
        print ('Hint: Year of the horse')
        time.sleep(3)
        print('. . .')
        time.sleep(3)
        print('. . .')
        time.sleep(3)
        print('. . .')
        time.sleep(3)
        print('"OH, SON OF A-")
        time.sleep(3)
        print('"What is taking you so long?" Michael hissed to me while looking
pretty frustrated at the fact that am still yelling.')
        time.sleep(3)
        print('"The hint to figure out the password that computer gave me is not
a very good hint!")
        time.sleep(3)
        print('"What is the hint?")
        time.sleep(3)
        print('"Something about the year of the horse? Whatever that means.")
        time.sleep(3)
        print('Michael stood there quietly with his hand under his chin as he
thought long and hard about the hint. He was usually good at solving riddles and
puzzles ever since we were in middle school. Maybe figuring out this hint is not
so different from solving a riddle for him. \n')
        time.sleep(5)
        print('A few minutes has passed until he finally muttered something under
his breath so quietly that I almost did not catch what he just said. \n')

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time.sleep(4)
print("Um, what did you say?" \n')
time.sleep(3)
print("I said that were snakes." \n')
time.sleep(2)
print("'Well, I would not exactly call us snakes for sneaking into the
dean of students office per say, maybe rats-?' ' \n")
time.sleep(3)
print('Michael shook his head and waved his hands."No. We were born on
the year of the snake based on the Chinese Zodiac. So we are snakes and Ms. Perks
is a...?" He drifted off, waiting for me to finish the sentence.')
time.sleep(5)
print('"HORSE!" I yelled, everything making completely sense now.')
time.sleep(2)
print('"Shoosh!"')
time.sleep(2)
print('I cringed and apologized,"Sorry." ')
time.sleep(2)
print('But I could not help myself but to feel excited to figuring out
what the password is! We were on step closer to solving this mess. And yet there
was still a problem to this so called hint. ')
time.sleep(3)
print('"But are there not several different years of the horse that Ms.
Perks could have been born in in the last century?" I questioned Michael. We do
not have much time left before someone finds us here and not to mention that am
running out of guesses to make on this computer.')
time.sleep(4)
print('"Well, yes. But that is why we were going to use this!" He
exclaimed as he rummaged through his pockets only to pull out his phone.')
time.sleep(3)
print('"Oh, so we are going to look her up? Will that not take awhile to
find her on the internet?"')
time.sleep(2)
print('"Yep! That is why we are going to look at her dating profile on
Tinder."')
time.sleep(3)
print('"How do you know she has a dating profile on Tinder?" I asked
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suspiciously, narrowing my eyes at him.')
    time.sleep(3)
    print('He waved his arm at me, deflecting the question. "That does not
matter right now. What matters is that her profile has to have her age and then
with that we are able to find out what year she was born in and- AH HAH! Found
it."')
    time.sleep(4)
    print('"Okay, it says here that she is twenty-nine years old. Bit of a
stretch if you ask me but okay. Now all we need to do is to subtract that from
the current year which is two thousand and nineteen and that should get us our
password!"')
    time.sleep(4)
    print('I took a deep breath in and let it out. "Worth a shot."')
    time.sleep(4)

```

In this portion of the def block the player has two chances to guess the password in the for loop: if the password is correct the program will break out of the for loop and the story will continue; however, if they guess the password incorrectly the story will end. The variable guessesTaken is equal to zero since that is how many guesses the player has taken at the beginning once the player passes the range of taking guessesTaken

```

guessesTaken = 0
for guessesTaken in range (2):
    print ('"Please enter password."')
    password = (1990)
    guess = input()
    guess = int(guess)

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```
if guess != password:
    print("Sorry, you are incorrect time. Computer shutting down.")
    time.sleep(4)
    print('"Oh, no, no. no!" I started to frantically type the keyboard in hopes of trying to restart the computer. But no luck.')
    time.sleep(4)
    print('"What is going on?")
    time.sleep(4)
    print('"I typed in the wrong password!")
if guess == password:
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break
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```
if guess == password:
    print("Password is correct.")
    time.sleep(3)
    Intelligence += 1
    print('You have gained +1 Intelligence')
    time.sleep(4)
    print('"Oh, thank god."')
```

#If the player either failed to successfully complete a part of the story or if they have completed it they will have the choice to either play again or finish the game. If the player chooses to enter yes then the while loops will return the def blocks in order for the game to restart. If the player answer does not equal yes then the loop will break and game will end.

```
play_again = "yes"
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```
while play_again == "yes": # This while loops code is a remix from the book "Invent Your Own  
Computer Games With Python" by Al Sweigart.  
    displayIntro(Sass)  
    your_choice = follow_after(Bold, Stupidity)  
    guesspassword(Intelligence)  
    if play_again != 'yes':  
        break
```

```
print('Total of stats throughout the game:')  
print ("Do you want to try again," + myName + "?")  
play_again = input()
```