2a. The program language that I chosen to use for this project is Python 3.6.1 in the online coding website called repl.it. The program was coded for the purpose of creating an online story where players are able to change the course of the story based on their decisions. Their character's stats and their relationships with other characters in the story will change based either a and b choices or yes or no questions. The video shows the program displaying the story and when the based on whether or not the player has type yes or no or and b. Once the story has ended or if the players fails to properly complete a scenario then the program will ask if the player wants to play again they must simply enter yes or no as an input and the program will restart the story.

2b. The project was worked on independently. I started out by creating the script of the story to figure out what possibilities the player's character could run into in order to find out what codes I could use to add complexity to the program. I tried and failed multiple times to create a code later on in the game which was in the def block called guesspassword (). In this part of the program the player had to guess what the password to the teacher's computer and depending if you got the password correct within a two tries inside a while statement. If the player failed to guess the password then the program will offer a boolean 'if' statement which will give the player an option to get hint in order to solve the password. I previously tried to use while statement for the code to work; however, whenever the code was executed it will repeat the question when the player gave the correct answer. To resolve this issue I got rid of while statement and used if statements which was nested in a for loop for the def block which made the code work as it should have in the program.

2c.

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

    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:
        break
```

This part of program are if statements in which the player has to guess the password correctly. The variable password is equal to the integer 1990. The player must guess the number within the range of 2 guessesTaken which is executed by the for loop. If the player guess is not equal to the password and exceeds the range the program will say that the password is incorrect and the story will end.

```
228    if guess == password:
229        print("Password is correct.")
230        time.sleep(3)
231        Intelligence += 1
232        print('You have gained +1 Intelligence')
233        time.sleep(4)
234        print('"Oh, thank god."')
```

If the player enters the password correctly and the guess is equal to the password during the first or second attempt then the program will breakout of the for loop and will go onto the next if statement and execute the code if the player's guess is equal to the secret password and will print that the player is correct and continue on with the story/

2d.

```
234    play_again = "yes"
235    while play_again == "yes":
236        displayIntro(Sass)
237        your_choice = follow_after(Bold, Stupidity)
238        guesspassword(Intelligence)
239        if play_again != 'yes':
240            break
241
```

The abstraction is a remix of a while loop from the book *Invent Your Own Computer Games With Python* by Al Sweigart. If the player fails to solve a problem or has finished the story, the program will ask the player if they want to play again. The while loop will restart the program if the player's answer is equal to "yes" and the condition will return as true since the while loop operates as a boolean statement. If the condition true then the while loop will restart the story and execute line 236 to 238. Line 236 was defined earlier in the program and if the player decides to restart the story then the while loop will begin the execution at displayIntro(Sass) in the beginning of the program and line 237 and 238 will also go back to where they were defined and be executed based on the player's input and once the player enters their answers the execution will go back to line 237 and 238 and be stored inside the variables. However, if the player answer is not equal to "yes" then the while loop will see the condition as false and the program will end.