



Python Worksheet IV

Part I - Conditionals

- 1) Write a program that asks the user to rate how they feel from 1 - 10. Have the program print out a message based on what they input. For example, if they input 8, 9 or 10, the program can say **'Great to hear!'** if they input 4, 5, 6 or 7 it could say **'Ok hey! I hope you have a nice day.'** If they input 1, 2 or 3 it could say **'Oh no. I hope you feel better soon!'**
- 2) Write a program that asks for the user's name. If they enter your name, say

Paul is a great name!

Or else

Paul is ok.

Substitute your name for **Paul**.

It's time to make a game!

In this game the player we will put the player in another world, give him some items in his backpack and have him fight a troll! Let's get started!

- 1) Choose a setting and have the game first describe where the play is. It could be a humid swamp, a barren desert or even an alien spaceship. I've chosen a swamp:

You find yourself on the edge of a hot, humid swamp. It is on sunset and the broken and twisted trees make eerie shadows across the marsh.

- 2) Next, create some items and add them to your backpack (this will be a list). Tell the user what they have in their backpack. For example:

```
You have a quick glance in your backpack to make sure nothing has  
fallen out after a day of trudging through the black swamps. You  
have:  
['map', 'bronze key', 'sharp sword', 'strange potion']
```

- 3) Now some action! Have a troll jump out and attack the user

```
You hear rustling in some bushes behind you! You quickly turn  
around to see a troll holding a large club. It starts to growl and  
slowly shambles toward you.
```

- 4) It's time to fight! Have the player choose an item from their backpack:

```
You quickly reach into your pack. What do you grab?
```

- 5) Now we need to use an **if** statement. If the player chose the sharp sword we can say

```
You take out the sharp sword and hold it up. It glistens in the  
remaining sunlight. The troll stops dead in its tracks. It looks  
frightened. You yell 'Boo!' The troll squeals, drops it clup,  
turns around and runs off.
```

- 6) But what if the player chooses something else? For anything else the player chooses, we can say something like:

```
You take out the ITEM and hold it up. You aren't sure why you  
grabbed the ITEM, neither is the troll. It knocks you on the head.  
You don't remember anything else.
```

ITEM will be whatever the player chooses.

- 7) And the game ends. But this is where you just begin! It's your story! You can add anything you want to this game and make it as large as you want! Here are some things you could add to the game to make it more interesting.
- a) If the player chose the strange potion instead of the sword, it could turn the troll into a frog!
 - b) If the troll runs off, allow the player to pick up the club and add it to his backpack.
 - c) Perhaps the troll is drops something else as it runs off. A magic necklace perhaps?
 - d) When the player sees the troll, give them a choice to stay and fight the troll or run off, or even try to speak to the troll.
 - e) If the player chooses to stay and fight the troll, choose randomly whether the player wins or loses the fight.
 - f) Have the player walk on and come across another weary traveller.
 - g) Maybe the troll could be carrying a locked treasure chest. Maybe the bronze key might be useful...