Ex35:

综合前面几节内容写了个小文字游戏（主要是if和函数）

源码：

from sys *import* exit

def gold\_room():

print("This room is full of gold. How much do you take?")

choice = input ("> ")

*if* "0" in choice or "1" in choice:

how\_much = int(choice)

*else*:

dead("Man, learn to type a number.") *# 调用dead函数*

*if* how\_much < 50:

print("Nice, you're not greedy, you win!")

exit(0) *# 赢了退出游戏*

*else*:

dead("You greedy bastard!")

def bear\_room():

print("There is a bear here.")

print("The bear has a bunch of honey.")

print("The fat bear is in front of another door.")

print("How are you going to move the bear?")

bear\_moved = False

*while* True:

choice = input("> ")

*if* choice == "take honey":

dead("The bear looks at you then slaps your face off.")

*elif* choice == "taunt bear" and not bear\_moved:

print("The bear is moved from the door.")

print("You can go through it now.")

bear\_moved = True

*elif* choice == "taunt bear" and bear\_moved:

dead("The bear gets pissed off and chews your leg off.")

*elif* choice == "open door" and bear\_moved:

gold\_room()

*else*:

print("I got no idea what that means.")

def cthulhu\_room():

print("Here you see the great evil Cthulhu.")

print("He, it, whatever stares at you and you go insane.")

print("Do you flee for your life or eat your head?")

choice = input("> ")

*if* "flee" in choice:

start()

*elif* "head" in choice:

dead("Well that was tasty!")

*else*:

cthulhu\_room()

def dead(*why*):

print(why, "Good job!")

exit(0)

def start():

print("You are in a dark room.")

print("There is a door to your right and left.")

print("Which one do you take?")

choice = input("> ")

*if* choice == "left":

bear\_room()

*elif* choice == "right":

cthulhu\_room()

*else*:

dead("You stumble around the room until you starve.")

start()