

Final Report: Treasure Quest Adventure – A Python Text-Based Game

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1. Introduction

The Treasure Quest Adventure project is a command-line, text-based adventure game developed in Python. The primary objective of this project is to reinforce core Python programming concepts such as functions, conditionals, loops, and user input handling while building an engaging interactive experience.

2. Project Objectives

The goals of this project include practicing reusable Python functions, implementing decision-based logic, creating an interactive CLI, simulating multiple game outcomes, and enhancing replayability.

3. Game Overview

The game places the player in the role of an explorer searching for a legendary treasure. Players make choices that lead to different paths and outcomes. The game supports multiple endings and allows replaying.

4. Game Design and Structure

The game is structured using modular functions, each responsible for a specific gameplay section. Conditional statements determine player outcomes, ensuring clear control flow.

5. Python Concepts Applied

The project demonstrates functions, conditional branching, string formatting, input handling, and documentation.

6. Strengths of the Project

The project features clear storytelling, structured code, beginner-friendly design, and replay functionality.

7. Limitations and Future Enhancements

Future improvements could include inventory systems, additional story paths, better input validation, and progress saving.

8. Conclusion

The Treasure Quest Adventure project effectively applies Python fundamentals in a creative way, making it a strong educational and practical example of text-based game development.