import turtle, time

from random import choice, randint

# Fullscreen the canvas

screen = turtle.Screen()

screen.setup(400, 500)

screen.bgcolor("black")

# Begin!

t = turtle.Turtle()

t.speed(0)

t.penup()

t.color("white")

t.hideturtle()

#NPCs

Cyan = turtle.Turtle()

Cyan.penup()

Red = turtle.Turtle()

Red.penup()

Magenta = turtle.Turtle()

Magenta.penup()

User = turtle.Turtle()

User.penup()

Red.hideturtle()

Cyan.hideturtle()

Magenta.hideturtle()

User.hideturtle()

#NPC FUNCTIONS

Cyan.color("cyan")

Cyan\_char = {

"name": "Cyan",

turtle: Cyan,

"guilt": "not guilty",

"guilt level": 0

}

Red.color("Red")

Red\_char = {

"name": "Red",

turtle: Red,

"guilt": "not guilty",

"guilt level": 0

}

Magenta.color("magenta")

Magenta\_char = {

"name": "Magenta",

turtle: Magenta,

"guilt": "not guilty",

"guilt level": 0

}

#User

User.color("purple")

user\_name = ""

User\_char = {

"name": user\_name,

"guilt": "not guilty",

turtle: User,

"guilt level": 0

}

crewmates = []

imposter = []

#Guilty Not Guilty

guilt\_num = randint(0,3)

if guilt\_num == 0:

Cyan\_char["guilt"] = "guilty"

imposter.append(Cyan\_char)

crewmates.append(Magenta\_char)

crewmates.append(Red\_char)

crewmates.append(User\_char)

elif guilt\_num == 1:

Red\_char["guilt"] = "guilty"

imposter.append(Red\_char)

crewmates.append(Magenta\_char)

crewmates.append(Cyan\_char)

crewmates.append(User\_char)

else: #elif guilt\_num == 2:

Magenta\_char["guilt"] = "guilty"

imposter.append(Magenta\_char)

crewmates.append(Red\_char)

crewmates.append(Cyan\_char)

crewmates.append(User\_char)

#crewmates, imposters, players and moving them

players = [Cyan\_char, Red\_char, Magenta\_char, User\_char]

NPCplayers = [Cyan\_char, Red\_char, Magenta\_char]

NPCnames = ["Cyan", "Red", "Magenta"]

user\_name = input("What is your name? ")

print ("Welcome " + user\_name)

Red.showturtle()

Cyan.showturtle()

Magenta.showturtle()

User.showturtle()

Cyan.setheading(225)

Magenta.setheading(225)

User.setheading(315)

Red.setheading(315)

def box\_offices():

#Office rooms

t.clear()

t.setheading(0)

t.goto(-25,190)

t.pendown()

t.forward(50)

t.penup()

t.goto(-50,125)

t.pendown()

t.forward(100)

t.penup()

t.goto(0,125)

t.pendown()

t.setheading(270)

t.forward(200)

t.left(90)

t.forward(100)

t.left(90)

t.forward(50)

t.penup()

t.forward(50)

t.left(90)

t.pendown()

t.forward(100)

t.forward(-100)

t.right(90)

t.forward(50)

t.penup()

t.goto(0,-75)

t.setheading(180)

t.pendown()

t.forward(100)

t.right(90)

t.forward(50)

t.penup()

t.forward(50)

t.right(90)

t.pendown()

t.forward(100)

t.forward(-100)

t.left(90)

t.forward(50)

t.forward(-20)

t.right(90)

t.forward(50)

t.left(45)

t.forward(28.28)

t.left(45)

t.forward(50)

t.penup()

t.goto(-100,-45)

t.setheading(0)

t.pendown()

t.forward(50)

t.left(45)

t.forward(28.28)

t.left(45)

t.forward(50)

t.penup()

t.goto(30,125)

t.setheading(270)

t.pendown()

t.forward(50)

t.left(45)

t.forward(28.28)

t.left(45)

t.forward(50)

t.penup()

t.goto(30,25)

t.setheading(270)

t.pendown()

t.forward(50)

t.left(45)

t.forward(28.28)

t.left(45)

t.forward(50)

t.penup()

Red.goto(-55,-25)

User.goto(-55,75)

Magenta.goto(55,-25)

Cyan.goto(55,75)

#t.hideturtle()

def meeting\_room():

t.clear()

t.goto(-25,-190)

t.setheading(0)

t.pendown()

t.forward(50)

t.penup()

t.goto(-50,-100)

t.pendown()

for i in range(4):

t.forward(100)

t.left(22.5)

t.forward(25)

t.left(22.5)

t.forward(25)

t.left(22.5)

t.forward(25)

t.left(22.5)

Red.goto(110, 40)

Red.setheading(180)

Magenta.goto(110, -40)

Magenta.setheading(180)

User.goto(-110, 40)

User.setheading(0)

Cyan.goto(-110, -40)

Cyan.setheading(0)

t.penup()

ready = input('Please enter "Yes" when you are ready: ')

while ready != "Yes":

ready = input('Please Enter "Yes" when you are ready (and capitalize): ')

# Telling user if they are a Loyal worker and their objective

print ("\nIn this game you're a loyal worker, and a great manager!")

print ("Try voting the imposter out from the information you're provided to win.")

print ("The goal is to get all the math correct so you can win!")

Time = 8

average\_suspicion = 6

User\_guilt\_level = 0

User\_char["guilt\_level"] = User\_guilt\_level

while len(imposter) > 0:

box\_offices()

if Time == 12:

Time = 0

Time += 1

print("It is", Time, "O'clock")

# NPC impostor (not the user)

invalid\_alibis = {

"says: I was on lunch break so I got up from my desk.": 3,

"says: I was working on a long task, so I didn’t pay attention to that part of the project.": 2,

"says: I wasn’t near my desk at the time, I was getting coffee.": 2,

"says: I wasn't assigned that task today.": 3

}

# NPC/crewmate alibis

alibis = {

"says: I was working on a long task, so I didn’t pay attention to that part of the project.": 2,

"says: I wasn’t near my desk at the time, I was getting coffee.": 2,

"says: I wasn't assigned that task today.": 3

}

# alibis for user when they are crewmate

user\_alibis = {

"(A): I passed by (Player Name), but we didn’t interact much.": 2,

"(B): I was in a completely different area focusing on my own work, so I didn’t see anything out of the ordinary.": 3,

"(C): I wasn’t even near the issue.": 3,

"(D): I was on my way to get some coffee when the accusation came up.": 5,

}

score = 0

while score < 5:

sign = choice(["+","-","x","/"])

questionAns = 0

num1 = 0

num2 = 0

if sign == "+":

num1 = randint(1,100)

num2 = randint(1,100)

questionAns = num1 + num2

question = str(num1) + sign + str(num2)

elif sign == "-":

num1 = randint(1,100)

num2 = randint(1, num1)

questionAns = num1 - num2

question = str(num1) + sign + str(num2)

elif sign == "x":

num1 = randint(1,20)

num2 = randint(1,20)

questionAns = num1 \* num2

question = str(num1) + sign + str(num2)

else: #if sign == "/":

num1 = randint(1,100)

num2 = randint(1,num1)

questionAns= int(num1 / num2)

question = str(num1) + sign + str(num2)

print("\n!")

time.sleep(1)

user\_answer = int(input("What is the answer to this question? \n(if a decimal or repeat, enter the answer without decimals). \n" + question + " = "))

print("\nExpected Answer", questionAns)

if (questionAns == user\_answer):

score += 1

print("Correct!")

else:

print("Try again!")

time.sleep(1.5)

print ("\nAnnouncement: MEETING CALLED\n")

time.sleep(1.5)

meeting\_room()

User\_alibi = ""

# Allows user to pick an alibi

print ("Pick an alibi from the list! ")

for i in user\_alibis:

print ("\n", i)

print ("\n")

options = ["A", "B", "C", "D", "E"]

while User\_alibi.upper() not in options:

print ("Please enter a letter from above.")

User\_alibi = input("Pick an alibi from the list! ")

User\_alibi = User\_alibi.upper()

if User\_alibi in options: #may not need this if statement

break

#while User\_alibi == "A" or User\_alibi == "B" or User\_alibi == "C" or User\_alibi == "D" or User\_alibi == "E":

if User\_alibi == 'A':

User\_person = input("Who, or which color, did you pass by? ")

while User\_person not in NPCnames:

print("please enter a player")

User\_person = input("Who, or which color, did you pass by? (please capitalize) ")

User\_alibi = "I passed by", User\_person, "but we didn’t interact much."

User\_guilt\_level += 2

elif User\_alibi == 'B':

User\_alibi = "I was in a completely different area focusing on my own questions, so I didn’t see anything suspicious."

User\_guilt\_level += 3

elif User\_alibi == 'C':

User\_guilt\_level += 3

User\_alibi = "I wasn’t even near the issue."

elif User\_alibi == 'D':

User\_guilt\_level += 5

User\_alibi = "I was on my way to get some coffee when the accusation came up."

User\_char["alabi"] = User\_alibi

suspicious\_list = []

print ("Here are the alibis for the NPCs: \n")

for p in NPCplayers:

if p["guilt"] == "guilty":

p\_alibi, p\_guiltlevel = choice(list(invalid\_alibis.items()))

p["alibi"] = p["name"] + " " + p\_alibi

p["guilt level"] = p\_guiltlevel + 2.5

else:

p\_alibi, p\_guiltlevel = choice(list(invalid\_alibis.items()))

p["alibi"] = p["name"] + " "+ p\_alibi

p["guilt level"] = p\_guiltlevel

print (p["alibi"])

for p in players:

if p["guilt level"] >= average\_suspicion:

p["supposed guilt"] = "guilty"

suspicious\_list.append(p)

else:

p["supposed guilt"] = "not guilty"

user\_choice = input("\nWhich player is guilty?! (Magenta, Cyan, or Red and please capitalize or enter space to skip this round.) ")

User\_char["vote"] = user\_choice

User\_char["votes against"] = 0

Cyan\_char["votes against"] = 0

Red\_char["votes against"] = 0

Magenta\_char["votes against"] = 0

if user\_choice == "Magenta":

Magenta\_char["votes against"] += 1

elif user\_choice == "Red":

Red\_char["votes against"] += 1

elif user\_choice == "Cyan":

Cyan\_char["votes against"] += 1

for i in players:

if i["votes against"] > 0:

print (i["name"] + " has been voted off")

if i["guilt"] == "guilty":

print("You won! \nGreat job, you've got brilliant detective skills!\nIf you'd like to play again, click stop then run again!")

imposter.remove(i)

else:

print("You just got your good coworker fired!! Go back and work again.")

players.remove(i)

NPCplayers.remove(i)

NPCnames.remove(i["name"])

(i[turtle]).hideturtle()

average\_suspicion += 3

screen.mainloop()