1: import time module

2: take start time as variable, then take current time as another variable. Subtract both variables to give a notification for how long you have been playing for.

3: create start of game with print command

4: e.g. opening hatch

key

if hatch = use key:

print(“You opened the hatch!”)

else:

print(“You simply fiddle with the hatch in a feeble attempt to open it. Dumbass.”)

5: figure the rest out.