

Rock Guessing Game by Julian Lo

03411940000022

Data :



This is Rock Guessing (text-based) Game created by Julian Lo

from PIL import Image # first three instruction will import what i need to show picture in script from libraries

from IPython.display import Image

from IPython.display import clear_output

print("type start() to start the game")

def start(): #define function so we can call this function again when the game is over

 mulai = input("Type anything to start the game") #let the game begin with typing anything

Variables

a = ("composed mainly of calcium-rich plagioclase feldspar (usually labradorite or bytownite) and pyroxenes (usually augite)");

b = ("intrusive igneous rock, coarse-grained, dark-colored");

c = ("the most abundant of the sedimentary rocks, accounting for roughly 70 percent of this rock type in the crust of the Earth");

d = ("fine-grained, laminated sedimentary rocks");

clues = ("clastic sedimentary rock that are composed of large angular fragments (over two millimeters in diameter)");

gabbro = Image(filename='gabbro.jpg');

shale = Image(filename='shale.jpg');

breccia = Image(filename='breccia.jpg');

def start(): #define function so we can call this function again when the game is over


```
    guess_count += 1 # each wrong answer will be incremented by 1, (first wrong = 0+1,
second = 1+1, third = 2 + 1)
```

```
    # player can guess it max : 3 times
```

```
else:
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```
    out_of_guesses = True
```

```
if out_of_guesses: #if player out of guess, this function will start
```

```
    print("don't be sad, there's still two rounds ahead!")
```

```
    second_round = input("type anything to continue")
```

```
else: #if the answer is right and not out of guess, this function start
```

```
    print("That's Right!")
```

```
    second_round = input("type anything to continue") #this input variable will initiate to
start the next round by typing anything
```

```
if first_round != "a" and first_round != "b" and first_round != " " and first_round != "gabbro":
```

```
    #if the players input something outside of the instruction, this function start
```

```
    print("oops, don't do it again!, you are losing the round")
```

```
    print("the answer is gabbro")
```

```
    second_round = input("type anything to continue")
```

#There are three rounds in this game. The second and third round have the same function with first round, just another data of the rock.

```
while second_round != "second_round":
```

```
    display(shale)
```

```
    print("who am i ?")
```

```
    sec_round = input("any doubt ? type c or d to see clues!, type space to guess it: ")
```

```
if sec_round == "c":
```

```
    print(a)
```

```
    sec_round = input("any doubt ? type c or d to see clues!, type space to guess it: ")
```

```
if sec_round == "d":
```

```
    print(b)
```

```
    sec_round = input("any doubt ? type c or d to see clues!, type space to guess it: ")
```

```

if sec_round == "shale":
    print("That's Right!")
    third_round = input("type anything to continue")
if sec_round == " ":
    secret_word = "shale" # the right answer
    guess = ""
    guess_count = 0
    guess_limit = 3
    out_of_guesses = False
    while guess != secret_word and not(out_of_guesses): # loop while guess is wrong and still
True(not out of guesses)
        if guess_count < guess_limit:
            guess = input("Enter a guess: ")
            guess_count += 1
        else:
            out_of_guesses = True
    if out_of_guesses:
        print("don't be sad, there's still one rounds ahead!")
        third_round = input("type anything to continue")
    else:
        print("That's Right!")
        third_round = input("type anything to continue")
if sec_round != "c" and sec_round != "d" and sec_round != " " and sec_round != "shale":
    print("oops, don't do it again!, you are losing the round")
    print("the answer is shale")
    third_round = input("type anything to continue")

while third_round != "third_round":
    display(breccia)
    t_round = input("this is finale, you only have one clues! type clues to see it or space to
guess it")

```

```

if t_round == "clues":
    print(clues)
    t_round = input("type space to guess it: ")
if t_round == "breccia":
    print("That's Right!")
    print("YOU WIN")
    restart = input("press space to play again ") #This function will ask player if they want
to play the game again
    if restart == " ": # this function will restart the game by clearing cell output and calling
function 'start' that we create earlier in script
        clear_output()
        start()

if t_round == " ":
    secret_word = "breccia" # the right answer
    guess = ""
    guess_count = 0
    guess_limit = 3
    out_of_guesses = False
    while guess != secret_word and not(out_of_guesses): # loop while guess is wrong and
still True(not out of guesses)
        if guess_count < guess_limit:
            guess = input("Enter a guess: ")
            guess_count += 1

        else:
            out_of_guesses = True
    if out_of_guesses:
        print("don't be sad, you can play it again by typing space! ")
        restart = input("press space to play again ") #This function will ask player if they want
to play the game again
        if restart == " ": # this function will restart the game by clearing cell output and
calling function 'start' that we create earlier in script

```

```

        clear_output()

        start()

    else:

        print("That's Right!")

        restart = input("press space to play again ") #This function will ask player if they want
to play the game again

        if restart == " ": # this function will restart the game by clearing cell output and
calling function 'start' that we create earlier in script

            clear_output()

            start()

    if t_round != " " and t_round != "clues" and t_round != "breccia":

        print("oops, you lose, don't be sad, you can play it again by typing space")

        print("the answer is breccia")

        restart = input("press space to play again ")#This function will ask player if they want to
play the game again

        if restart == " ": # this function will restart the game by clearing cell output and calling
function 'start' that we create earlier in script

            clear_output()

            start()

```