A Video Game

By Kalu Kalu

Table of Contents

Choose Your Adventure Video Game 3

Using Your Terminal 3

Using Sublime 3

Open Sublime 3

Open Your Folder In Sublime 3

Creating A Sublime File 4

game.py 4

Running Your Program 4

Making Our Video Game 4

game.py 4

Condition Statements: “if”, “elif”, and “else” 5

game.py 5

Choose Your Adventure Video Game

Time to create a choose your own adventure video game. The important parts of this video are conditional logic and if statements.

Using Your Terminal

Before we start let's create a folder so we can have a place to save the game. Open your terminal type the following command.

```
KaludeMacBook-Pro:~ kalukalu$ cd Documents/    1
KaludeMacBook-Pro:Documents kalukalu$ mkdir your_name    2
KaludeMacBook-Pro:Documents kalukalu$ cd your_name/    3
```

1. The first thing we did is `1` cd into our Documents folder. Anytime you are moving into a folder you can use the command "cd" followed by the name of the folder you wish to enter into.
2. The next thing we do is create a folder called "your_name". Instead of using "your_name" you actually want to write your ACTUAL name. **mkdir** `2` is the command to make a folder. We just need to give it the name of the folder we want to create. When we create a folder in our terminal, this actually creates a folder in our own computer! You can open your Documents folder to see that you now have a new your_name folder.
3. Lastly, we want to cd `3` into your your_name folder.

Using Sublime

Open Sublime

We want to use a text-editor to write and save our code. The text-editor we will be using in this class is sublime. Please click on the search bar and search for an open the program Sublime.

Open Your Folder In Sublime

Once you have sublime open, we want to make sure we are working with the right files. We do want to be rude and work on other people's documents. So the first thing we have to do is open our folder in Sublime, and close other Sublime window. open you want to click on File > Open Folder > Documents > your_name > open

You should now see Sublime open with your your_name folder shown. All we need to

---

Creating A Sublime File

First let's start typing some code. Typing the following code in an empty Sublime file.

game.py

```
1. print("Welcome to Volta, where all your dreams come true.")
```

After you type your code please save. Then let's go back to our terminal and run the file.

Running Your Program

Now let's run our file. To run our file we simply need to go back to your terminal and type python3 game.py

```
KaludeMacBook-Pro:your_name kalukalu$ python3 game.py
```

This will run our program. We should get the following output.

```
Welcome to Volta.
```

Okay great. Now that we know how to run a python program let's create our video game.

Making Our Video Game

Okay. Now that we are comfortable with running python programs, let's actually build our video game! The first thing a video game needs is a way to take user input. To build user input we use the **input()** function. Type the following code.

game.py

```
1. print("Welcome to Volta.")
2. name = input("What is your name") 1
```

3. print("Hi " + name) 2

Now save and run your game.py file again in your terminal.

```
KaludeMacBook-Pro:your_name kalukalu$ python3 game.py
```

This time when we run a file, the terminal will give us some an option to input data.

```
Welcome to Volta.
What is your name?
```

We can enter a name and we get printed out a message. I'm going to enter Kalu and press enter. This is what we get in response.

```
What is your name? Kalu
Hi Kalu. It's nice to meet you.
```

Okay, let's break down what all this means.

1. In line number 2 we wrote name = input("What is your name? "). 1 The input() function allows us to take direct user input. Then we save whatever the user types in the variable called "name".
2. Lastly, now that we have the user information we can use it and print a little message to our user 2 .

Condition Statements: "if", "elif", and "else"

game.py

1. print("Welcome to Volta.")
2.
3. name = input("What is your name? ")
4.
5. print("Hi " + name + ". It's nice to meet you.")
6. print("I haven't seen you before. Is this your first time coming to volta?")
7.
8. choice = input("1) Yes. It's My first time. 2) No, I have been many times before: ") 1
9.
10. if choice == "1": 2
11. print("Oh. A tourist! You are going to have a lot of fun!")
12. elif choice == "2": 3
13. print("Ok. A return visitor. I wonder why I have never seen you before")
14. else 4 :

```
15.     print("Sorry. I do not understand")
16.     print("Game over. Want to play again?")
```

And then as usual, save run the code.

```
KaludeMacBook-Pro:your_name kalukalu$ python3 game.py
```

As usual, we are asked for our name. We give it and get the normal message. But after that we get something new. We are asked whether or not this is our first time in Volta. We can answer by writing 1, 2, or something else. Try all the different answers you.

If we type 1, we are told “Oh A tourist! You are going to have a lot of fun!”. If we type 2 we are told “Ok. A return Visitor….” And if we type something other than 1 and 2 we will get a message that says “Sorry. I don’t understand.”

Let’s explain how the magic.

1. We have already seen how input() works `1` . Like before we can save the user’s input in a variable called “choice”.
2. The new part of this code are the if statements `2` . This is the structure of an if statement. You can have an if, elif (else if), and a else. Below each we need to write some blocks of code that start with a space.
3. If the condition is true, then we run the code, if it is not then we look at the elif (meaning else if) condition `3` . If that condition also is not true then we look finally at the else condition `4` .

Now it time for you to finish the code. Write your own program!