

Make Your Own Adventure 2

A Teknowledge Activity

Open the adventure code which you saved or emailed to yourself/your mentor last time.

Student Learning Goals:

- **Learn about:** Functions -- applications and use

1.0 More Adventure

You have all of today to work on your adventure game and add anything you'd like.

Here are some potential ideas:

- Add a staircase which leads to a new layer of rooms.
- Create a hidden room. How can the player find it?
- Create a mystery which the player has to solve.
- Add a room where the player has to answer random questions to move on.
- Add scoring. To do this, you will need a global variable. Ask your mentor for help.

For reference, here are the ideas we listed last time:

- Build a maze of rooms for the player to navigate.
- Have a potion room with mysterious potions that could have good or bad effects.
- Add a character which the player can talk to.
- Add a monster who can only be defeated if you answer their riddle.
- Incorporate your fortune teller code from last time to have a fortune telling room.
- Add random elements so the game is a little different every time you play.

```
if (youDontSaveCode == True):
    mentors = "sad"
```