-----------------------------------------------------COMIENZO-----------------------------------------------------------------

You find yourself standing in an open field,

filled with grass and yellow wildflowers.

Rumor has it that a troll is somewhere around here,

and has been terrifying the nearby village.

In front of you is a house.

To your right is a dark cave.

In your hand you hold your trusty

(but not very effective) dagger.

-------------------------------------------PUERTA (1) o CUEVA (2) ------------------------------------------------------------

**Si Elige Puerta (1) al finalizar va al flujo de Pelear o Correr que es el mismo flujo, lo sombreado en celeste no aparece cuando ya tiene la DAGA GRANDE**

Enter 1 to knock on the door of the house.

Enter 2 to peer into the cave.

What would you like to do?

(Please enter 1 or 2.)

1

You approach the door of the house.

You are about to knock when the door

opens and out steps a troll.

Eep! This is the troll's house!

The troll attacks you!

You feel a bit under-prepared for this,

what with only having a tiny dagger.

---------------------------------------PELEAR (1) o CORRER (2) --------------------------------------------------------------

**Si Elige Pelear (1) entonces Hay 2 Mensajes de salida: 1) NO tiene DAGA GRANDE, 2) SI tiene DAGA GRANDE. En ambos casos al finalizar va al flujo de Jugar de Nuevo.**

**1) NO tiene DAGA GRANDE**

Would you like to (1) fight or (2) run away?1

You do your best...

but your dagger is no match for the troll.

You have been defeated!

**2) SI tiene DAGA GRANDE**

Would you like to (1) fight or (2) run away?1

As the troll moves to attack,

you unsheath your new sword.

The Sword of Ogoroth shines brightly in your hand

as you brace yourself for the attack.

But the troll takes one look at

your shiny new toy and runs away!

You have rid the town of the troll.

You are victorious!

-------------------------------------------Jugar de Nuevo (y/n) -------------------------------------------------------------

**Termina el Juego**

Would you like to play again? (y/n)n

Thanks for playing! See you next time.

**Termina el Juego y Vuelve a comenzar.**

Would you like to play again? (y/n)y

Excellent! Restarting the game ...

---------------------------------------PELEAR (1) o CORRER (2) --------------------------------------------------------------

**Si Elige Correr (2) al finalizar va al flujo de Puerta o Cueva que es el mismo flujo. (LOOP 2Pregunta)**

Would you like to (1) fight or (2) run away?2

You run back into the field. Luckily,

you don't seem to have been followed.

-------------------------------------------PUERTA (1) o CUEVA (2) ------------------------------------------------------------

**Si Elige Cueva (2) entonces Hay 2 Mensajes de salida: 1) NO tiene DAGA GRANDE, 2) SI tiene DAGA GRANDE. En ambos casos al finalizar se queda en este mismo flujo de puerta o cueva. (LOOP 1Pregunta)**

**1) NO tiene DAGA GRANDE**

Enter 1 to knock on the door of the house.

Enter 2 to peer into the cave.

What would you like to do?

(Please enter 1 or 2.)

2

You peer cautiously into the cave.

It turns out to be only a very small cave.

Your eye catches a glint of metal behind a rock.

You have found the magical Sword of Ogoroth!

You discard your silly old dagger

and take the sword with you.

You walk back out to the field.

**2) SI tiene DAGA GRANDE**

Enter 1 to knock on the door of the house.

Enter 2 to peer into the cave.

What would you like to do?

(Please enter 1 or 2.)

2

You peer cautiously into the cave.

You've been here before, and gotten all the good stuff.

It's just an empty cave now.

You walk back out to the field.

**tips**

def play\_game():

# Infinite loop

while True:

# go to map X

# break if the case

# go to map Y

# break if pertinent

def play\_again():

choice = valid\_input("Play again? [y|n]", ['y', 'n'])

if choice == 'n':

print('Thanks for playing! Goodbye!')

exit(0)

def game():

# Infinite loop.

while True:

# All logic to play.

play\_game()

# The stop condition.

play\_again()

if \_\_name\_\_ == '\_\_main\_\_':

game()

def string\_input(prompt, options):

while True:

option = input(prompt).lower()

if option in options:

return option

print(f'Option {option} is invalid. Try again!')

def numeric\_input(prompt, minimum, maximum):

while True:

option = input(prompt).lower()

if option.isnumeric():

option = int(option)

if minimum <= option <= maximum:

return option

else:

print(f'Option must be >= {minimum} and <= {maximum}. Try again!')

else:

print(f'Option {option} must be numeric. Try again!')

def password\_input():

while True:

password = input('Enter the password: ')

if len(password) < 6:

print('Must be >= 6')

elif len(password) > 20:

print('Must be <= 20')

elif not any(character.isdigit() for character in password):

print('Must have one or more numbers')

elif not any(character.isupper() for character in password):

print('Must have one or more uppercase characters')

elif not any(character.islower() for character in password):

print('Must have one or more lowercase characters')

else:

return password

my\_string = string\_input('Choose a, b, or c:', ['a', 'b', 'c'])

my\_number = numeric\_input('Choose between 1 and 10:', 1, 10)

my\_password = password\_input()