Source Code

def remove\_character\_points():

attribute = input("\nWhich attribute? Strength, Health, Wisdom or Dexterity?Write in Small Cap\n")

if attribute in my\_character.keys():

amount = int(input("By how much?"))

if (amount > my\_character['points']) or (my\_character['points'] <= 0):

print ("Not enough points!")

else:

my\_character[attribute] -= amount

my\_character['points'] += amount

else:

print ("\nThat attribute doesn't exist!\n")

def add\_character\_points():

attribute = input("\nWhich attribute? Strength, Health, Wisdom or Dexterity?Write in Small Cap\n")

if attribute in my\_character.keys():

amount = int(input("By how much?"))

if (amount > my\_character['points']) or (my\_character['points'] <= 0):

print ("Not enough points!")

else:

my\_character[attribute] += amount

my\_character['points'] -= amount

else:

print ("\nThat attribute doesn't exist!\n")

def print\_character():

for attribute in my\_character.keys():

print (attribute, " : ", my\_character[attribute])

def start():

r1=0

c\_damage=random.randint(2,3)

g\_damage=0

turn\_count=0

choice2=0

running1=True

running2=True

running3=True

turn=0

print("you are walking down a dense forest road going to the next town to resgister yourself as an adventurer suddenly you hear some sound coming from a bush\n")

choice1=0

while running2:

print("1. you decide to investigate the sound\n")

print("2.you decide to ignore it and go on your way to the next town\n")

choice1=int(input("decide your choice:"))

if choice1==1:

print("you go decided the check the sound and get close to the bush as you go and lean forward to check where the sound is coming form you see a goblin doing something with a small axe on a rock you tried to move back without making any sound but your stepped on a twig and a crackling sound come the goblin looks at your way and notice you then it instantly try to attack you with its axe you dodge it and instantly ready yourself for battle with the goblin\n")

print("\nBattle Mode\n")

turn+=1

while running3:

if turn==1:

r=random.randint(1,3)

if r==1:

print("the goblin attack you with its axe")

print(" ")

g\_damage=4

if turn\_count>=1:

if choice2==2:

d1=round(g\_damage\*50/100)

my\_character["health"]=my\_character["health"]-d1

print(d1,"damage is done by goblin to you")

print(" ")

turn\_count+=1

turn+=1

running1=True

else:

my\_character["health"]=my\_character["health"]-g\_damage

print(g\_damage,"damage is done by goblin to you")

print(" ")

turn\_count+=1

turn+=1

running1=True

else:

my\_character["health"]=my\_character["health"]-g\_damage

print(g\_damage,"damage is done by goblin to you")

print(" ")

turn\_count+=1

running1=True

turn+=1

elif r==2:

print("the goblin takes a defensive stance")

print(" ")

turn\_count+=1

turn+=1

running1=True

elif r==3:

print("goblin is too scared to do anything")

print(" ")

turn\_count+=1

turn+=1

running1=True

if my\_character["health"]==0:

running3=False

print("goblin health is left by",goblin['health'])

print(" ")

print(my\_character["name"],"health is left by",my\_character["health"])

print(" ")

elif turn==2:

while running1:

print("1.Attack\n2.Guard\n3.Run")

choice2=int(input("enter your choice in number:"))

if choice2==1:

if r==2:

d=round(c\_damage\*50/100)

print(d,"damage is done by you to the goblin")

print(" ")

goblin['health']=goblin['health']-d

turn-=1

turn\_count+=1

running1=False

else:

print(c\_damage,"damage is done by you to the goblin")

print(" ")

goblin['health']=goblin['health']-c\_damage

turn-=1

turn\_count+=1

running1=False

elif choice2==2:

print("You takes a defensive stance")

print(" ")

turn-=1

turn\_count+=1

running1=False

elif choice2==3:

run=random.randint(1,100)

if run<10:

print("you have successfully ran away from the goblin")

print(" ")

goblin["health"]=0

running1=False

running2=False

else:

print("you are unsucessful in running away from the goblin")

print(" ")

turn-=1

turn\_count+=1

running1=False

else:

print("choice not available")

if goblin['health']<=0:

running3=False

print("you have succefully defeated the goblin\n")

elif my\_character["health"]<=0:

print("you have perished in a battle against a simple goblin as your vision fades you see the goblin dancing happily in front of you")

running3=False

break

print("you continue your way to the next town to become the greatest adventurer ever in the world")

running2=False

elif choice1==2:

print("you decided to ignore the sound and go back on your way to the next town")

running2=False

else:

print("choice not available")

print("THE END\nThank for playing")

##### MAIN FUNCTION #####

import random

my\_character = {'name': '', 'strength': 0, 'health': 20, 'wisdom': 0, 'dexterity': 0, 'points': 20}

goblin={'name':'goblin','strength':3,'health':15,'wisdom':0,'dexterity':6}

running = True

print ("Create a character! You have points to assign to strength, health, wisdom, and dexterity.")

my\_character['name'] = input("What is your character's name? ")

while running:

print ("\nYou have ", my\_character['points'], " points left.\n")

print ("1.Change the Character Name\n2. Add points\n3. See current attributes\n4.Remove Points\n5. Start the game\n6.Exit")

choice = input("Choice:")

if choice == "1":

my\_character['name'] = input("What is your character's name? ")

elif choice=="2":

add\_character\_points()

elif choice == "3":

print\_character()

elif choice=="4":

remove\_character\_points()

elif choice == "5":

start()

elif choice == "6":

running = False

else:

pass

Output

Create a character! You have points to assign to strength, health, wisdom, and dexterity.

What is your character's name? zack

You have 20 points left.

1.Change the Character Name

2. Add points

3. See current attributes

4.Remove Points

5. Start the game

6.Exit

Choice:2

Which attribute? Strength, Health, Wisdom or Dexterity?Write in Small Cap

health

By how much?10

You have 10 points left.

1.Change the Character Name

2. Add points

3. See current attributes

4.Remove Points

5. Start the game

6.Exit

Choice:2

Which attribute? Strength, Health, Wisdom or Dexterity?Write in Small Cap

wisdom

By how much?5

You have 5 points left.

1.Change the Character Name

2. Add points

3. See current attributes

4.Remove Points

5. Start the game

6.Exit

Choice:2

Which attribute? Strength, Health, Wisdom or Dexterity?Write in Small Cap

strength

By how much?2

You have 3 points left.

1.Change the Character Name

2. Add points

3. See current attributes

4.Remove Points

5. Start the game

6.Exit

Choice:2

Which attribute? Strength, Health, Wisdom or Dexterity?Write in Small Cap

dexterity

By how much?3

You have 0 points left.

1.Change the Character Name

2. Add points

3. See current attributes

4.Remove Points

5. Start the game

6.Exit

Choice:3

name : zack

strength : 2

health : 30

wisdom : 5

dexterity : 3

points : 0

You have 0 points left.

1.Change the Character Name

2. Add points

3. See current attributes

4.Remove Points

5. Start the game

6.Exit

Choice:5

you are walking down a dense forest road going to the next town to resgister yourself as an adventurer suddenly you hear some sound coming from a bush

1. you decide to investigate the sound

2.you decide to ignore it and go on your way to the next town

decide your choice:1

you go decided the check the sound and get close to the bush as you go and lean forward to check where the sound is coming form you see a goblin doing something with a small axe on a rock you tried to move back without making any sound but your stepped on a twig and a crackling sound come the goblin looks at your way and notice you then it instantly try to attack you with its axe you dodge it and instantly ready yourself for battle with the goblin

Battle Mode

the goblin takes a defensive stance

goblin health is left by 15

zack health is left by 30

1.Attack

2.Guard

3.Run

enter your choice in number:1

2 damage is done by you to the goblin

goblin is too scared to do anything

goblin health is left by 13

zack health is left by 30

1.Attack

2.Guard

3.Run

enter your choice in number:1

3 damage is done by you to the goblin

goblin is too scared to do anything

goblin health is left by 10

zack health is left by 30

1.Attack

2.Guard

3.Run

enter your choice in number:1

3 damage is done by you to the goblin

goblin is too scared to do anything

goblin health is left by 7

zack health is left by 30

1.Attack

2.Guard

3.Run

enter your choice in number:1

3 damage is done by you to the goblin

the goblin takes a defensive stance

goblin health is left by 4

zack health is left by 30

1.Attack

2.Guard

3.Run

enter your choice in number:1

2 damage is done by you to the goblin

the goblin attack you with its axe

4 damage is done by goblin to you

goblin health is left by 2

zack health is left by 26

1.Attack

2.Guard

3.Run

enter your choice in number:2

You takes a defensive stance

the goblin takes a defensive stance

goblin health is left by 2

zack health is left by 26

1.Attack

2.Guard

3.Run

enter your choice in number:1

2 damage is done by you to the goblin

you have succefully defeated the goblin

THE END

Thank for playing

You have 0 points left.

1.Change the Character Name

2. Add points

3. See current attributes

4.Remove Points

5. Start the game

6.Exit

Choice:6