import random

import time

def displayIntro():

print ('''You find yourself in a time of dragons. You've heard tales of dragon caves, one of theese caves will reward you with all the trasures you could imagine the other will reward you with death''')

print()

def chooseCave():

cave = ''

while cave != '1' and cave != '2':

print('Which cave do you decide to enter? (1 or 2)')

cave = input()

return cave

def checkCave (chosenCave):

print ('You walk into the cave...')

time.sleep(2)

print('you feel a horrible chill go down your spine...')

time.sleep(2)

print ('A scary dragon towers over you and...')

print ()

time.sleep(2)

friendlyCave = random.randint(1, 2)

if chosenCave == str(friendlyCave):

print('The dragon admires your bravery and reward you with all of his treasure')

else:

print('You have awaken the dragon from his sleep and he he shows you no mercy')

playAgain = 'yes'

while playAgain == 'yes' or playAgain == 'y':

displayIntro()

caveNumber = chooseCave()

checkCave(caveNumber)

print('Do you want to play again? (yes or no)')

playAgain = input()

import random

import time

def displayIntro():

print ('''you're walking along a forest and you come across a choice there are two paths one is the correct way and the other one has a big bad wolf''')

print()

def chooseCave():

cave = ''

while cave != '1' and cave != '2':

print('Which path do you decide to walk along? (1 or 2)')

cave = input()

return cave

def checkCave (chosenCave):

print ('You walk along the path...')

time.sleep(2)

print('you feel a horrible chill go down your spine...')

time.sleep(2)

print ('you hear a scary noise from the side of the trail and ...')

print ()

time.sleep(2)

friendlyCave = random.randint(1, 2)

if chosenCave == str(friendlyCave):

print('a cute squirrel scurries along the path you are safe for now')

else:

print('You stand in shock as a wolf aproaches and eats you')

playAgain = 'yes'

while playAgain == 'yes' or playAgain == 'y':

displayIntro()

caveNumber = chooseCave()

checkCave(caveNumber)

print('would you like to play again?')

playAgain = input()