# text\_adventure\_game.py

class Room:

def \_\_init\_\_(self, name, description, items=None):

self.name = name

self.description = description

self.items = items if items else []

def \_\_str\_\_(self):

return f"{self.name}\n\n{self.description}\nItems in the room: {', '.join(self.items)}" if self.items else f"{self.name}\n\n{self.description}\nThere are no items in this room."

class Player:

def \_\_init\_\_(self, name):

self.name = name

self.inventory = []

def pick\_up(self, item, room):

if item in room.items:

self.inventory.append(item)

room.items.remove(item)

print(f"You picked up {item}.")

else:

print(f"{item} is not in this room.")

def show\_inventory(self):

if self.inventory:

print(f"Inventory: {', '.join(self.inventory)}")

else:

print("Your inventory is empty.")

class Game:

def \_\_init\_\_(self):

self.rooms = {

'Hall': Room('Hall', 'You are in a grand hall with a large staircase.', ['key']),

'Kitchen': Room('Kitchen', 'A messy kitchen with pots and pans scattered everywhere.', ['knife']),

'Library': Room('Library', 'A quiet room filled with shelves of old books.'),

'Dungeon': Room('Dungeon', 'A dark and cold dungeon. Beware of the dragon!', ['shield']),

}

self.player = Player(input("Enter your character's name: "))

self.current\_room = 'Hall'

def play(self):

print(f"Welcome, {self.player.name}! Your adventure begins now.")

while True:

room = self.rooms[self.current\_room]

print(room)

command = input("\nEnter a command (move, pick up, inventory, quit): ").lower()

if command == 'move':

new\_room = input("Which room would you like to move to? (Kitchen, Library, Dungeon, Hall): ")

if new\_room in self.rooms:

self.current\_room = new\_room

else:

print("You can't move to that room.")

elif command == 'pick up':

item = input("What would you like to pick up? ")

self.player.pick\_up(item, room)

elif command == 'inventory':

self.player.show\_inventory()

elif command == 'quit':

print("Thanks for playing!")

break

else:

print("Invalid command.")

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

game = Game()

game.play()