

Develop a Simple Text-Based Adventure Game

AlgoPro PBL Project

Week 12–14

Your task is to develop a simple text-based adventure game in Python (using PyCharm).

This is a team project and each team has the same general tasks:

- start off the game with an introductory text and an ASCII art (read from a `.txt` file) - reference: <https://www.asciart.eu>
- ask the player's name and refer to it throughout the game (other information about the player optional)
- three items need to be collected by the player
- track a health bar for the player
- track inventory of the player
- at least once in the game, a picture should be shown using `matplotlib` (use www.pexels.com)

- player can trigger a help function any time in the game that shows health and inventory
- The game ends when all items are collected
- the game restarts (loops) automatically after it finishes, until the player enters "exit game"
- Programming tasks must be distributed to all members. Each member has to describe their contribution in the final report

You can also think of a backstory for your game, but note that this will not be graded.

If you finish your program ahead of time, try to include a function that saves the game automatically to a `.txt` file (health and inventory information).