

# Assignment: Ninja Gold

- Practice passing data to a template
- Practice using forms
- Practice using Django session

You're going to create a mini-game that helps a ninja make some money! When you start the game, your ninja should have 0 gold. The ninja can go to different places (farm, cave, house, casino) and earn different amounts of gold. In the case of a casino, your ninja can earn or lose up to 50 gold. Your job is to create a web app that allows this ninja to earn gold and to display past activities of this ninja.

## Guidelines

- Refer to the wireframe below.
- Have the four forms appear when the user goes to `http://localhost:8000`
- Use a hidden input tag in each form to pass the relevant location to the server
- Have `/process-money` determine how much gold the user should have
- For now, save the activity log in session

Ninja Money

http://localhost

Your Gold:

**Farm**  
(earns 10-20 golds)  

Find Gold!

submit form

**Cave**  
(earns 5-10 golds)  

Find Gold!

submit form

**House**  
(earns 2-5 golds)  

Find Gold!

submit form

**Casino**  
(earns/takes 0-50 golds)  

Find Gold!

submit form

Activities:

**/process\_money**  
determine how much gold to give/take away

redirect to /

Ninja Money

http://localhost

Your Gold:

**Farm**  
(earns 10-20 golds)  

Find Gold!

**Cave**  
(earns 5-10 golds)  

Find Gold!

**House**  
(earns 2-5 golds)  

Find Gold!

**Casino**  
(earns/takes 0-50 golds)  

Find Gold!

Activities:

Earned 15 golds from the farm! (2013/09/03 6:15 pm)

Earned 7 golds from the cave! (2013/09/03 4:13 pm)

Earned 5 golds from the house! (2013/09/03 4:05 pm)

Entered a casino and lost 50 golds... Ouch.. (2013/09/03 4:04 pm)

Entered a casino and lost 30 golds... Ouch.. (2013/09/03 4:03 pm)

1. Create a new project/app
2. Have the root route render the main Ninja Gold page
3. NINJA BONUS: Refactor your code so the location is being passed in the URL rather than via a form
4. SENSEI BONUS: Have the user specify the win conditions before starting, and then implement them in the game (# of moves, goal for gold)
5. Have the "/process-money" POST route increase/decrease the user's gold by an appropriate amount and redirect to the root route