

Suggestions for utils.py in Adventure Game

1. Text & Formatting Helpers

Wrapper for `textwrap.dedent()` so you don't repeat it everywhere.
Function to format long text into neat paragraphs.
Optional: colored/ASCII-style text for dramatic effects.

2. Input & Validation

Functions to safely get player input.
Helper that only accepts certain keywords (instead of repeating 'if "door" in choice').

3. Random Events

Dice roll function for combat or chance.
Weighted random choices so some outcomes are rarer than others.

4. Puzzle/Math Helpers

Use math for number-based puzzles (e.g., square roots, primes).
Functions to generate riddles or code locks.

5. Game Utilities

Save/load state (later you could use JSON).
Function to clear the screen (useful for immersion).
Restart helper to ask if the player wants to play again.

■ Getting Started

You don't need all of these right away.
Start with formatting text and input helpers — these will clean up your code immediately.