

Level 1 - Beginner

Task 1

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Basic Text-Based Guessing Game

This is a simple guessing game where the player tries to guess a random number between 1 and 10.

Game Logic

- This game will use conditional statements (if/else) to check the player's guess against the hidden number.

Game Rules

- The computer generates a random number between 1 and 10 (inclusive).
- The player has 3 attempts to guess the number.
- After each guess, the game provides feedback:
- "Too high!" if the guess is higher than the hidden number.
- "Too low!" if the guess is lower than the hidden number.
- "Congratulations! You guessed it!" if the player guesses correctly.
- If the player fails to guess the number within 3 attempts, the game reveals the hidden number.

Code (using Python as an example)

01

- `import random`
- `# Generate random number between 1 and 10`
- `hidden_number = random.randint(1, 10)`
- `# Initialize attempts counter`
- `attempts = 3`

02

- `while attempts > 0:`
- `# Get player guess`
- `guess = int(input("Guess a number between 1 and 10: "))`
- `# Check guess`
- `if guess == hidden_number:`
- `print("Congratulations! You guessed it!")`
- `break # Exit the loop if guess is correct`
- `elif guess > hidden_number:`
- `print("Too high!")`
- `else:`
- `print("Too low!")`
- `attempts = 1 # Decrement attempts remaining`
- `# Reveal hidden number if player runs out of attempts`
- `if attempts == 0:`
- `print(f"You ran out of guesses. The hidden number was {hidden_number}.")`

Testing and Debugging

- Run the code and play the game.
- Test with different guesses (higher, lower, correct) to ensure the feedback and win/lose conditions work properly.
- Check for any errors in the code, especially when handling user input (converting string to integer).
- This is a basic example. You can expand on this by:
- Increasing the difficulty by increasing the number range or reducing attempts.
- Keeping track of the highest or lowest guess.
- Introducing penalties for incorrect guesses.

Output 1

Assuming the hidden number is 7:

Guess a number between 1 and 10: 5

Too low!

Guess a number between 1 and 10: 8

Too high!

Guess a number between 1 and 10: 7

Congratulations! You guessed it!

Output 2

If player runs out of guesses:

Guess a number between 1 and 10: 3

Too low!

Guess a number between 1 and 10: 9

Too high!

Guess a number between 1 and 10: 1

Too low!



You ran out of guesses. The hidden number was 7.

Examples of Text-Based Games

- Explore these examples of popular textbased games for inspiration:
- Zork
- Adventure
- A Dark Room
- Choice of Games



Q&A

- Feel free to ask any questions you may have.
 - I'm here to help and provide guidance.
 - Let's discuss your game ideas and any challenges you might be facing.
 - Excited to hear from you!
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Thank you for your time!! 😄