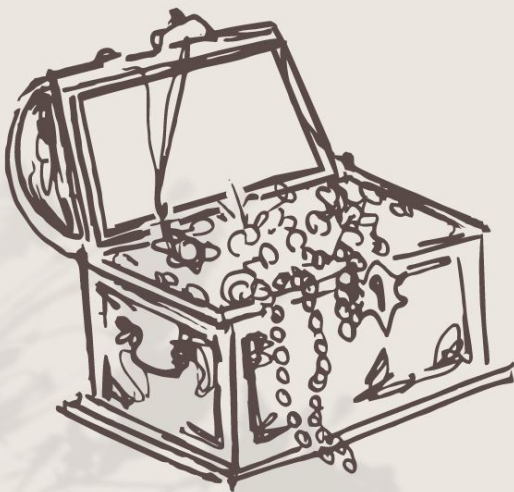


# Treasure Hunt Game

The program asks you few questions/clues. You need to find answers to the hints by choosing the correct alternative. If you do it successfully, you advance you the next level and eventually win the game. The game has three levels. If you answer any question incorrectly or enter an invalid input, you will have to restart. Please play the game with 'Caps Lock ON' as the game is case sensitive. This piece of code uses Python concepts such as if and elif statements.

## TREASURE HUNT GAME

100 Days of Code- Python  
Day 3



*Shriya Padhi*

# Project Details

## Input Variables

1. Your Name
2. User Input for Hint 1
3. User Input for Hint 2
4. User Input for Hint 3

## Logic Development

We input the player name. We input an answer to the first hint presented to us. If our solution is correct, second hint is presented to us. If input is incorrect or invalid, we restart the game. The process is repeated, and after successfully answering all three clues, we win the game.

## Python Concept Used

*if-else* is the simplest example of a conditional statement. The syntax is:

**if(condition):**

**Indented statement block for when condition is TRUE**

**else:**

**Indented statement block for when condition is FALSE**

The block of lines indented the same amount after the colon (:) will be executed whenever the condition is TRUE. The colon (:) is important because it separates the condition from the statements to be executed after the evaluation of the condition. This is specially important for statements where there is only a single statement and the bracket ( ) is not used. In Python, *elif* is short for "else if" and is used when the first if statement isn't true, but you want to check for another condition. Meaning, if statements pair up with *elif* and *else* statements to perform a series of checks.

<https://www.datacamp.com/> | <https://www.idtech.com/blog/what-does-elif-mean-in-python>

## Why Trivia based Gaming?

Trivia is a long-time loved past time, that challenges your general knowledge while creating an engaging atmosphere. Winning trivia games helps release dopamine in the brain which can give a sense of pleasure according to psychologist John Kounis which is great for everyone's mental health.

<https://www.quizbreaker.com>

My Code

The image shows a code editor window with a Python script for a treasure hunt game. The script is titled 'main.py' and contains the following code:

```
10 /-----"=-_0_-; | |_-""0_-""-----/
11 /-----"=-_0_-; | |_-""0_-""-----/
12 /-----"=-_0_-; | |_-""0_-""-----/
13 /-----"=-_0_-; | |_-""0_-""-----/
14 /-----"=-_0_-; | |_-""0_-""-----/
15 /-----"=-_0_-; | |_-""0_-""-----/
16 /-----"=-_0_-; | |_-""0_-""-----/
17 /-----"=-_0_-; | |_-""0_-""-----/
18 /-----"=-_0_-; | |_-""0_-""-----/
19 /-----"=-_0_-; | |_-""0_-""-----/
20 /-----"=-_0_-; | |_-""0_-""-----/
21 /-----"=-_0_-; | |_-""0_-""-----/
22 '''
23 name=input("What is your name? ")
24 print(f"Dear Detective {name}, Welcome to Treasure Island.")
25 print("Your mission is to find the treasure by using the given clues by choosing the correct option.")
26 print(f"HINT 1: {name}! Please walk to the building that has the most stairs.")
27 print("A: School, B: Library, C: Hospital")
28 ans1=input("Input your answer: A,B or C.")
29
30 if (ans1=='A' or ans1=='C'):
31     print("Tough Luck! Please start again.")
32     exit()
33 elif (ans1=='B'):
34     print("Good job!")
35     print(f"{name} proceeds to walk towards the library!")
36     print(f"{name} reaches the library.")
37     print("Lets head to the next level!")
38 else:
39     print("Invalid input! Please start again.")
40     exit()
41
42 print(f"HINT 2: {name}! I go up and down, but I never move.")
43 print("A: Stairs, B: Age, C: Height")
44 ans2=input("Input your answer: A,B or C.")
45 if (ans2=='B' or ans2=='C'):
46     print("Tough Luck! Please start again.")
47     exit()
48 elif (ans2=='A'):
49     print("Good job once again!")
50     print(f"{name} proceeds to walk towards the stairs!")
51     print(f"{name} reaches the terrace.")
52     print("Lets head to the final level!")
53 else:
54     print("Invalid input! Please start again.")
55     exit()
56
57 print(f"Final Hint {name}! You are at the terrace and can see 3 sacks infront of you. One of them has the key to the treasure box.")
58 print("The clue is: Put your phone in me after dropping it in water. I also make a cheap and easy dinner, on nights you just don't want to bother.")
59 print("A: wheat, B: Oats, C: Rice")
60 ans3=input("Input your answer: A,B or C.")
61 if (ans3=='B' or ans3=='A'):
62     print("Tough Luck! Please start again.")
63     exit()
64 elif (ans3=='C'):
65     print(f"{name} searches through the sack of rice!")
66     print(f"{name} finds the KEY!!!")
67     print("Congratulations! You win the game! ~~~")
68 else:
69     print("Invalid input! Please start again.")
70     exit()
```

The code editor has a dark theme and includes a sidebar with 'Files' and 'Tools' sections. The 'Files' section shows a project structure with 'main.py', 'config', 'utils', and 'README.md'. The 'Tools' section includes icons for 'Docs', 'Char', 'Themes', 'Packages', 'Git', 'Debugger', 'Shell', 'Console', 'Security', 'Database', 'Authentication', 'Hardware', 'Live Tools', and 'Settings'. The bottom status bar indicates 'Line 36, Col 67'.



<https://replit.com/@ShriyaPadhi/treasure-island-start-1#main.py>