Python Terminal Game Medium Article

I modeled my game of the popular Tomb Raider game created by Core Design.

To start I created a blueprint for my characters that included just two attributes: their names and health status. From there I created blocks of code that only run when called by the selection of the user. These blocks of code perform an action. For this game those blocks of code represent the characters taking damage from the attack of the opposing character and the health status of each character. When a character “takes damage,” the health of the character decreases by a certain amount. When the user wants to check the health status, the health status of each character displays.

I created an additional block of code that displays a menu with all the available actions the main character can take. There are 5 options: fight, shoot gun, shoot arrow, run, and check health status.

Using the character blueprint, I created a collection of data for the attributes for both characters. Character 1 is Tara Loft with a health status of 50. Character 2 is a wolf with a health status of 80.

At the beginning of the game the situation is described so the user is clear about what the objective of the game is.

“Your name is Tara Loft and you are trying to escape an island after a plane crash that you survived. You have access to a gun, bow and arrow, and advanced fighting skills. An angry wolf is blocking the entrance of a cave that contains food and water. Your mission is to access the cave to increase your health.”

The action of the game runs by a series of statements used for decision making where something will happen if the condition for the statement is true. If the user of this game selects option 1, character 1 takes damage and her health decreases by 30. If the user of this selects option 2, character 2 takes damage and its health decreases by 50. Character 2’s health decreases by 30 for option 3. Character 1’s dies and the game is over if option 4 is selected. For options 1 through 4, the game will automatically end if one of the health status condition is less than or equal to 0.

Option 5 will calculate and display each characters health by calling the block of code that calculates the characters health.