CSC 226: Software Design & Implementation
T1: Choose Your Own Adventure
Assigned: 01/20/2017
Due: 01/25/2017

T1: Choose Your Own Adventure

- Assignment T1 should be done in pairs.
- To begin, make a copy of this document.
- Move your copy of the document to the folder for your section.
- Rename the file to **T1: Choose Your Own Adventure - usernames** (replace usernames with your usernames). To do this, click the label in the top left corner of your browser.

Learning Objectives:

- Work with conditionals to make decisions in Python
- Practice some creative writing and storytelling
- Understand some different data types and how to use them to make decisions

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Choose your Own Adventure

The Cave of Time, by Edward Packard (1979), is one of the first and best known "choose-your-own-adventure" books. A choose-your-own-adventure book asks the reader to make decisions at key points in the book. For example, the reader may have to make a choice between following the strange mystic man or waiting at the bar for his friend. Depending on his choice, the story could end, or the adventure could continue. Typically, the story has multiple, very different endings. In fact, The Cave of Time book has 36 unique endings, depending on your choices. You can see the book analyzed here:
http://samizdat.cc/cyoa/gallery/cave-of-time.html

Your Tasks

We, as a class, will be writing our own book. Each group in the class will be writing one chapter. To begin, download this starter code: t1_adventure.py. Much of the instructions are in the file, but you should read below to make sure you don't miss anything important.

A few rules and hints about creating your chapter of the story:

- You won't know who wrote the chapter before you, or the chapter after you. Keep your story generic enough that any chapter could preclude or conclude yours. But, more importantly, be creative in your writing. Have fun with it!
- Try not to copy and paste my code. You will learn more and better by writing it from scratch. However, my code is there to help you when you get stuck.
- Your chapter will ask the user a question, and the user will input a response to that question.
- Your chapter will then make one of three decisions based on the user's choice:

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a. The user made the right choice, will be rewarded, and the story will advance to the next chapter.
b. The user made the wrong choice, and the story ends with an impending, untimely death.
c. The user's choice was not "death worthy". The story moves on to the next chapter, but the user gets no reward. Use the "else" statement to catch these cases.

Complete the portions of code above before moving on to the next part.

Based on your code above, why did we use "else" in step c? In other words, what happens if the user puts in an option you didn't expect (like "down" in my example code)?	1.This is so if they don't choose one of the two options, something will at least happen.

- Modify your code so that if the user picked the wrong choice (step b above), give them one more opportunity to not die. Ask the user to make another decision. This time, make sure the user is inputting an integer:
    a. Create another conditional statement which evaluates using the less than, less than or equal to, greater than, or greater than or equal to operators (`<`, `<=`, `>`, `or >=`).
        i. If they choose wisely, let the story progress.
        ii. If they choose poorly, give them a murder most foul.

What happens if the user puts a string in on the previous step?	2.There is an error.
Does your conditional handle all possible inputs from the user, so long as the input is a number?	3.Yes
What happens if the user puts in a float (e.g., 3.14)?	4.There is an error.

Building the full story

Once you've created your chapter, tested all possible inputs by the user, and are confident there are no errors, copy the code you created into this box. If it works, it'll become part of the final code, which we'll look at by the end of class. If it's not correct, the TA's will be leaving you some hints using the comments feature to help you fix your code.

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Your code:

```
Import time

delay = 3.0

dead = False

print("Despite the grand wizard's warnings, you enter the forbidden forest.")
print()
time.sleep(delay)
print("After wandering for a bit you come upon a giant tree.")
time.sleep(delay)
print("The giant tree springs to life and you notice that this tree has a face!")
time.sleep(delay)
print('"Welcome wanderer. This entire forest is my domain."')
time.sleep(delay)
print('"If you wish to escape, follow the left path. If you wish to die, follow the right path."')
path = input('Which path do you choose?')
print()
if path == "left":
    print("You decide you need to check your inventory before you go down this path.")
    bombs = int(input("How many bombs do you have?"))
    if bombs < 3:
        print("You decide to trust the giant tree.")
        time.sleep(delay)
        print("You head down the left path not knowing what to expect.")
        time.sleep(delay)
        print("Suddenly, all the trees that are around you surround you with their branches!")
        time.sleep(delay)
        print("You start throwing bombs, but it is not enough.")
        time.sleep(delay)
        print("The branches start compressing you.")
        time.sleep(delay)
        print("Their pressure becomes too great, and you are crushed to death.")
    elif bombs >= 3:
        print("You decide to trust the giant tree.")
        time.sleep(delay)
        print("You head down the left path not knowing what to expect.")
        time.sleep(delay)
        print("Suddenly, all the trees that are around you surround you with their branches!")
        time.sleep(delay)
        print("You hurl a bunch of bombs at the trees.")
        time.sleep(delay)
        print("You throw just enough bombs to be able to escape.")
        time.sleep(delay)
```

```
        print("You sprint backwards on the path.")
        time.sleep(delay)
        print("This time you head down the right path.")
        time.sleep(delay)
        path = "right_two"
    dead = True
if path == "Left":
    print("You decide to trust the giant tree.")
    time.sleep(delay)
    print("You head down the left path not knowing what to expect.")
    time.sleep(delay)
    print("Suddenly, all the trees that are around you surround you with their branches!")
    time.sleep(delay)
    print("Their pressure becomes too great, and you are crushed to death.")
    dead = True
elif path == "right":
    print("You disregard the tree's warning.")
    time.sleep(delay)
    print("You head down the right path at a brisk pace.")
    time.sleep(delay)
    print("You find a break in the trees and you exit to a small village.")
elif path == "Right":
    print("You disregard the tree's warning.")
    time.sleep(delay)
    print("You head down the right path at a brisk pace.")
    time.sleep(delay)
    print("You find a break in the trees and you exit to a small village.")
elif path == "right_two":
    print("You head down the right path at a brisk pace.")
    time.sleep(delay)
    print("You find a break in the trees and you exit to a small village.")
else:
    print("You get really confused and spend hours trying to contemplate what to do.")
    time.sleep(delay)
    print("You end up passing out. (Try going left or right)")
if dead == True:
    quit()
```

For all teamwork assignments, you'll be working with one or more partners. Only one person will need to submit this document and the code; the other members of your team will submit a different document. First, nominate a submitter:

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Submitter:	Tradd Schmidt
Partner 1:	Jacob Walker
Partner 2 (if a team of three):	

Submission Instructions

1. (Submitter) Download this document as a PDF. To do this, go to File >> Download as...
2. (Submitter) Rename the document to ***T1_usernames.pdf.*** Replace *usernames* with your Berea usernames. For example, the TA Bianca Marrero and my document would be named **T1_heggens_marrerob.pdf.**
   NOTE: Incorrect filenames will automatically reduce your grade by 1 point. Fortunately, the format is always the same no matter what the assignment.
3. Save your code as **T1_adventure_usernames.py**. Replace *usernames* with your Berea usernames. For example, the TA Bianca Marrero and my document would be named **T1_heggens_marrerob.py.**
4. (Submitter) Upload the document to Moodle by the due date listed on the course website: https://trello.com/b/w7bIrLoV/.

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1. (All Other Partners) Open up Wordpad. Create a new text document (.txt) and include the table above will all members names in it.
2. (All Other Partners) Save the document as ***T1_usernames.txt***. Replace *usernames* with your Berea usernames. For example, the TA Bianca Marrero and my document would be named **T1_heggens_marrerob.txt.**
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