# 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

## 

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](https://drive.google.com/open?id=0B0J8Yj0B6KRSSy00Vl8yZlhkRG8). 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:
  1. The user made the right choice, will be rewarded, and the story will advance to the next chapter.
  2. The user made the wrong choice, and the story ends with an impending, untimely death.
  3. 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. |

* 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:
  1. 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 >=).
     1. If they choose wisely, let the story progress.
     2. If they choose poorly, give them a murder most foul.

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

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.

|  |
| --- |
| **Your code:** |
|  |

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:

|  |  |
| --- | --- |
| Submitter: |  |
| Partner 1: |  |
| 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/>.
5. (All Other Partners) Open up Wordpad. Create a new text document (.txt) and include the table above will all members names in it.
6. (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.**
7. (All Other Partners) Upload the document to Moodle by the due date listed on the course website: <https://trello.com/b/w7bIrLoV/>.