Christopher Zheng

Gerstein

Tech 7-8 (A)

28 January 2020

Works Cited

Format, Linux. "How to Code Your Own Adventure Game in Python." TechRadar, TechRadar, 18 Jan. 2016,

www.techradar.com/how.to/computing/how.to.code.your.own.adventure.game.in.pytho

www.techradar.com/how-to/computing/how-to-code-your-own-adventure-game-in-pytho n-1313296.

"Help." Python.org, www.python.org/about/help/.

- Humphries, Nick. "To The Young Athlete I Was, and the Adult Athlete I'll Never Be." To The Youth Athlete I Was, And The Adult Athlete I'll Never Be, 15 Mar. 1970, new-blog.traineffective.com/to-the-youth-athlete-i-was-and-the-adult-athlete-ill-never-be.
- Johnson, Phillip. "How to Write a Text Adventure in Python." Let's Talk Data, 28 Aug. 2014, letstalkdata.com/2014/08/how-to-write-a-text-adventure-in-python/.
- Python: "Python: Different Ways to Kill a Thread." GeeksforGeeks, 22 Jan. 2019, www.geeksforgeeks.org/python-different-ways-to-kill-a-thread/.