

TITLE

TEXT

BASED

ADVENTURE

GAME

REPORT ON

JOY OF PROGRAMMING USING PYTHON

SUBMITTED FOR SUMMER INTERNSHIP PROGRAM

BY

UTKARSH GOEL

SPARSHI AGARWAL

SURYANSHU VERMA

SUMIT DAGAR

UTKARSH JADON

UNDER THE GUIDANCE OF

MR. BINAYAK PARASHAR

MRS. PRATIMA SINGH



AJAY KUMAR GARG ENGINEERING COLLEGE, GHAZIABAD
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ABSTRACT

The domain of text based adventure games has been recently established as a new challenge of creating the agent that is both able to understand natural language, and acts intelligently in text described environments.

Text adventures are a fun, creative way to tell interactive stories, and they're easier to make than you think!

In this page, we present our approach to tackle the problem.

The bulk of writing text adventures in Inform relies on three ideas: objects, descriptions, and relationships.

Every room, item, and person that is in your text adventure is defined as an object in the code. You make these objects come to life by providing descriptions of them and having them form relationships through actions.

Being by yourself in an empty room isn't super fun, so the next step is to create your setting. Go back to your code and add a description to your room. This is how the room will be described to the player.

PROJECT QUESTION

TEXT BASED ADVENTURE GAME:-

This is a basic version of the adventure game. It is completely text based. In this version of game, users can move about through different rooms within a single setting, and based on the user input, it will provide descriptions for each room.

Movement direction is crucial here- you must create walls and set the directions in which the user can move through different rooms, set movements restrictions and also include a tracker that can track how far a user has walked or moved in the game.

SOLUTION:-

Code:

```
File Edit View Navigate Code Refactor Run Tools VCS Window Help
C:\Users\Sparshi Agarwal\PycharmProjects\untitled5\pchange.py - PyCharm
pchange.py x steps.py x
1 steps = 0
2 answer = input("Would you like to play?(yes/no)")
3 if answer.lower().strip() == "yes":
4     print("Welcome to the Game of unlocking room to find treasure")
5     print("Here you will be provided with different options, one leads to heaven and the other one leads to hell!!!")
6     print("select the correct option i.e. move in the room or way to outside")
7     print("your thrilling adventurous journey starts now")
8     n = int(input("enter the value of n "))
9
10    for x in range(0, n):
11        steps = x + steps
12    if steps >= 10:
13        print("u are out of the room, proceed to move in room 2")
14        print("congrates!! level 1 completed ,you won 10$")
15    elif steps < 10:
16        print(" u are inside the room")
17
18    answer = input("would you like to take left or right?").lower().strip()
19    if answer == "left":
20
21        answer = input("you encounter a monster, would you like to run or attack?")
22
23        if answer == "attack":
24            print("That was not the greatest idea, you lost!!!")
25        else:
26            print("Good choice, you made it safely.")
27            answer = input("how would u like to travel?(foot/scates)")
28            if answer == "foot":
29                print("Unfortunately you cn only take a single step.... GAME OVER!!!")
30            elif answer == "scates":
31
32                m=int(input("enter value of m"))
33
34    if answer.lower().strip() == "y..." if steps >= 10
```



```
File Edit View Navigate Code Refactor Run Tools VCS Window Help untitled - C:\Users\Sparshi Agarwal\PycharmProjects\untitled5\pchange.py - PyCharm
Users Sparshi Agarwal PycharmProjects untitled5 pchange.py
pchange.py steps.py

elif answer == "scates":

    m=int(input("enter value of m"))
    for x in range(0, m):
        x=x+2
        steps = x + steps
    if steps >= 10:
        print("u are out of the room , proceed to move in room 3")
        print("congrates,level2 completed u won 30$")
    elif steps < 10:
        print(" u are inside the room")

    print("Ohh you are just safe, another good choice")
    print("Now you are in the right direction to find the treasure")

    answer = input("you have to decide a direction before proceeding.(north/south)")

if answer == "south":
    print("You were caught by the monster and you were killed")
    print("GAME OVER")
else:
    print("Very smart move, you choose the right path")
    print("This is the final and worst stage before striking the key to your treasure room")
    print("All the Best")

    answer = input("select the key to unlock the mystery.(gold_coin/silver_coin/lead_coin)")

if answer == "gold_coin":
    print("So close yet so far..All that glitters is not gold ")
    print("you made a wrong choice....GAME OVER TRY AGAIN")
elif answer == "silver_coin":
    print("Who chooses me gets as much as he deserves and seeing your choice you dont deserve the treasure")
    print("You lost...GAME OVER TRY AGAIN")

if answer.lower().strip() == "y..." > if steps >= 10
```

```
elif answer == "silver_coin":
    print("Who chooses me gets as much as he deserves and seeing your choice you dont deserve the treasure")
    print("You lost...GAME OVER TRY AGAIN")
else:
    print("You made the right choice by not judging the key from its physical appearance and hence your reward")
    print("Ohh congrats!! you have cracked the mystery")
    print("YOU WON IT!!")

elif answer == "right":
    print("Daring!! you have chosen a risky path but unfortunately you fall on a patch of ice")
    print("sorry but you injured your leg and cannot continue the journey further!!")
    print("GAME OVER")

else:
    print("that's too bad!!")

if answer.lower().strip() == "y..." > if steps >= 10
```

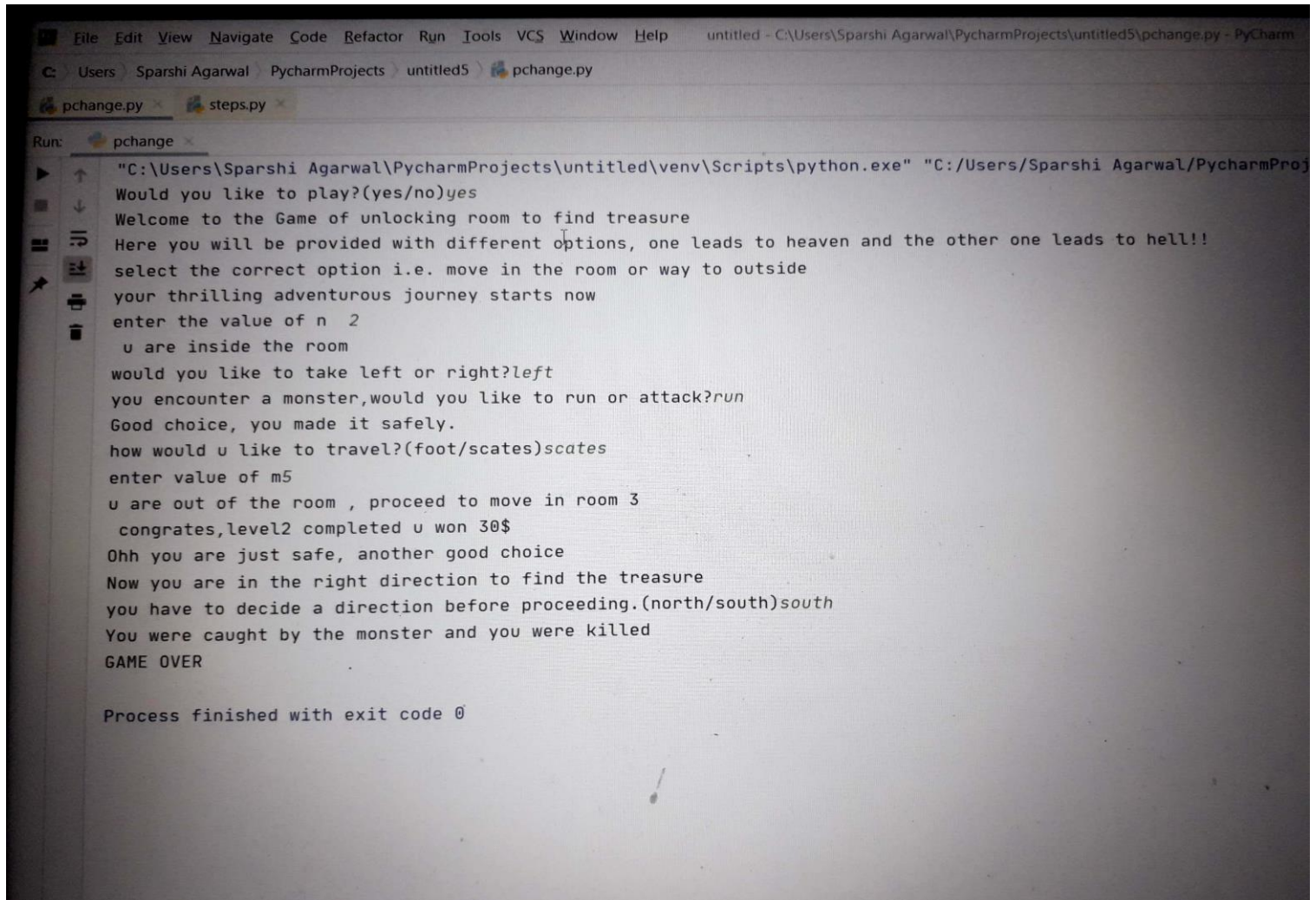

OUTPUT:-

Test Case 1:

```
Run: pchange x
"C:\Users\Sparshi Agarwal\PycharmProjects\untitled\venv\Scripts\python.exe" "C:/Users/Sparshi Agarwal/PycharmProj
Would you like to play?(yes/no)yes
Welcome to the Game of unlocking room to find treasure
Here you will be provided with different options, one leads to heaven and the other one leads to hell!!
select the correct option i.e. move in the room or way to outside
your thrilling adventurous journey starts now
enter the value of n 5
u are out of the room,proceed to move in room 2
congrates!! level 1 completed ,you won 10$
would you like to take left or right?left
you encounter a monster,would you like to run or attack?run
Good choice, you made it safely.
how would u like to travel?(foot/scates)scates
enter value of m4
u are out of the room , proceed to move in room 3
congrates,level2 completed u won 30$
Ohh you are just safe, another good choice
Now you are in the right direction to find the treasure
you have to decide a direction before proceeding.(north/south)north
Very smart move, you choose the right path
This is the final and worst stage before striking the key to your treasure room
All the Best
select the key to unlock the mystery.(gold_coin/silver_coin/lead_coinlead_coin
You made the right choice by not judging the key from its physical appearance and hence your reward
Ohh congrats!! you have cracked the mystery
YOU WON IT!!

Process finished with exit code 0
```

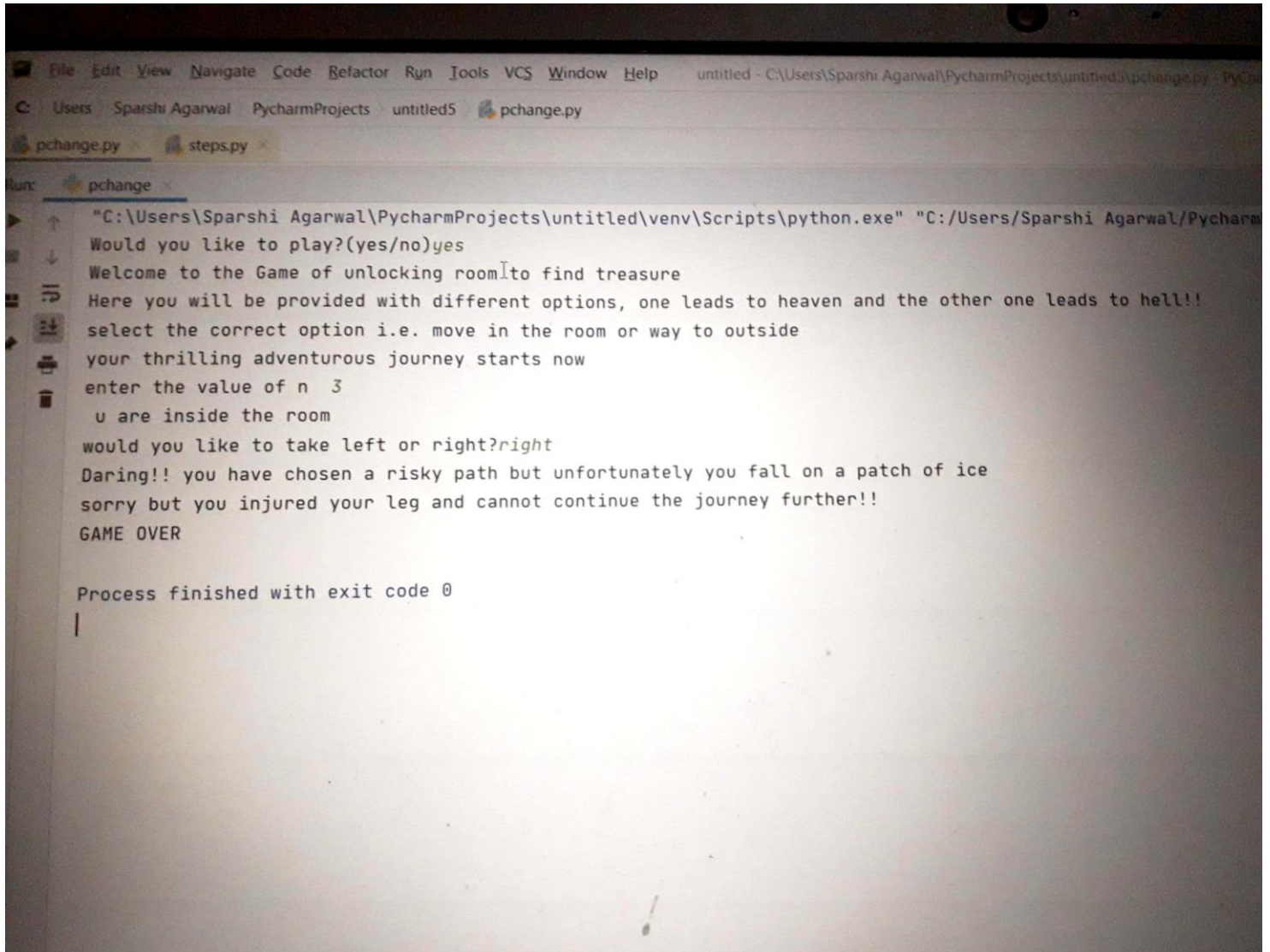
Test Case 2:



```
File Edit View Navigate Code Refactor Run Tools VCS Window Help untitled - C:\Users\Sparshi Agarwal\PycharmProjects\untitled5\pchange.py - PyCharm
C:\Users\Sparshi Agarwal\PycharmProjects\untitled5\pchange.py
pchange.py x steps.py x
Run: pchange x
"C:\Users\Sparshi Agarwal\PycharmProjects\untitled5\venv\Scripts\python.exe" "C:/Users/Sparshi Agarwal/PycharmProjects/untitled5/pchange.py"
Would you like to play?(yes/no)yes
Welcome to the Game of unlocking room to find treasure
Here you will be provided with different options, one leads to heaven and the other one leads to hell!!
select the correct option i.e. move in the room or way to outside
your thrilling adventurous journey starts now
enter the value of n 2
u are inside the room
would you like to take left or right?left
you encounter a monster,would you like to run or attack?run
Good choice, you made it safely.
how would u like to travel?(foot/scates)scates
enter value of m5
u are out of the room , proceed to move in room 3
congrates,level2 completed u won 30$
Ohh you are just safe, another good choice
Now you are in the right direction to find the treasure
you have to decide a direction before proceeding.(north/south)south
You were caught by the monster and you were killed
GAME OVER

Process finished with exit code 0
```

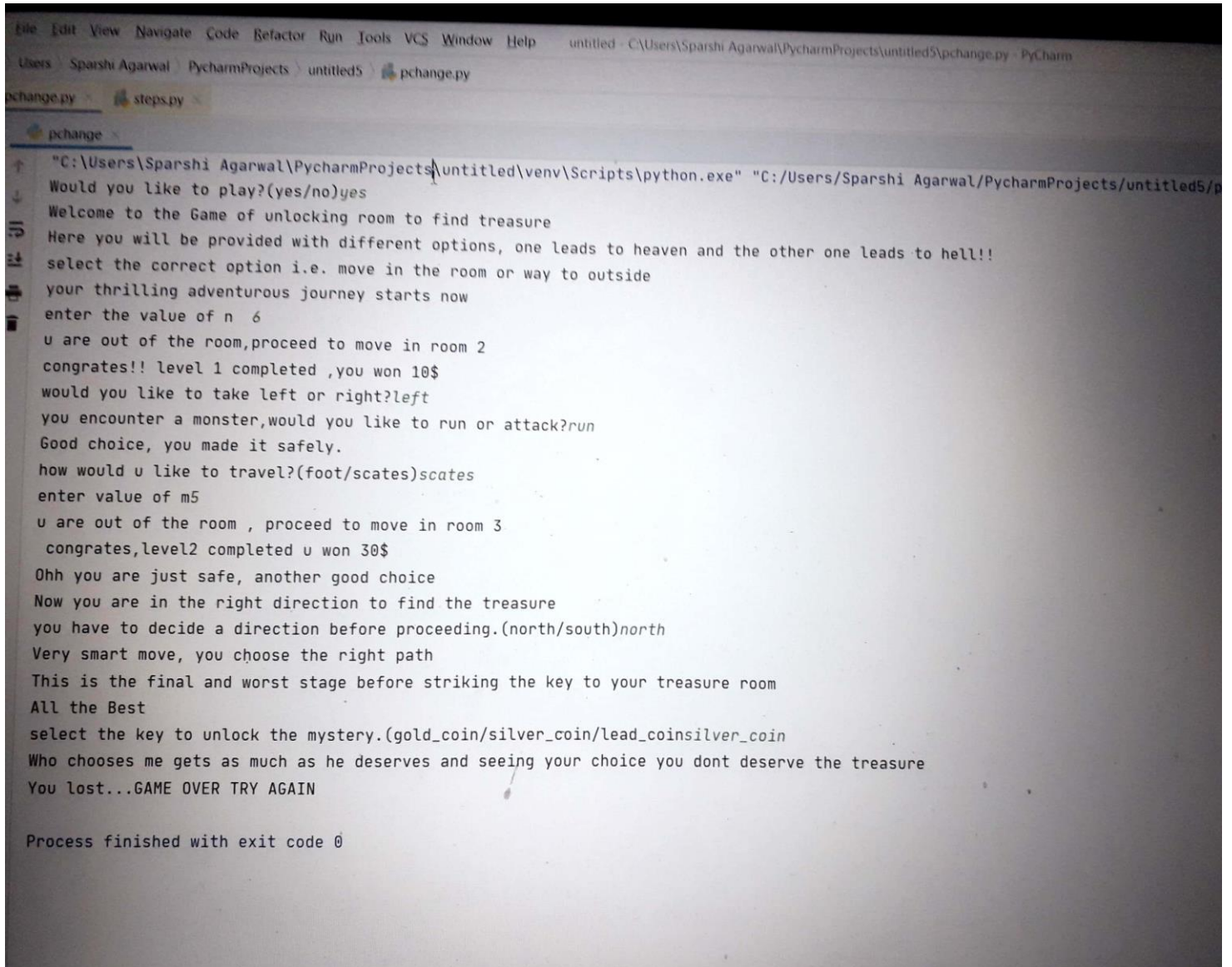
Test Case 3:



```
File Edit View Navigate Code Refactor Run Tools VCS Window Help untitled - C:\Users\Sparshi Agarwal\PycharmProjects\untitled5\pchange.py - PyCharm
C:\Users\Sparshi Agarwal\PycharmProjects\untitled5\pchange.py
pchange.py steps.py
Run: pchange
"C:\Users\Sparshi Agarwal\PycharmProjects\untitled5\venv\Scripts\python.exe" "C:\Users\Sparshi Agarwal\PycharmProjects\untitled5\pchange.py"
Would you like to play?(yes/no)yes
Welcome to the Game of unlocking room to find treasure
Here you will be provided with different options, one leads to heaven and the other one leads to hell!!
select the correct option i.e. move in the room or way to outside
your thrilling adventurous journey starts now
enter the value of n 3
u are inside the room
would you like to take left or right?right
Daring!! you have chosen a risky path but unfortunately you fall on a patch of ice
sorry but you injured your leg and cannot continue the journey further!!
GAME OVER

Process finished with exit code 0
|
```

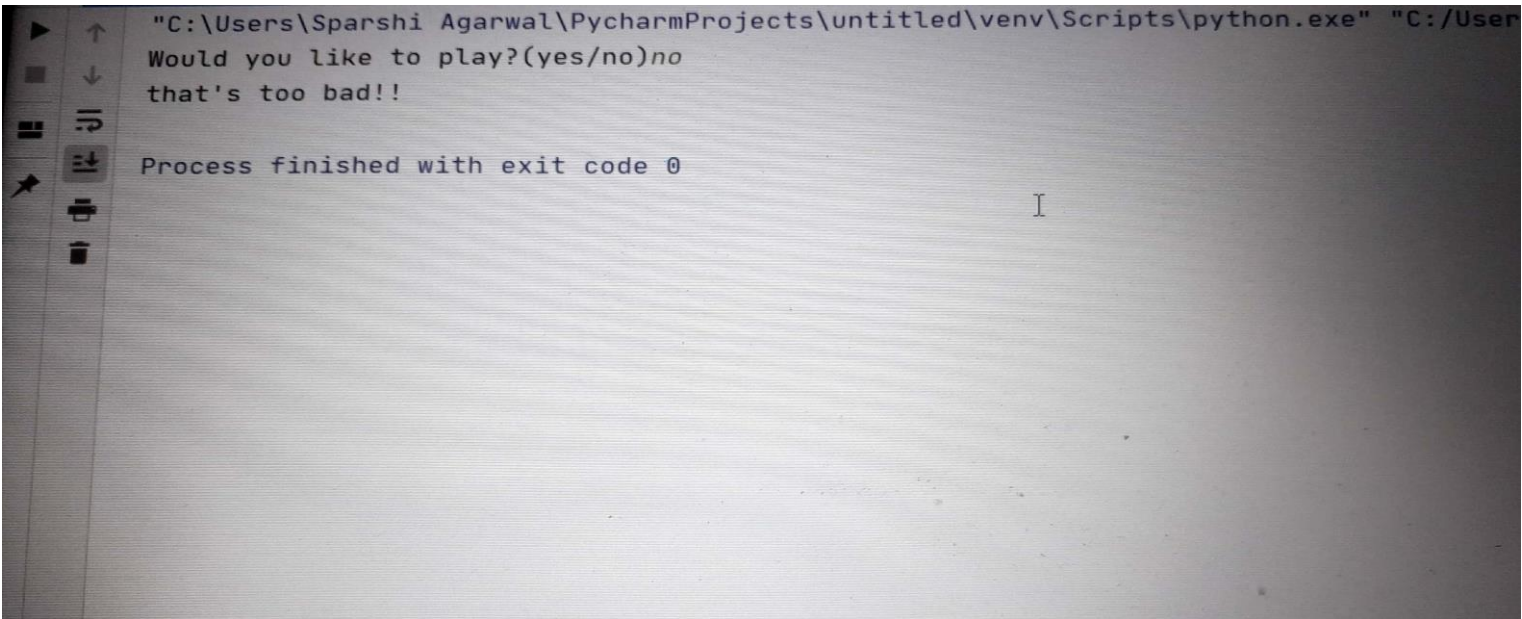

Test Case 4:



```
File Edit View Navigate Code Refactor Run Tools VCS Window Help  untitled - C:\Users\Sparshi Agarwal\PycharmProjects\untitled5\pchange.py - PyCharm
Users Sparshi Agarwal PycharmProjects untitled5 pchange.py
pchange.py steps.py
pchange
"C:\Users\Sparshi Agarwal\PycharmProjects\untitled5\venv\Scripts\python.exe" "C:/Users/Sparshi Agarwal/PycharmProjects/untitled5/p
Would you like to play?(yes/no)yes
Welcome to the Game of unlocking room to find treasure
Here you will be provided with different options, one leads to heaven and the other one leads to hell!!
select the correct option i.e. move in the room or way to outside
your thrilling adventurous journey starts now
enter the value of n 6
u are out of the room,proceed to move in room 2
congrates!! level 1 completed ,you won 10$
would you like to take left or right?left
you encounter a monster,would you like to run or attack?run
Good choice, you made it safely.
how would u like to travel?(foot/scates)scates
enter value of m5
u are out of the room , proceed to move in room 3
congrates,level2 completed u won 30$
Ohh you are just safe, another good choice
Now you are in the right direction to find the treasure
you have to decide a direction before proceeding.(north/south)north
Very smart move, you choose the right path
This is the final and worst stage before striking the key to your treasure room
All the Best
select the key to unlock the mystery.(gold_coin/silver_coin/lead_coinsilver_coin
Who chooses me gets as much as he deserves and seeing your choice you dont deserve the treasure
You lost...GAME OVER TRY AGAIN

Process finished with exit code 0
```

Test Case 5:



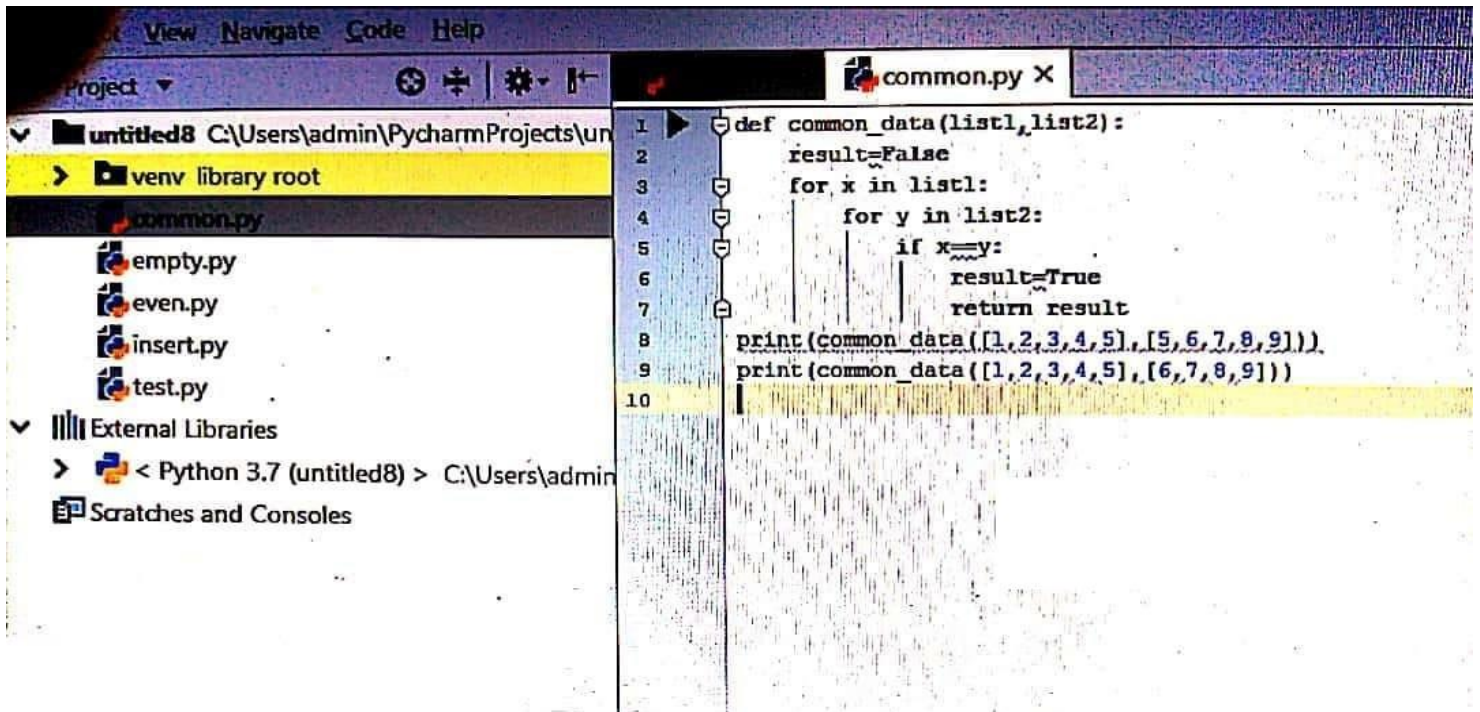
The screenshot shows a terminal window with a dark background. On the left, there is a vertical toolbar with icons for running, debugging, and other actions. The terminal text is as follows:

```
"C:\Users\Sparshi Agarwal\PycharmProjects\untitled\venv\Scripts\python.exe" "C:/User  
Would you like to play?(yes/no)no  
that's too bad!!  
  
Process finished with exit code 0
```

A cursor is visible on the right side of the terminal area.

ASSIGNMENT-1

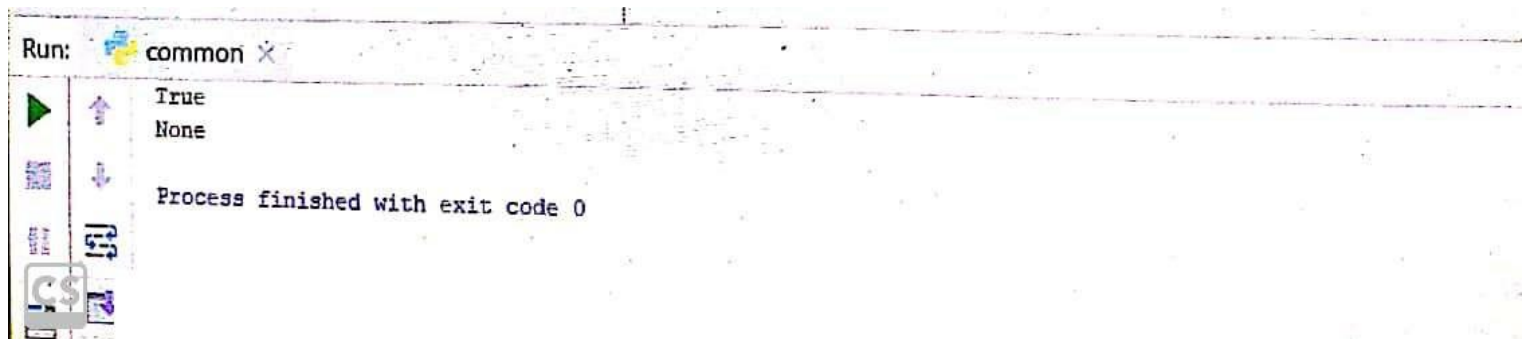
Ques. Write a python program that takes two lists and return true if they have atleast one common member.



The screenshot shows the PyCharm IDE interface. The left sidebar displays the project structure for 'untitled8', including a 'venv' directory and a 'common.py' file. The main editor window shows the code for 'common.py'.

```
1 def common_data(list1, list2):  
2     result=False  
3     for x in list1:  
4         for y in list2:  
5             if x==y:  
6                 result=True  
7                 return result  
8     print(common_data([1,2,3,4,5],[5,6,7,8,9]))  
9     print(common_data([1,2,3,4,5],[6,7,8,9]))  
10
```

Test case:

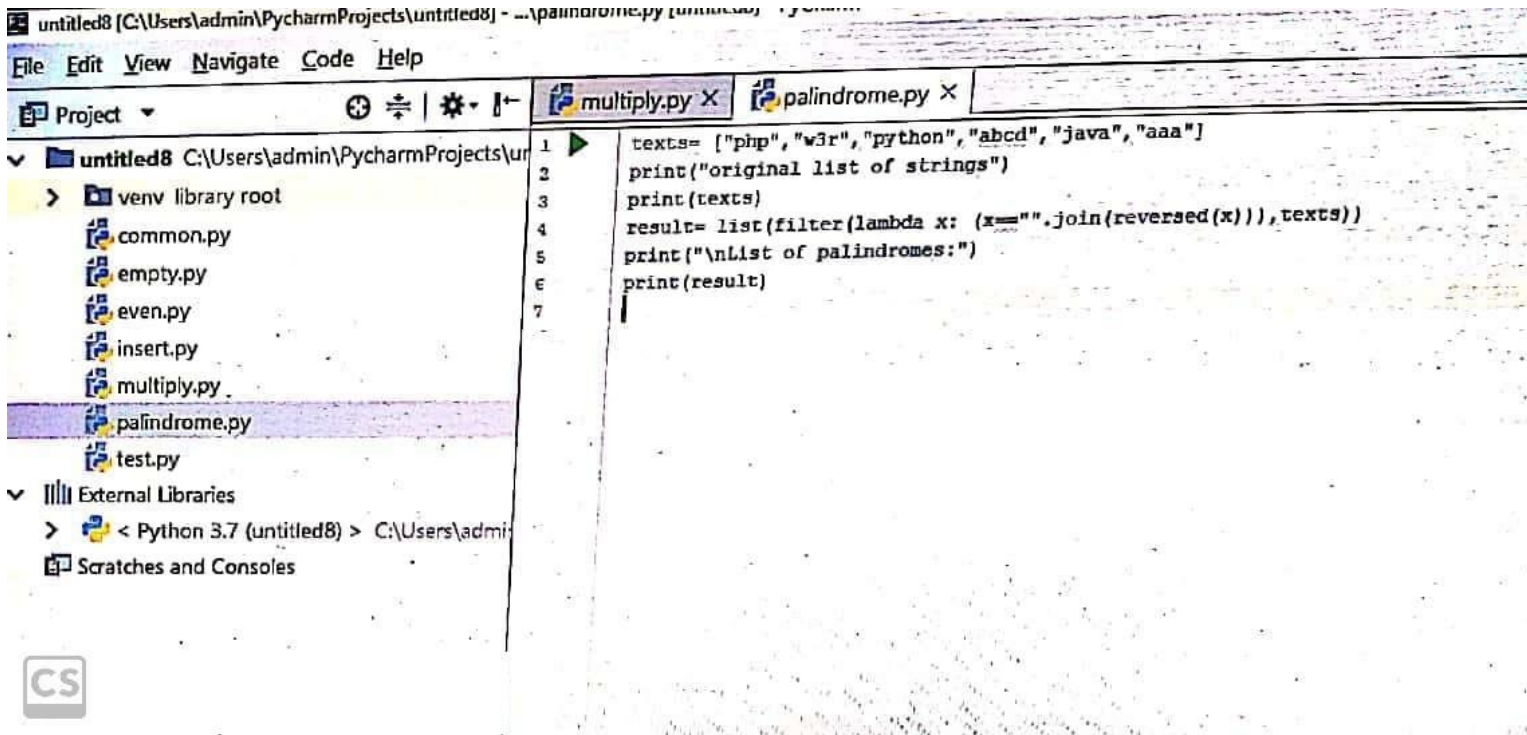


The screenshot shows the 'Run' console in PyCharm. The output of the program is displayed, showing 'True' and 'None' on separate lines, followed by the message 'Process finished with exit code 0'.

```
Run: common X  
True  
None  
Process finished with exit code 0
```


ASSIGNMENT-2

Ques. Write a python program to find palindromes in a given list of strings using lambda.



The screenshot shows the PyCharm IDE with a project named 'untitled8'. The file explorer on the left shows a directory structure with files like 'common.py', 'empty.py', 'even.py', 'insert.py', 'multiply.py', 'palindrome.py', and 'test.py'. The 'palindrome.py' file is selected and its code is displayed in the editor. The code defines a list of strings, prints it, and then uses a lambda function with the 'filter' function to identify palindromes. The result is printed as a list of palindromes.

```
1 texts= ["php", "w3r", "python", "abcd", "java", "aaa"]
2 print("original list of strings")
3 print(texts)
4 result= list(filter(lambda x: (x=="").join(reversed(x))), texts))
5 print("\nlist of palindromes:")
6 print(result)
7
```

Test case:



The screenshot shows the Run console output for the 'palindrome' program. It displays the original list of strings, the list of palindromes, and the exit code.

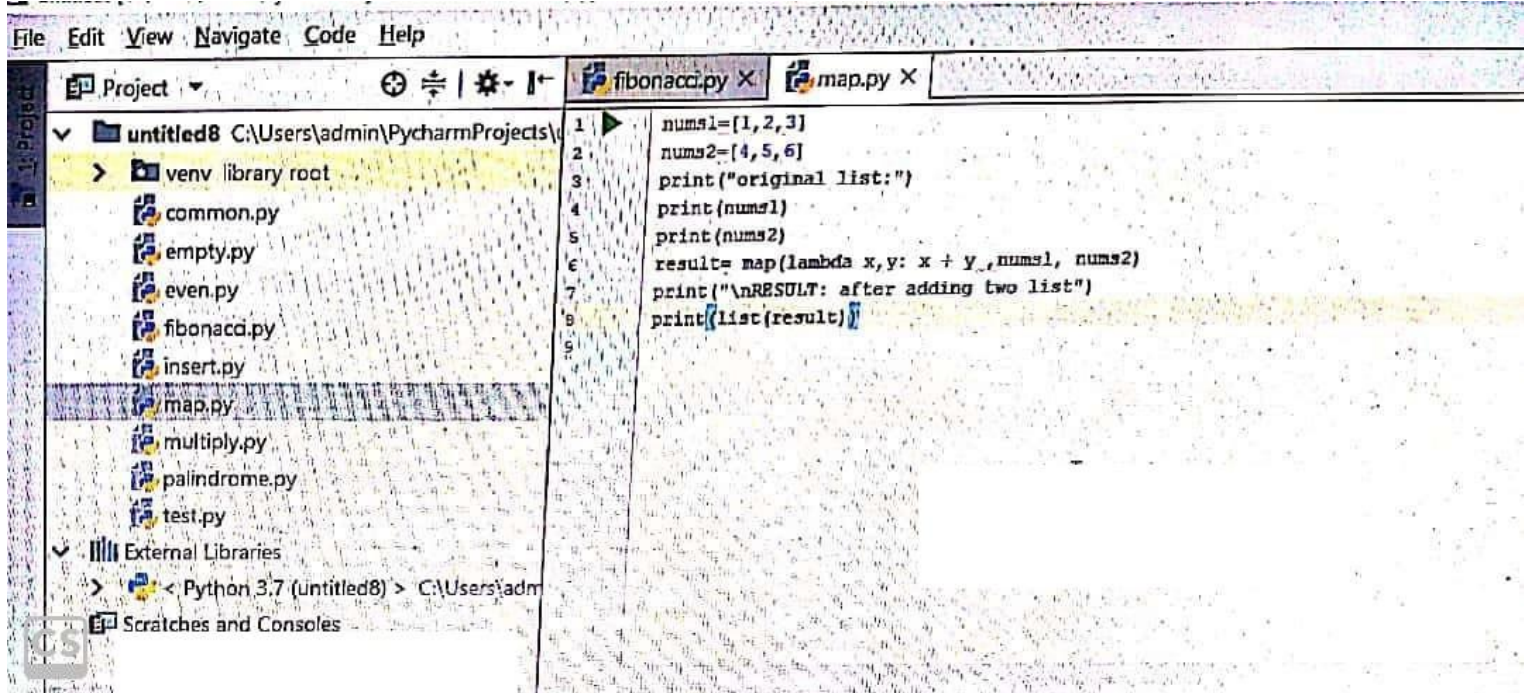
```
Run: palindrome
original list of strings
['php', 'w3r', 'python', 'abcd', 'java', 'aaa']

List of palindromes:
['php', 'aaa']

Process finished with exit code 0
```


ASSIGNMENT-3

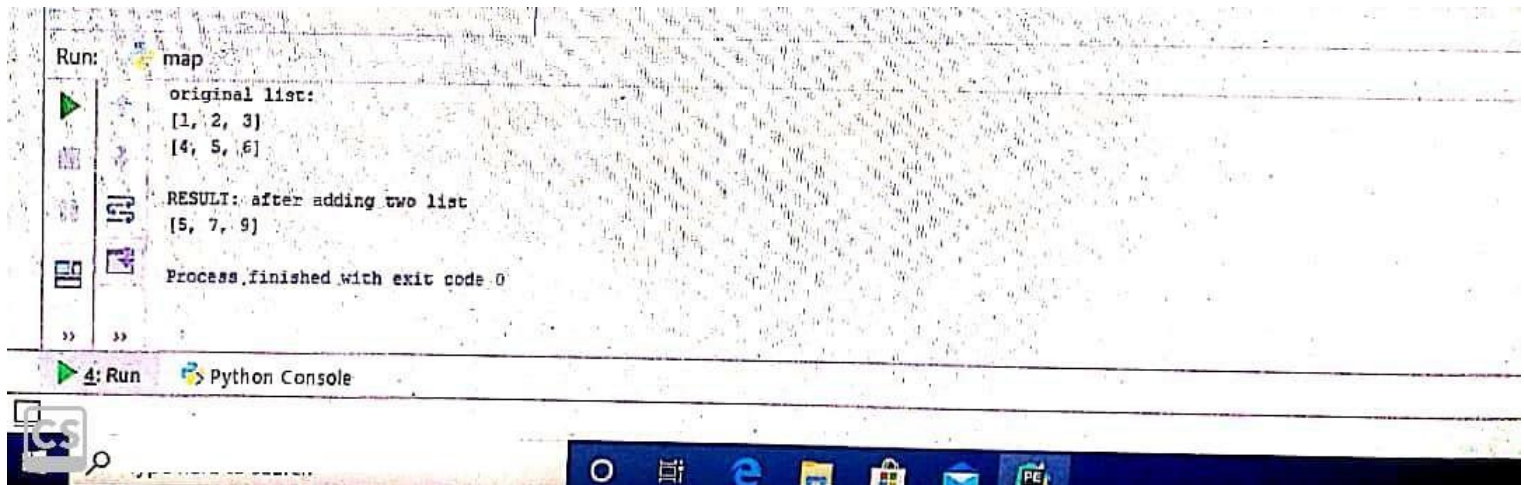
Ques. Write a python program to add two given lists using map and lambda.



The screenshot shows the PyCharm IDE interface. On the left, the Project view displays a folder named 'untitled8' containing several Python files, including 'map.py'. The main editor window shows the code in 'map.py'.

```
1 nums1=[1,2,3]
2 nums2=[4,5,6]
3 print("original list:")
4 print(nums1)
5 print(nums2)
6 result= map(lambda x,y: x + y,nums1, nums2)
7 print("\nRESULT: after adding two list")
8 print(list(result))
9
```

Test case:



The screenshot shows the Run console output for the program. The output is as follows:

```
Run: map
original list:
[1, 2, 3]
[4, 5, 6]
RESULT: after adding two list
[5, 7, 9]
Process finished with exit code 0
```

At the bottom, there are buttons for 'Run' and 'Python Console'.