import random

# Define game variables

inventory = []

player\_health = 100

# Define the game's story and choices

story = [

"You wake up in a mysterious forest. What do you do?\n1. Explore the forest\n2. Stay put\n",

"While exploring, you find a rusty sword. Do you pick it up?\n1. Yes\n2. No\n",

"You encounter a friendly traveler who offers you a healing potion. Do you accept it?\n1. Yes\n2. No\n",

"You stumble upon a cave entrance. What's your choice?\n1. Enter the cave\n2. Keep exploring the forest\n",

"Inside the cave, you find a dragon guarding a treasure. Do you fight it?\n1. Yes\n2. No\n"

]

endings = {

"win": "Congratulations! You defeated the dragon and found the treasure!",

"lose": "The dragon was too powerful and you didn't make it out of the cave.",

"quit": "You decide not to continue your adventure. Thanks for playing!"

}

# Define game functions

def explore\_forest():

print("You explore the forest, and...")

outcome = random.choice(["find a hidden path", "meet a friendly squirrel", "discover a beautiful waterfall"])

print(f"You {outcome} in the forest.")

def fight\_dragon():

global player\_health

player\_health -= 30

print("You engage in a fierce battle with the dragon!")

if player\_health <= 0:

print("Unfortunately, the dragon overpowers you.")

else:

print("With great effort, you defeat the dragon!")

# Main game loop

print("Welcome to the Text Adventure Game!")

while True:

for i, scene in enumerate(story):

choice = input(scene)

if i == 0: # First scene

if choice == "1":

explore\_forest()

elif choice == "2":

print(endings["quit"])

exit()

elif i == 1:

if choice == "1":

inventory.append("rusty sword")

elif choice == "2":

pass

elif i == 2:

if choice == "1":

inventory.append("healing potion")

elif choice == "2":

pass

elif i == 3:

if choice == "1":

print("You enter the cave...")

elif choice == "2":

explore\_forest()

elif i == 4:

if choice == "1":

fight\_dragon()

if player\_health <= 0:

print(endings["lose"])

else:

print(endings["win"])

elif choice == "2":

print(endings["quit"])

exit()

play\_again = input("Play again? (yes/no): ")

if play\_again.lower() != "yes":

break

print("Thanks for playing!")