

DUNGEONS AND DRAGONS: A GAME OF CHOICES

PROJECT REPORT
COMPUTER SCIENCE

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CERTIFICATE

This is to certify that **AMARTYA ANAYACHALA** of class **XII-D** has prepared the project on **DUNGEONS AND DRAGONS: A GAME OF CHOICES**. The project is the result of his efforts and endeavours. This project is found worthy of acceptance as the final project report for the subject Computer Science of class XII.

He has prepared this project under my guidance.

Ms. Rinkoo Gupta
(Computer Science Teacher)
(DPS Indirapuram)

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I would like to thank all those who have helped directly or indirectly in the completion of this project.

Amartya Anayachala

XII-D

INDEX

S.No.	Topic	Remarks
1	INTRODUCTION TO THE PROJECT	
2	MySQL TABLES USED AND THEIR STRUCTURES	
3	HARDWARE AND SOFTWARE REQUIREMENTS	
4	CODING	
5	OUTPUTS	
6	CONCLUSION	
7	FUTURE ENHANCEMENTS	
8	BIBLIOGRAPHY	

INTRODUCTION TO THE PROJECT

The project's aim is to build an interactive choice-based story driven adventure game called *Dungeons and Dragons: A Game of Choices*.

ABOUT THE GAME:

On start-up, we first see the MySQL connectivity gateway where the user enters their MySQL password. If the user enters an incorrect password, an error occurs which requires the user to enter the password again. On entering the correct password, the user finally enters the game where they can create saves, load their already saved games or delete saves. Each save creates a new database on MySQL via python. Each database contains various tables that store the game progress, user choices and inventory stats.

If the user creates a new save, then they proceed to a new screen where they choose their characters who have a personalised set of options and outcomes. If the user tries to create a new profile with an already existing save name, an error occurs and the user thus needs to enter a new name to create a save.

There are four characters:

1. Knight
2. Monk
3. Thief
4. Wizard

Each character has a different skill set which allows the user to play the game in different styles according to their preferences. The user can make a choice out of three options. Any of those choices could lead to the

permanent death of their character and all of their progress to a certain extent, would be lost.

WORKING DESCRIPTION:

The build-up of the game is as follows:

1. MySQL Connectivity Gateway
2. Home Screen
 - 2.1. Play
 - 2.1.1. New Game
 - 2.1.1.1. Create New Save Profile
 - 2.1.1.1.1. Character Selection
 - 2.1.1.1.1.1. The Game Begins
 - 2.1.2. Load Game
 - 2.1.2.1. Select Save from the Existing Profiles
 - 2.1.2.1.1. The Game Continues from Where Left Off
 - 2.1.3. Delete Game
 - 2.1.3.1. Select Save to be Deleted from the Existing Profiles
 - 2.2. Exit

All the points stated above have been made to incorporate the basic functions of SQL.

MySQL TABLES USED AND THEIR STRUCTURES

Tables in Database:

```

+-----+
| Tables_in_amartya |
+-----+
| inventory          |
| progress           |
| stats              |
+-----+

```

Progress Table:

```
mysql> desc progress;
```

Field	Type	Null	Key	Default	Extra
protagonist	varchar(10)	YES		NULL	
story_progress	varchar(20)	YES		NULL	

```
mysql> select * from progress;
```

protagonist	story_progress
wizard	wizsc16

Inventory Table:

```
mysql> desc inventory;
```

Field	Type	Null	Key	Default	Extra
item_name	varchar(50)	YES		NULL	
quantity	int	YES		NULL	

```
mysql> select * from inventory;
```

item_name	quantity
Knife	1
Leftover Bread	1
Gold Coins	100

Player Stats Table:

```
mysql> desc stats;
+-----+-----+-----+-----+-----+-----+
| Field | Type | Null | Key | Default | Extra |
+-----+-----+-----+-----+-----+-----+
| health | int | YES | | NULL | |
| armour | int | YES | | NULL | |
+-----+-----+-----+-----+-----+-----+

mysql> select * from stats;
+-----+-----+
| health | armour |
+-----+-----+
| 100 | 0 |
+-----+-----+
```

Progress Table: Keeps track of the progress of the user's save and stores data which is often called upon by the program.

Inventory Table: Keeps track of the inventory of the user's character which helps in completing various tasks throughout the game.

Player Stats Table: Keeps track of the physical condition of the user's character and changes depending on the choices made by the user.

HARDWARE AND SOFTWARE **REQUIREMENTS**

Hardware:

Processor: Intel Celeron and above

RAM: 4 GB and above

Storage: 100 MB

Software:

OS: Microsoft Windows 7 and above

Python: Version 3.7 and above

Other Software:

- MySQL 8.0 Command Line Client
- MySQL Connector/Python 8

CODING

```
import tkinter as tk
from PIL import ImageTk, Image
import mysql.connector as sql
from pygame import mixer

ppath = 'D:\\Amartya\\'s Files\\XII\\Computer
Science\\Project\\Images\\'
kpath = 'D:\\Amartya\\'s Files\\XII\\Computer
Science\\Project\\Knight\\'
mpath = 'D:\\Amartya\\'s Files\\XII\\Computer Science\\Project\\Monk\\'
tpath = 'D:\\Amartya\\'s Files\\XII\\Computer Science\\Project\\Thief\\'
wpath = 'D:\\Amartya\\'s Files\\XII\\Computer
Science\\Project\\Wizard\\'

#####

# MySQL Connectivity Function #

def mysql_con():

    global con, cur, saves, main_bg, play_img, pause_img, health_icn,
    armour_icn

    try:
        con = sql.connect(host = 'localhost', user = 'root', passwd =
sqlsc_txtb.get())
        if con.is_connected:
            confirm_lbl = tk.Label(sqlsc, text='Connection Successful',
padx = 35,
                                font=('Enchanted Land', 70), relief
= 'groove',
                                bg='black', fg='white', bd = 5)
            confirm_lbl.place(x = 960, y = 750, anchor = 'n')

            cur = con.cursor()

            saves = []

            cur.execute("show databases;")
            templ = cur.fetchall()
            for i in templ:
                saves += i

            sqlsc_but.place(x = 1030, y = 600, anchor = 'e')
            sqlsc_prc.place(x = 1060, y = 600, anchor = 'w')

            main_bg = ImageTk.PhotoImage(Image.open('{}Home Screen
BG.jpg'.format(ppath)))
            play_img = ImageTk.PhotoImage(Image.open('{}Music Play
Icon.png'.format(ppath)))
```

```
        pause_img = ImageTk.PhotoImage(Image.open('{}Music Pause
Icon.png'.format(ppath)))
        health_icn = ImageTk.PhotoImage(Image.open('{}Health
Icon.png'.format(ppath)))
        armour_icn = ImageTk.PhotoImage(Image.open('{}Shield
Icon.png'.format(ppath)))

    except sql.errors.ProgrammingError:
        unconfirm_lbl = tk.Label(sqlsc, text='Connection Unsuccessful',
padx = 10,
                                font=('Enchanted Land', 70), relief
= 'groove',
                                bg='black', fg='white', bd = 5)
        unconfirm_lbl.place(x = 960, y = 750, anchor = 'n')

# BACKGROUND MUSIC #

mixer.init()
mixer.music.load('Main Track 1 Hour.mp3')
mixer.music.set_volume(0.04)

# Playing Audio Track #
def play_bgm():
    mixer.music.unpause()

# Pausing Audio Track #
def pause_bgm():
    mixer.music.pause()

# End Game #
def end_game():
    sqlsc.destroy()
    mixer.music.stop()

## MySQL SCREEN CONNECTOR WINDOW ##

def sqlsc_win():

    global sqlsc_txtb, sqlsc, sqlsc_prc, sqlsc_but

    mixer.music.play()

    sqlsc = tk.Tk()
    sqlsc.attributes('-fullscreen', True)

    sqlsc_can = tk.Canvas(sqlsc, width = 1920, height = 1080,
bg='black')
    sqlsc_can.pack(expand = True, fill = 'both')

    main_bg = ImageTk.PhotoImage(Image.open('{}Home Screen
BG.jpg'.format(ppath)))
    sqlsc_can.create_image(0, 0, image = main_bg, anchor = 'nw')
```

```

        sqlsc_head = tk.Label(sqlsc, text = 'MySQL Connectivity Gateway',
                                font = ('Enchanted Land', 100), bd = 5,
relief = 'ridge',
                                bg = 'black', fg = 'white', padx = 10)
        sqlsc_head.place(x = 960, y = 20, anchor = 'n')

        sqlsc_lbl = tk.Label(sqlsc, text = 'Please Enter Your MySQL
Password',
                                font = ('Enchanted Land', 50), bd = 5, relief
= 'ridge',
                                bg = 'black', fg = 'white', padx = 10)
        sqlsc_lbl.place(x = 950, y = 400, anchor = 'e')

        sqlsc_txtb = tk.Entry(sqlsc, show = '*', width = 35, relief =
'sunken',
                                justify = 'center', bd = 5,
                                font = ('Enchanted Land', 50))
        sqlsc_txtb.place(x = 970, y = 400, anchor = 'w')

        sqlsc_but = tk.Button(sqlsc, text = 'Check Connection',
                                font = ('Enchanted Land', 50),
                                bg = '#272625', fg = 'white', command =
mysql_con)
        sqlsc_but.place(x = 960, y = 600, anchor = 'center')

        sqlsc_prc = tk.Button(sqlsc, text = 'Proceed',
                                font = ('Enchanted Land', 50),
                                bg = '#272625', fg = 'white', command =
homesc_win)

        play_img = ImageTk.PhotoImage(Image.open('{}Music Play
Icon.png'.format(ppath)))
        sqlsc_pla = tk.Button(sqlsc, image = play_img, bg = 'black', bd =
0, command = play_bgm)
        sqlsc_pla.place(x = 1865, y = 5, anchor = 'ne')

        pause_img = ImageTk.PhotoImage(Image.open('{}Music Pause
Icon.png'.format(ppath)))
        sqlsc_pau = tk.Button(sqlsc, image = pause_img, bg = 'black', bd =
0, command = pause_bgm)
        sqlsc_pau.place(x = 1915, y = 5, anchor = 'ne')

        sqlsc_ext = tk.Button(sqlsc, text = 'Exit', font = ('Enchanted
Land', 50), padx = 20,
                                bg = '#272625', fg = 'white', command =
end_game)
        sqlsc_ext.place(x = 1900, y = 1060, anchor = 'se')

        sqlsc.mainloop()

## HOME SCREEN WINDOW ##

def homesc_win():

    global homesc

    sqlsc.attributes('-fullscreen', False)

```

```

    sqlsc.geometry('1x10')

    homesc = tk.Toplevel()
    homesc.attributes('-fullscreen', True)

    homesc_can = tk.Canvas(homesc, width = 1920, height = 1080,
bg='black')
    homesc_can.pack(expand = True, fill = 'both')

    homesc_can.create_image(0, 0, image = main_bg, anchor = 'nw')

    homesc_head = tk.Label(homesc, text='Dungeons and Dragons', padx =
20,
                        font = ('Enchanted Land', 130, 'bold'), bd =
5,
                        fg = 'white', bg = '#0F0F0F', relief =
'ridge')
    homesc_head.place(x = 960, y = 10, anchor = 'n')

    homesc_subhead = tk.Label(homesc, text = 'A Game of Choices', padx
= 20,
                        font = ('Enchanted Land', 90), bd = 5, fg
= 'white',
                        bg = '#0F0F0F', relief = 'ridge')
    homesc_subhead.place(x = 960, y = 235, anchor = 'n')

    homesc_play = tk.Button(homesc, text = 'Play', padx = 10,
                        font = ('Enchanted Land', 70),
                        bg = '#272625', fg = 'white', command =
playsc_win)
    homesc_play.place(x = 950, y = 640, anchor = 'e')

    homesc_pla = tk.Button(homesc, image = play_img, bg = 'black', bd =
0, command = play_bgm)
    homesc_pla.place(x = 1865, y = 5, anchor = 'ne')

    homesc_pau = tk.Button(homesc, image = pause_img, bg = 'black', bd
= 0, command = pause_bgm)
    homesc_pau.place(x = 1915, y = 5, anchor = 'ne')

    homesc_exit=tk.Button(homesc, text = 'Exit', padx = 15,
                        font = ('Enchanted Land', 70),
                        bg = '#272625', fg = 'white', command =
end_game)
    homesc_exit.place(x = 970, y = 640, anchor = 'w')

    homesc.mainloop()

## PLAY SCREEN WINDOW ##

def playsc_win():

    global playsc

    homesc.after(500, lambda: homesc.destroy())

    playsc = tk.Toplevel()

```

```
    playsc.attributes('-fullscreen', True)

    playsc_can = tk.Canvas(playsc, width = 1920, height = 1080, bg =
'black')
    playsc_can.pack(expand = True, fill = 'both')

    playsc_can.create_image(0, 0, image = main_bg, anchor = 'nw')

    playsc_new = tk.Button(playsc, text = 'New Game', padx = 30,
                           font = ('Enchanted Land', 90),
                           bg = '#272625', fg = 'white', command =
newsc_win)
    playsc_new.place(x = 950, y = 430, anchor = 'e')

    playsc_lod = tk.Button(playsc, text = 'Load Game', padx = 30,
                           font = ('Enchanted Land', 90),
                           bg = '#272625', fg = 'white',
command=lodsc_win)
    playsc_lod.place(x = 970, y = 430, anchor = 'w')

    playsc_del = tk.Button(playsc, text = 'Delete Game', padx = 30,
                           font = ('Enchanted Land', 90),
                           bg = '#272625', fg = 'white', command =
delsc_win)
    playsc_del.place(x = 960, y = 570, anchor = 'n')

    playsc_pla = tk.Button(playsc, image = play_img, bg = 'black', bd =
0, command = play_bgm)
    playsc_pla.place(x = 1865, y = 5, anchor = 'ne')

    playsc_pau = tk.Button(playsc, image = pause_img, bg = 'black', bd
= 0, command = pause_bgm)
    playsc_pau.place(x = 1915, y = 5, anchor = 'ne')

    playsc_ext = tk.Button(playsc, text = 'Exit', font = ('Enchanted
Land', 50), padx = 20,
                           bg = '#272625', fg = 'white', command =
end_game)
    playsc_ext.place(x = 1900, y = 1060, anchor = 'se')

    playsc.mainloop()

# Create Save #

def create_save():

    global save_name

    save_name = newsc_name.get()

    cur.execute('show databases;')
    flag = False
    for db in cur:
        if newsc_name.get().lower() in db:
            flag = True
            break
    if flag == False:
```

```

        cur.execute('create database {};'.format(save_name))
        cur.execute('use {};'.format(save_name))
        cur.execute('create table Inventory(item_name
varchar(50),quantity int(10));')
        cur.execute('create table Stats(health int(5), armour
int(5));')
        cur.execute('create table Progress(protagonist varchar(10),
story_progress varchar(20));')

        sconf_lbl = tk.Label(newsc, text = 'Profile Created', font =
('Enchanted Land', 70),
                                bg = '#0F0F0F', fg = 'white', relief =
'ridge', bd = 5, padx = 5)
        sconf_lbl.place(x = 960, y = 750, anchor = 'n')

        saves.append(save_name)

        newsc_cre.place(x = 950, y = 600, anchor = 'e')
        newsc_proc.place(x = 970, y = 600, anchor = 'w')
    else:
        sconf_lbl = tk.Label(newsc, text = 'Profile Already Exists',
font = ('Enchanted Land', 70),
                                bg = '#0F0F0F', fg = 'white', relief =
'ridge', bd = 5, padx = 5)
        sconf_lbl.place(x = 960, y = 750, anchor = 'n')

## NEW GAME SCREEN WINDOW ##

def newsc_win():

    global newsc, newsc_name, save_name, newsc_proc, newsc_cre

    newsc = tk.Toplevel()
    newsc.attributes('-fullscreen', True)

    newsc_can = tk.Canvas(newsc, width = 1920, height = 1080, bg =
'black')
    newsc_can.pack(expand = True, fill = 'both')

    newsc_can.create_image(0, 0, image = main_bg, anchor = 'nw')

    newsc_head = tk.Label(newsc, text = 'Please Enter Player Name',
padx = 10,
                                font = ('Enchanted Land', 70), pady = 5,
                                fg = 'white', bg = '#0F0F0F', relief =
'ridge', bd = 5)
    newsc_head.place(x = 570, y = 410, anchor = 's')

    newsc_name = tk.Entry(newsc, font = ('Enchanted Land', 70),
width = 25, bd = 7, relief = 'sunken',
justify = 'center')
    newsc_name.place(x= 1325, y = 407, anchor = 's')

    newsc_cre = tk.Button(newsc, text = 'Create Save', command =
create_save,
                                font = ('Enchanted Land', 70),
                                bg = '#272625', fg = 'white', padx = 5)

```

```
newsc_cre.place(x = 960, y = 600, anchor = 'center')

newsc_proc = tk.Button(newsc, text = 'Proceed', command =
chrsc_win,
                        font = ('Enchanted Land', 70),
                        bg = '#272625', fg = 'white', padx = 40)

newsc_pla = tk.Button(newsc, image = play_img, bg = 'black', bd =
0, command = play_bgm)
newsc_pla.place(x = 1865, y = 5, anchor = 'ne')

newsc_pau = tk.Button(newsc, image = pause_img, bg = 'black', bd =
0, command = pause_bgm)
newsc_pau.place(x = 1915, y = 5, anchor = 'ne')

newsc_ext = tk.Button(newsc, text = 'Back', font = ('Enchanted
Land', 50), padx = 12,
                    bg = '#272625', fg = 'white', command =
newsc.destroy)
newsc_ext.place(x = 1900, y = 910, anchor = 'se')

newsc_ext = tk.Button(newsc, text = 'Exit', font = ('Enchanted
Land', 50), padx = 20,
                    bg = '#272625', fg = 'white', command =
end_game)
newsc_ext.place(x = 1900, y = 1060, anchor = 'se')

newsc.mainloop()

## LOAD GAME SCREEN WINDOW ##

def lodsc_win():

    global lodsc, lodopt_name

    lodsc = tk.Toplevel()
    lodsc.attributes('-fullscreen', True)

    lodsc_can = tk.Canvas(lodsc, width = 1920, height = 1080, bg =
'black')
    lodsc_can.pack(expand = True, fill = 'both')

    lodsc_can.create_image(0, 0, image = main_bg, anchor = 'nw')

    lodsc_head = tk.Label(lodsc, text = 'Please Enter Player Name',
padx = 10,
                        font = ('Enchanted Land', 70), pady = 5,
                        fg = 'white', bg = '#0F0F0F', relief =
'ridge', bd = 5)
    lodsc_head.place(x = 570, y = 410, anchor = 's')

    lodopt_name = tk.StringVar()
    lodsc_name = tk.OptionMenu(lodsc, lodopt_name, *saves)
    lodsc_name.place(x = 1325, y = 407, anchor = 's')
    lodsc_name.config(bg = '#808080', width = 25)
    lodsc_name.config(font = ('Enchanted Land', 70))
```



```

lodsc_lod = tk.Button(lodsc, text = 'Load Game', command =
loadgame,
                        font = ('Enchanted Land', 70),
                        bg = '#272625', fg = 'white', padx = 5)
lodsc_lod.place(x = 950, y = 600, anchor = 'e')

lodsc_gdm = tk.Button(lodsc, text = 'God Mode', command =
godmodelog_win,
                        font = ('Enchanted Land', 70),
                        bg = '#272625', fg = 'white', padx = 5)
lodsc_gdm.place(x = 970, y = 600, anchor = 'w')

lodsc_pla = tk.Button(lodsc, image = play_img, bg = 'black', bd =
0, command = play_bgm)
lodsc_pla.place(x = 1865, y = 5, anchor = 'ne')

lodsc_pau = tk.Button(lodsc, image = pause_img, bg = 'black', bd =
0, command = pause_bgm)
lodsc_pau.place(x = 1915, y = 5, anchor = 'ne')

lodsc_bck = tk.Button(lodsc, text = 'Back', font = ('Enchanted
Land', 50), padx = 12,
                        bg = '#272625', fg = 'white', command =
lodsc.destroy)
lodsc_bck.place(x = 1900, y = 910, anchor = 'se')

lodsc_ext = tk.Button(lodsc, text = 'Exit', font = ('Enchanted
Land', 50), padx = 20,
                        bg = '#272625', fg = 'white', command =
end_game)
lodsc_ext.place(x = 1900, y = 1060, anchor = 'se')

lodsc.mainloop()

```

```
# Load Game #
```

```
def loadgame():
```

```
    load_name = lodopt_name.get()
```

```
    cur.execute('use {};'.format(load_name))
```

```
    cur.execute('select protagonist from progress;')
```

```
    temp1 = cur.fetchall()
```

```
    temp2 = temp1[0]
```

```
    if temp2[0] == 'knight':
```

```
        cur.execute('select story_progress from progress;')
```

```
        temp3 = cur.fetchall()
```

```
        temp4 = temp3[0]
```

```
        if temp4[0] == 'kntsc1':
```

```
            kntstr1()
```

```
        elif temp4[0] == 'kntsc2':
```

```
            kntstr2()
```

```
        elif temp4[0] == 'kntsc3':
```

```
            kntstr3()
```

```
        elif temp4[0] == 'kntsc4':
```

```
            kntstr4()
```

```
elif temp4[0] == 'kntsc5':
    kntstr5()
elif temp4[0] == 'kntsc6':
    kntstr6()
elif temp4[0] == 'kntsc7':
    kntstr7()
elif temp4[0] == 'kntsc8':
    kntstr8()
elif temp4[0] == 'kntsc9':
    kntstr9()
elif temp4[0] == 'kntsc10':
    kntstr10()
elif temp4[0] == 'kntsc11':
    kntstr11()
elif temp4[0] == 'kntsc12':
    kntstr12()
elif temp4[0] == 'kntsc13':
    kntstr13()
elif temp4[0] == 'kntsc14':
    kntstr14()
elif temp4[0] == 'kntsc15':
    kntstr15()
elif temp4[0] == 'kntsc16':
    kntstr16()
elif temp4[0] == 'kntsc17':
    kntstr17()

elif temp2[0] == 'monk':
    cur.execute('select story_progress from progress;')
    temp3 = cur.fetchall()
    temp4 = temp3[0]
    if temp4[0] == 'mnksc1':
        mnkstr1()
    elif temp4[0] == 'mnksc2':
        mnkstr2()
    elif temp4[0] == 'mnksc3':
        mnkstr3()
    elif temp4[0] == 'mnksc4':
        mnkstr4()
    elif temp4[0] == 'mnksc5':
        mnkstr5()
    elif temp4[0] == 'mnksc6':
        mnkstr6()
    elif temp4[0] == 'mnksc7':
        mnkstr7()
    elif temp4[0] == 'mnksc8':
        mnkstr8()
    elif temp4[0] == 'mnksc9':
        mnkstr9()
    elif temp4[0] == 'mnksc10':
        mnkstr10()
    elif temp4[0] == 'mnksc11':
        mnkstr11()
    elif temp4[0] == 'mnksc12':
        mnkstr12()
    elif temp4[0] == 'mnksc13':
        mnkstr13()
    elif temp4[0] == 'mnksc14':
```

```
        mnkstr14()
    elif temp4[0] == 'mnksc15':
        mnkstr15()
    elif temp4[0] == 'mnksc16':
        mnkstr16()
    elif temp4[0] == 'mnksc17':
        mnkstr17()

elif temp2[0] == 'thief':
    cur.execute('select story_progress from progress;')
    temp3 = cur.fetchall()
    temp4 = temp3[0]
    if temp4[0] == 'thfsc1':
        thfstr1()
    elif temp4[0] == 'thfsc2':
        thfstr2()
    elif temp4[0] == 'thfsc3':
        thfstr3()
    elif temp4[0] == 'thfsc4':
        thfstr4()
    elif temp4[0] == 'thfsc5':
        thfstr5()
    elif temp4[0] == 'thfsc6':
        thfstr6()
    elif temp4[0] == 'thfsc7':
        thfstr7()
    elif temp4[0] == 'thfsc8':
        thfstr8()
    elif temp4[0] == 'thfsc9':
        thfstr9()
    elif temp4[0] == 'thfsc10':
        thfstr10()
    elif temp4[0] == 'thfsc11':
        thfstr11()
    elif temp4[0] == 'thfsc12':
        thfstr12()
    elif temp4[0] == 'thfsc13':
        thfstr13()
    elif temp4[0] == 'thfsc14':
        thfstr14()
    elif temp4[0] == 'thfsc15':
        thfstr15()
    elif temp4[0] == 'thfsc16':
        thfstr16()
    elif temp4[0] == 'thfsc17':
        thfstr17()

elif temp2[0] == 'wizard':
    cur.execute('select story_progress from progress;')
    temp3 = cur.fetchall()
    temp4 = temp3[0]
    if temp4[0] == 'wizsc1':
        wizstr1()
    elif temp4[0] == 'wizsc2':
        wizstr2()
    elif temp4[0] == 'wizsc3':
        wizstr3()
    elif temp4[0] == 'wizsc4':
```

```
wizstr4()
elif temp4[0] == 'wizsc5':
    wizstr5()
elif temp4[0] == 'wizsc6':
    wizstr6()
elif temp4[0] == 'wizsc7':
    wizstr7()
elif temp4[0] == 'wizsc8':
    wizstr8()
elif temp4[0] == 'wizsc9':
    wizstr9()
elif temp4[0] == 'wizsc10':
    wizstr10()
elif temp4[0] == 'wizsc11':
    wizstr11()
elif temp4[0] == 'wizsc12':
    wizstr12()
elif temp4[0] == 'wizsc13':
    wizstr13()
elif temp4[0] == 'wizsc14':
    wizstr14()
elif temp4[0] == 'wizsc15':
    wizstr15()
elif temp4[0] == 'wizsc16':
    wizstr16()
elif temp4[0] == 'wizsc17':
    wizstr17()

# Get God Mode Password #

def get_pass():

    god_pswd = godmodelog_name.get()

    if god_pswd == 'ADmiN1243':
        god_lbl = tk.Label(godmodelog, text = 'Wrong Password', font =
('Enchanted Land', 70),
                        bg = '#0F0F0F', fg = 'white', relief =
'ridge', bd = 5, padx = 5)
        god_lbl.place(x = 960, y = 750, anchor = 'n')

        god_btn = tk.Button(godmodelog, font = (5), bd = 0, bg =
'#12110F', command = godmode)
        god_btn.place(x = 10, y = 1070, anchor = 'sw')

    else:
        wrong_lbl = tk.Label(godmodelog, text = 'Wrong Password. Try
Again!', font = ('Enchanted Land', 70),
                        bg = '#0F0F0F', fg = 'white', relief =
'ridge', bd = 5, padx = 5)
        wrong_lbl.place(x = 960, y = 750, anchor = 'n')

# GOD MODE LOGIN #

def godmodelog_win():
```

```

global godmodelog, godmodelog_name

godmodelog = tk.Toplevel()
godmodelog.attributes('-fullscreen', True)

godmodelog_can = tk.Canvas(godmodelog, width = 1920, height = 1080,
bg = 'black')
godmodelog_can.pack(expand = True, fill = 'both')

godmodelog_can.create_image(0, 0, image = main_bg, anchor = 'nw')

godmodelog_head = tk.Label(godmodelog, text = 'Please Enter
Password', padx = 10,
                             font = ('Enchanted Land', 70), pady = 5,
                             fg = 'white', bg = '#0F0F0F', relief =
'ridge', bd = 5)
godmodelog_head.place(x = 570, y = 410, anchor = 's')

godmodelog_name = tk.Entry(godmodelog, font = ('Enchanted Land',
70), show = '*',
                             width = 25, bd = 7, relief = 'sunken',
justify = 'center')
godmodelog_name.place(x= 1325, y = 407, anchor = 's')

godmodelog_cre = tk.Button(godmodelog, text = 'Proceed', command =
get_pass,
                             font = ('Enchanted Land', 70),
                             bg = '#272625', fg = 'white', padx = 5)
godmodelog_cre.place(x = 960, y = 600, anchor = 'center')

godmodelog_pla = tk.Button(godmodelog, image = play_img, bg =
'black', bd = 0, command = play_bgm)
godmodelog_pla.place(x = 1865, y = 5, anchor = 'ne')

godmodelog_pau = tk.Button(godmodelog, image = pause_img, bg =
'black', bd = 0, command = pause_bgm)
godmodelog_pau.place(x = 1915, y = 5, anchor = 'ne')

godmodelog_bck = tk.Button(godmodelog, text = 'Back', font =
('Enchanted Land', 50), padx = 12,
                             bg = '#272625', fg = 'white', command =
godmodelog.destroy)
godmodelog_bck.place(x = 1900, y = 910, anchor = 'se')

godmodelog_ext = tk.Button(godmodelog, text = 'Exit', font =
('Enchanted Land', 50), padx = 20,
                             bg = '#272625', fg = 'white', command =
end_game)
godmodelog_ext.place(x = 1900, y = 1060, anchor = 'se')

godmodelog.mainloop()

# GOD MODE #

def godmode():
    godmode = tk.Toplevel()
    godmode.attributes('-fullscreen', True)

```

```
    godmode_can = tk.Canvas(godmode, width = 1920, height = 1080, bg =
'black')
    godmode_can.pack(expand = True, fill = 'both')

    godmode_can.create_image(0, 0, image = main_bg, anchor = 'nw')

    godmode.mainloop()

# Delete Save #

def del_save():

    del_name = delopt_name.get()

    cur.execute('drop database {};'.format(del_name))

    for i in saves:
        if i == del_name:
            saves.remove(del_name)

    dconf_lbl = tk.Label(delsc, text = 'Profile Deleted', font =
('Enchanted Land', 70),
                        bg = '#0F0F0F', fg = 'white', relief = 'ridge',
bd = 5, padx = 5)
    dconf_lbl.place(x = 960, y = 750, anchor = 'n')

## DELETE GAME SCREEN WINDOW ##

def delsc_win():

    global delsc, delsc_name, delopt_name

    delsc = tk.Toplevel()
    delsc.attributes('-fullscreen', True)

    delsc_can = tk.Canvas(delsc, width = 1920, height = 1080, bg =
'black')
    delsc_can.pack(expand = True, fill = 'both')

    delsc_can.create_image(0, 0, image = main_bg, anchor = 'nw')

    delsc_head = tk.Label(delsc, text = 'Please Enter Player Name',
padx = 10,
                        font = ('Enchanted Land', 70), pady = 5,
                        fg = 'white', bg = '#0F0F0F', relief =
'ridge', bd = 5)
    delsc_head.place(x = 570, y = 410, anchor = 's')

    delopt_name = tk.StringVar()
    delsc_name = tk.OptionMenu(delsc, delopt_name, *saves)
    delsc_name.place(x= 1325, y = 407, anchor = 's')
    delsc_name.config(bg = '#808080', width = 25)
    delsc_name.config(font = ('Enchanted Land', 70))
```

```

    delsc_del = tk.Button(delsc, text = 'Delete Save', command =
del_save,
                        font = ('Enchanted Land', 70),
                        bg = '#272625', fg = 'white', padx = 5)
    delsc_del.place(x = 960, y = 600, anchor = 'center')

    delsc_pla = tk.Button(delsc, image = play_img, bg = 'black', bd =
0, command = play_bgm)
    delsc_pla.place(x = 1865, y = 5, anchor = 'ne')

    delsc_pau = tk.Button(delsc, image = pause_img, bg = 'black', bd =
0, command = pause_bgm)
    delsc_pau.place(x = 1915, y = 5, anchor = 'ne')

    delsc_bck = tk.Button(delsc, text = 'Back', font = ('Enchanted
Land', 50), padx = 12,
                        bg = '#272625', fg = 'white', command =
delsc.destroy)
    delsc_bck.place(x = 1900, y = 910, anchor = 'se')

    delsc_ext = tk.Button(delsc, text = 'Exit', font = ('Enchanted
Land', 50), padx = 20,
                        bg = '#272625', fg = 'white', command =
end_game)
    delsc_ext.place(x = 1900, y = 1060, anchor = 'se')

    delsc.mainloop()

## CHARACTER SELECTION SCREEN WINDOW ##

def chrsc_win():

    global chrsc

    newsc.after(500, lambda: newsc.destroy())
    playsc.after(500, lambda: playsc.destroy())

    chrsc = tk.Toplevel()
    chrsc.attributes('-fullscreen', True)

    chrsc_can = tk.Canvas(chrsc, width = 1920, height = 1080, bg =
'black')
    chrsc_can.pack(expand = True, fill = 'both')

    chrsc_can.create_image(0, 0, image = main_bg, anchor = 'nw')

    knt_bg =
ImageTk.PhotoImage(Image.open('{}Knight.jpg'.format(kpath)))
    chrsc_knt = tk.Label(chrsc, padx = 0, pady = 0, relief = 'raised',
                        image = knt_bg, bd=5)
    chrsc_knt.place(x = 10, y = 10, anchor = 'nw')

    mnk_bg = ImageTk.PhotoImage(Image.open('{}Monk.jpg'.format(mpath)))
    chrsc_mnk = tk.Label(chrsc, padx = 0, pady = 0, relief = 'raised',
                        image = mnk_bg, bd=5)
    chrsc_mnk.place(x = 485, y = 10, anchor = 'nw')

```

```

    thf_bg =
ImageTk.PhotoImage(Image.open('{}Thief.jpg'.format(tpath)))
    chrsc_thf = tk.Label(chrsc, padx = 0, pady = 0, relief = 'raised',
                        image = thf_bg, bd=5)
    chrsc_thf.place(x = 960, y = 10, anchor = 'nw')

    wiz_bg =
ImageTk.PhotoImage(Image.open('{}Wizard.jpg'.format(wpath)))
    chrsc_wiz = tk.Label(chrsc, padx = 0, pady = 0, relief = 'raised',
                        image = wiz_bg, bd=5)
    chrsc_wiz.place(x = 1435, y = 10, anchor = 'nw')

    chrsc_knt_btn = tk.Button (chrsc, text = 'KNIGHT', bg = '#272625',
                             font = ('Enchanted Land', 80), fg =
'white',
                             padx = 40, pady = 5, command = knt_opt)
    chrsc_knt_btn.place(x = 10 , y = 820, anchor = 'nw')

    chrsc_mnk_btn = tk.Button (chrsc, text = 'MONK', bg = '#272625',
                             font = ('Enchanted Land', 80), fg =
'white',
                             padx = 70, pady = 5, command = mnk_opt)
    chrsc_mnk_btn.place(x = 485 , y = 820, anchor = 'nw')

    chrsc_thf_btn = tk.Button (chrsc, text = 'THIEF', bg = '#272625',
                             font = ('Enchanted Land', 80), fg =
'white',
                             padx = 75, pady = 5, command = thf_opt)
    chrsc_thf_btn.place(x = 960 , y = 820, anchor = 'nw')

    chrsc_wiz_btn = tk.Button (chrsc, text = 'WIZARD', bg = '#272625',
                             font = ('Enchanted Land', 80), fg =
'white',
                             padx = 20, pady = 5, command = wiz_opt)
    chrsc_wiz_btn.place(x = 1435 , y = 820, anchor = 'nw')

    chrsc.mainloop()

#####
#####

# Knight Select #

def knt_opt():
    global opt
    opt = 'knight'
    cur.execute('insert into progress values ("{}",
"kntsc1");'.format(opt))
    con.commit()
    kntstr1()

# Monk Select #

```



```
def mnk_opt():
    global opt
    opt = 'monk'
    cur.execute('insert into progress values ("{}",
"mnkscl");'.format(opt))
    con.commit()
    mnkstr1()

# Thief Select #

def thf_opt():
    global opt
    opt = 'thief'
    cur.execute('insert into progress values ("{}",
"thfsc1");'.format(opt))
    con.commit()
    thfstr1()

# Wizard Select #

def wiz_opt():
    global opt
    opt = 'wizard'
    cur.execute('insert into progress values ("{}",
"wizsc1");'.format(opt))
    con.commit()
    wizstr1()

# Inventory Delete Options #

def del_item1():
    cur.execute('delete from inventory where item_name =
"{}";'.format(item1_n))
    con.commit()
    invsc.destroy()
    inventory()

def del_item2():
    cur.execute('delete from inventory where item_name =
"{}";'.format(item2_n))
    con.commit()
    invsc.destroy()
    inventory()

def del_item3():
    cur.execute('delete from inventory where item_name =
"{}";'.format(item3_n))
    con.commit()
    invsc.destroy()
    inventory()

def del_item4():
    cur.execute('delete from inventory where item_name =
"{}";'.format(item4_n))
    con.commit()
```

```
        invsc.destroy()
        inventory()

def del_item5():
    cur.execute('delete from inventory where item_name =
"{}";'.format(item5_n))
    con.commit()
    invsc.destroy()
    inventory()

def del_item6():
    cur.execute('delete from inventory where item_name =
"{}";'.format(item6_n))
    con.commit()
    invsc.destroy()
    inventory()

def del_item7():
    cur.execute('delete from inventory where item_name =
"{}";'.format(item7_n))
    con.commit()
    invsc.destroy()
    inventory()

def del_item8():
    cur.execute('delete from inventory where item_name =
"{}";'.format(item8_n))
    con.commit()
    invsc.destroy()
    inventory()

def del_item9():
    cur.execute('delete from inventory where item_name =
"{}";'.format(item9_n))
    con.commit()
    invsc.destroy()
    inventory()

def del_item10():
    cur.execute('delete from inventory where item_name =
"{}";'.format(item10_n))
    con.commit()
    invsc.destroy()
    inventory()

## INVENTORY ##

def inventory():

    global item1_n, item2_n, item3_n, item4_n, item5_n, item6_n,
item7_n, item8_n, item9_n, item10_n

    cur.execute('select * from inventory;')
    temp = cur.fetchall()

    try:
        item1 = temp[0]
```

```
        item1_n = item1[0]
        item1_q = item1[1]
    except IndexError:
        pass

    try:
        item2 = temp[1]
        item2_n = item2[0]
        item2_q = item2[1]
    except IndexError:
        pass

    try:
        item3 = temp[2]
        item3_n = item3[0]
        item3_q = item3[1]
    except IndexError:
        pass

    try:
        item4 = temp[3]
        item4_n = item4[0]
        item4_q = item4[1]
    except IndexError:
        pass

    try:
        item5 = temp[4]
        item5_n = item5[0]
        item5_q = item5[1]
    except IndexError:
        pass

    try:
        item6 = temp[5]
        item6_n = item6[0]
        item6_q = item6[1]
    except IndexError:
        pass

    try:
        item7 = temp[6]
        item7_n = item7[0]
        item7_q = item7[1]
    except IndexError:
        pass

    try:
        item8 = temp[7]
        item8_n = item8[0]
        item8_q = item8[1]
    except IndexError:
        pass

    try:
        item9 = temp[8]
        item9_n = item9[0]
        item9_q = item9[1]
```

```

except IndexError:
    pass

try:
    item10 = temp[9]
    item10_n = item10[0]
    item10_q = item10[1]
except IndexError:
    pass

global invsc

invsc = tk.Toplevel()
invsc.geometry('1280x720')
invsc.title('Inventory')

invsc_can = tk.Canvas(invsc, width = 1920, height = 1080,
bg='black')
invsc_can.pack(expand = True, fill = 'both')

main_bg = ImageTk.PhotoImage(Image.open('{}Home Screen
BG.jpg'.format(ppath)))
invsc_can.create_image(0, 0, image = main_bg, anchor = 'nw')

delete =
ImageTk.PhotoImage(Image.open('{}Delete.png'.format(ppath)))

invsc_fr1 = tk.Frame(invsc, width = 500, height = 100)
invsc_fr1.place(x = 100, y = 100, anchor = 'nw')
invsc_fr1.propagate(0)

invsc_fr1_1 = tk.Frame(invsc_fr1, width = 400, height = 100, bd =
0)
invsc_fr1_1.place(x = 0, y = 0, anchor = 'nw')
invsc_fr1_1.propagate(0)

try:
    invsc_l1 = tk.Label(invsc_fr1_1, font = ('Enchanted Land', 50,
'bold'),
                        text = '{} {}'.format(item1_q, item1_n),
                        bg = '#342D25', fg = 'white')
    invsc_l1.pack(fill = 'both', expand = True)
except UnboundLocalError:
    invsc_l1 = tk.Label(invsc_fr1_1, font = ('Enchanted Land', 50,
'bold'),
                        text = '',
                        bg = '#342D25', fg = 'white')
    invsc_l1.pack(fill = 'both', expand = True)

invsc_b1 = tk.Button(invsc_fr1, image = delete, bd = 0, command =
del_item1)
invsc_b1.pack(side = 'right')

invsc_fr2 = tk.Frame(invsc, width = 500, height = 100)
invsc_fr2.place(x = 100, y = 205, anchor = 'nw')
invsc_fr2.propagate(0)

```

```
    invsc_fr2_1 = tk.Frame(invsc_fr2, width = 400, height = 100, bd =
0)
    invsc_fr2_1.place(x = 0, y = 0, anchor = 'nw')
    invsc_fr2_1.propagate(0)

    try:
        invsc_l2 = tk.Label(invsc_fr2_1, font = ('Enchanted Land', 50,
'bold'),
                            text = '{} {}'.format(item2_q, item2_n),
                            bg = '#342D25', fg = 'white')
        invsc_l2.pack(fill = 'both', expand = True)
    except UnboundLocalError:
        invsc_l2 = tk.Label(invsc_fr2_1, font = ('Enchanted Land', 50,
'bold'),
                            text = '',
                            bg = '#342D25', fg = 'white')
        invsc_l2.pack(fill = 'both', expand = True)

    invsc_b2 = tk.Button(invsc_fr2, image = delete, bd = 0, command =
del_item2)
    invsc_b2.pack(side = 'right')

    invsc_fr3 = tk.Frame(invsc, width = 500, height = 100)
    invsc_fr3.place(x = 100, y = 310, anchor = 'nw')
    invsc_fr3.propagate(0)

    invsc_fr3_1 = tk.Frame(invsc_fr3, width = 400, height = 100, bd =
0)
    invsc_fr3_1.place(x = 0, y = 0, anchor = 'nw')
    invsc_fr3_1.propagate(0)

    try:
        invsc_l3 = tk.Label(invsc_fr3_1, font = ('Enchanted Land', 50,
'bold'),
                            text = '{} {}'.format(item3_q, item3_n),
                            bg = '#342D25', fg = 'white')
        invsc_l3.pack(fill = 'both', expand = True)
    except UnboundLocalError:
        invsc_l3 = tk.Label(invsc_fr3_1, font = ('Enchanted Land', 50,
'bold'),
                            text = '',
                            bg = '#342D25', fg = 'white')
        invsc_l3.pack(fill = 'both', expand = True)

    invsc_b3 = tk.Button(invsc_fr3, image = delete, bd = 0, command =
del_item3)
    invsc_b3.pack(side = 'right')

    invsc_fr4 = tk.Frame(invsc, width = 500, height = 100)
    invsc_fr4.place(x = 100, y = 415, anchor = 'nw')
    invsc_fr4.propagate(0)

    invsc_fr4_1 = tk.Frame(invsc_fr4, width = 400, height = 100, bd =
0)
    invsc_fr4_1.place(x = 0, y = 0, anchor = 'nw')
    invsc_fr4_1.propagate(0)

    try:
```

```
        invsc_l4 = tk.Label(invsc_fr4_1, font = ('Enchanted Land', 50,
'bold'),
                            text = '{} {}'.format(item4_q, item4_n),
                            bg = '#342D25', fg = 'white')
        invsc_l4.pack(fill = 'both', expand = True)
    except UnboundLocalError:
        invsc_l4 = tk.Label(invsc_fr4_1, font = ('Enchanted Land', 50,
'bold'),
                            text = '',
                            bg = '#342D25', fg = 'white')
        invsc_l4.pack(fill = 'both', expand = True)

    invsc_b4 = tk.Button(invsc_fr4, image = delete, bd = 0, command =
del_item4)
    invsc_b4.pack(side = 'right')

    invsc_fr5 = tk.Frame(invsc, width = 500, height = 100)
    invsc_fr5.place(x = 100, y = 520, anchor = 'nw')
    invsc_fr5.propagate(0)

    invsc_fr5_1 = tk.Frame(invsc_fr5, width = 400, height = 100, bd =
0)
    invsc_fr5_1.place(x = 0, y = 0, anchor = 'nw')
    invsc_fr5_1.propagate(0)

    try:
        invsc_l5 = tk.Label(invsc_fr5_1, font = ('Enchanted Land', 50,
'bold'),
                            text = '{} {}'.format(item5_q, item5_n),
                            bg = '#342D25', fg = 'white')
        invsc_l5.pack(fill = 'both', expand = True)
    except UnboundLocalError:
        invsc_l5 = tk.Label(invsc_fr5_1, font = ('Enchanted Land', 50,
'bold'),
                            text = '',
                            bg = '#342D25', fg = 'white')
        invsc_l5.pack(fill = 'both', expand = True)

    invsc_b5 = tk.Button(invsc_fr5, image = delete, bd = 0, command =
del_item5)
    invsc_b5.pack(side = 'right')

    invsc_fr6 = tk.Frame(invsc, width = 500, height = 100)
    invsc_fr6.place(x = 1180, y = 100, anchor = 'ne')
    invsc_fr6.propagate(0)

    invsc_fr6_1 = tk.Frame(invsc_fr6, width = 400, height = 100, bd =
0)
    invsc_fr6_1.place(x = 0, y = 0, anchor = 'nw')
    invsc_fr6_1.propagate(0)

    try:
        invsc_l6 = tk.Label(invsc_fr6_1, font = ('Enchanted Land', 50,
'bold'),
                            text = '{} {}'.format(item6_q, item6_n),
                            bg = '#342D25', fg = 'white')
```

```
        invsc_l6.pack(fill = 'both', expand = True)
    except UnboundLocalError:
        invsc_l6 = tk.Label(invsc_fr6_1, font = ('Enchanted Land', 50,
'bold'),
                            text = '',
                            bg = '#342D25', fg = 'white')
        invsc_l6.pack(fill = 'both', expand = True)

    invsc_b6 = tk.Button(invsc_fr6, image = delete, bd = 0, command =
del_item6)
    invsc_b6.pack(side = 'right')

    invsc_fr7 = tk.Frame(invsc, width = 500, height = 100)
    invsc_fr7.place(x = 1180, y = 205, anchor = 'ne')
    invsc_fr7.propagate(0)

    invsc_fr7_1 = tk.Frame(invsc_fr7, width = 400, height = 100, bd =
0)
    invsc_fr7_1.place(x = 0, y = 0, anchor = 'nw')
    invsc_fr7_1.propagate(0)

    try:
        invsc_l7 = tk.Label(invsc_fr7_1, font = ('Enchanted Land', 50,
'bold'),
                            text = '{} {}'.format(item7_q, item7_n),
                            bg = '#342D25', fg = 'white')
        invsc_l7.pack(fill = 'both', expand = True)
    except UnboundLocalError:
        invsc_l7 = tk.Label(invsc_fr7_1, font = ('Enchanted Land', 50,
'bold'),
                            text = '',
                            bg = '#342D25', fg = 'white')
        invsc_l7.pack(fill = 'both', expand = True)

    invsc_b7 = tk.Button(invsc_fr7, image = delete, bd = 0, command =
del_item7)
    invsc_b7.pack(side = 'right')

    invsc_fr8 = tk.Frame(invsc, width = 500, height = 100)
    invsc_fr8.place(x = 1180, y = 310, anchor = 'ne')
    invsc_fr8.propagate(0)

    invsc_fr8_1 = tk.Frame(invsc_fr8, width = 400, height = 100, bd =
0)
    invsc_fr8_1.place(x = 0, y = 0, anchor = 'nw')
    invsc_fr8_1.propagate(0)

    try:
        invsc_l8 = tk.Label(invsc_fr8_1, font = ('Enchanted Land', 50,
'bold'),
                            text = '{} {}'.format(item8_q, item8_n),
                            bg = '#342D25', fg = 'white')
        invsc_l8.pack(fill = 'both', expand = True)
    except UnboundLocalError:
        invsc_l8 = tk.Label(invsc_fr8_1, font = ('Enchanted Land', 50,
'bold'),
```

```
        text = '',
        bg = '#342D25', fg = 'white')
    invsc_l8.pack(fill = 'both', expand = True)

    invsc_b8 = tk.Button(invsc_fr8, image = delete, bd = 0, command =
del_item8)
    invsc_b8.pack(side = 'right')

    invsc_fr9 = tk.Frame(invsc, width = 500, height = 100)
    invsc_fr9.place(x = 1180, y = 415, anchor = 'ne')
    invsc_fr9.propagate(0)

    invsc_fr9_1 = tk.Frame(invsc_fr9, width = 400, height = 100, bd =
0)
    invsc_fr9_1.place(x = 0, y = 0, anchor = 'nw')
    invsc_fr9_1.propagate(0)

    try:
        invsc_l9 = tk.Label(invsc_fr9_1, font = ('Enchanted Land', 50,
'bold'),
                            text = '{} {}'.format(item9_q, item9_n),
                            bg = '#342D25', fg = 'white')
        invsc_l9.pack(fill = 'both', expand = True)
    except UnboundLocalError:
        invsc_l9 = tk.Label(invsc_fr9_1, font = ('Enchanted Land', 50,
'bold'),
                            text = '',
                            bg = '#342D25', fg = 'white')
        invsc_l9.pack(fill = 'both', expand = True)

    invsc_b9 = tk.Button(invsc_fr9, image = delete, bd = 0, command =
del_item9)
    invsc_b9.pack(side = 'right')

    invsc_fr10 = tk.Frame(invsc, width = 500, height = 100)
    invsc_fr10.place(x = 1180, y = 520, anchor = 'ne')
    invsc_fr10.propagate(0)

    invsc_fr10_1 = tk.Frame(invsc_fr10, width = 400, height = 100, bd =
0)
    invsc_fr10_1.place(x = 0, y = 0, anchor = 'nw')
    invsc_fr10_1.propagate(0)

    try:
        invsc_l10 = tk.Label(invsc_fr10_1, font = ('Enchanted Land',
50, 'bold'),
                             text = '{} {}'.format(item10_q, item10_n),
                             bg = '#342D25', fg = 'white')
        invsc_l10.pack(fill = 'both', expand = True)
    except UnboundLocalError:
        invsc_l10 = tk.Label(invsc_fr10_1, font = ('Enchanted Land',
50, 'bold'),
                             text = '',
                             bg = '#342D25', fg = 'white')
        invsc_l10.pack(fill = 'both', expand = True)
```



```

    invsc_b10 = tk.Button(invsc_fr10, image = delete, bd = 0, command =
del_item10)
    invsc_b10.pack(side = 'right')

    invsc.mainloop()

#####

#####

## Knight's Story Begins ##

def kntstr1():

    global kntsc1

    try:
        chrsc.after(500, lambda: chrsc.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    kntsc1 = tk.Toplevel()
    kntsc1.attributes('-fullscreen', True)
    kntsc1.configure(bd = 0)

    kntsc1_can = tk.Canvas(kntsc1, width = 1920, height = 1080, bg =
'black')
    kntsc1_can.pack(expand = True, fill = 'both')

    kbg1 = ImageTk.PhotoImage(Image.open('{}Parchment
1.jpg'.format(kpath)))
    kntsc1_can.create_image(0, 0, image = kbg1, anchor = 'nw')

    kntsc1_lbl = tk.Label(kntsc1, text = 'Welcome
{}'.format(save_name),
                        font = ('Enchanted Land', 100, 'bold'), padx = 20,
                        bg = '#0F0F0F', fg = 'white', relief = 'groove',)
    kntsc1_lbl.place(x = 960, y = 20, anchor = 'n')

    kntsc1_pla = tk.Button(kntsc1, image = play_img, bg = 'black', bd =
0, command = play_bgm)
    kntsc1_pla.place(x = 1865, y = 5, anchor = 'ne')

    kntsc1_pau = tk.Button(kntsc1, image = pause_img, bg = 'black', bd
= 0, command = pause_bgm)
    kntsc1_pau.place(x = 1915, y = 5, anchor = 'ne')

    kntsc1_inv = tk.Button(kntsc1, text = 'Proceed', font = ('Enchanted
Land', 33),
                        pady = 4, fg = 'white', bg = 'black', padx =
7,command=kntstr2)

```

```
kntsc1_inv.place(x = 1916, y = 890, anchor = 'ne')

kntsc1_ext = tk.Button(kntsc1, text = 'Exit', padx = 19, width = 5,
                        font = ('Enchanted Land', 33),
                        bg = 'black', fg = 'white', command =
end_game)
kntsc1_ext.place(x = 1916, y = 1076, anchor = 'se')

cur.execute('update progress set story_progress = "kntsc1";')
con.commit()

kntsc1.mainloop()

def kntstr2():

    global kntsc2

    try:
        kntsc1.after(500, lambda: kntsc1.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    kntsc2 = tk.Toplevel()
    kntsc2.attributes('-fullscreen', True)
    kntsc2.configure(bd = 0)

    kntsc2_can = tk.Canvas(kntsc2, width = 1920, height = 1080, bg =
'black')
    kntsc2_can.pack(expand = True, fill = 'both')

    kbg1 = ImageTk.PhotoImage(Image.open('{}Parchment
2.jpg'.format(kpath)))
    kntsc2_can.create_image(0, 0, image = kbg1, anchor = 'nw')

    kntsc2_pla = tk.Button(kntsc2, image = play_img, bg = 'black', bd =
0, command = play_bgm)
    kntsc2_pla.place(x = 1865, y = 5, anchor = 'ne')

    kntsc2_pau = tk.Button(kntsc2, image = pause_img, bg = 'black', bd
= 0, command = pause_bgm)
    kntsc2_pau.place(x = 1915, y = 5, anchor = 'ne')

    kntsc2_inv = tk.Button(kntsc2, text = 'Proceed', font = ('Enchanted
Land', 33),
                           pady = 4, fg = 'white', bg = 'black', padx =
7, command=kntstr3)
    kntsc2_inv.place(x = 1916, y = 890, anchor = 'ne')

    kntsc2_ext = tk.Button(kntsc2, text = 'Exit', padx = 19, width = 5,
                           font = ('Enchanted Land', 33),
```

```

        bg = 'black', fg = 'white', command =
end_game)
    kntsc2_ext.place(x = 1916, y = 1076, anchor = 'se')

    cur.execute('update progress set story_progress = "kntsc2";')
    con.commit()

    kntsc2.mainloop()

def kntstr3():

    global kntsc3

    try:
        kntsc2.after(500, lambda: kntsc2.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    kntsc3 = tk.Toplevel()
    kntsc3.attributes('-fullscreen', True)
    kntsc3.configure(bd = 0)

    kntsc3_can = tk.Canvas(kntsc3, width = 1920, height = 1080, bg =
'black')
    kntsc3_can.pack(expand = True, fill = 'both')

    kbg1 = ImageTk.PhotoImage(Image.open('{}Parchment
3.jpg'.format(kpath)))
    kntsc3_can.create_image(0, 0, image = kbg1, anchor = 'nw')

    kntsc3_pla = tk.Button(kntsc3, image = play_img, bg = 'black', bd =
0, command = play_bgm)
    kntsc3_pla.place(x = 1865, y = 5, anchor = 'ne')

    kntsc3_pau = tk.Button(kntsc3, image = pause_img, bg = 'black', bd
= 0, command = pause_bgm)
    kntsc3_pau.place(x = 1915, y = 5, anchor = 'ne')

    kntsc3_inv = tk.Button(kntsc3, text = 'Proceed', font = ('Enchanted
Land', 33),
        pady = 4, fg = 'white', bg = 'black', padx =
7, command=kntstr4)
    kntsc3_inv.place(x = 1916, y = 890, anchor = 'ne')

    kntsc3_ext = tk.Button(kntsc3, text = 'Exit', padx = 19, width = 5,
        font = ('Enchanted Land', 33),
        bg = 'black', fg = 'white', command =
end_game)
    kntsc3_ext.place(x = 1916, y = 1076, anchor = 'se')

    cur.execute('update progress set story_progress = "kntsc3";')

```

```
con.commit()

kntsc3.mainloop()

def kntstr4():

    global kntsc4

    try:
        kntsc3.after(500, lambda: kntsc3.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    kntsc4 = tk.Toplevel()
    kntsc4.attributes('-fullscreen', True)
    kntsc4.configure(bd = 0)

    kntsc4_can = tk.Canvas(kntsc4, width = 1920, height = 1080, bg =
'black')
    kntsc4_can.pack(expand = True, fill = 'both')

    kbg1 = ImageTk.PhotoImage(Image.open('{}Parchment
4.jpg'.format(kpath)))
    kntsc4_can.create_image(0, 0, image = kbg1, anchor = 'nw')

    kntsc4_pla = tk.Button(kntsc4, image = play_img, bg = 'black', bd =
0, command = play_bgm)
    kntsc4_pla.place(x = 1865, y = 5, anchor = 'ne')

    kntsc4_pau = tk.Button(kntsc4, image = pause_img, bg = 'black', bd
= 0, command = pause_bgm)
    kntsc4_pau.place(x = 1915, y = 5, anchor = 'ne')

    kntsc4_inv = tk.Button(kntsc4, text = 'Proceed', font = ('Enchanted
Land', 33),
                                pady = 4, fg = 'white', bg = 'black', padx =
7, command=kntstr5)
    kntsc4_inv.place(x = 1916, y = 890, anchor = 'ne')

    kntsc4_ext = tk.Button(kntsc4, text = 'Exit', padx = 19, width = 5,
                                font = ('Enchanted Land', 33),
                                bg = 'black', fg = 'white', command =
end_game)
    kntsc4_ext.place(x = 1916, y = 1076, anchor = 'se')

    cur.execute('update progress set story_progress = "kntsc4";')
    con.commit()

    cur.execute('insert into stats values (100, 000);')
    con.commit()
```

```
cur.execute('insert into inventory (item_name, quantity) values
("Knife", 1)')
con.commit()

cur.execute('insert into inventory (item_name, quantity) values
("Leftover Bread", 1)')
con.commit()

cur.execute('insert into inventory (item_name, quantity) values
("Gold Coins", 100)')
con.commit()

kntsc4.mainloop()

def kntstr5():

    global kntsc5

    try:
        kntsc4.after(500, lambda: kntsc4.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    cur.execute('select health from stats;')
    health1 = cur.fetchall()
    health2 = health1[0]

    cur.execute('select armour from stats;')
    armour1 = cur.fetchall()
    armour2 = armour1[0]

    kntsc5 = tk.Toplevel()
    kntsc5.attributes('-fullscreen', True)
    kntsc5.configure(bd = 1)

    kntsc5_can = tk.Canvas(kntsc5, width = 1920, height = 1080, bg =
'black')
    kntsc5_can.pack(expand = True, fill = 'both')

    kntsc5_can.create_image(0, 0, image = main_bg, anchor = 'nw')

    kbg1 = ImageTk.PhotoImage(Image.open('{}Prot\'s
House.jpg'.format(ppath)))
    kntsc5_pic1 = tk.Label(kntsc5, image = kbg1, bd=5)
    kntsc5_pic1.place(x = 0, y = 0, anchor = 'nw')

    kbg2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
1.jpg'.format(kpath)))
    kntsc5_pic2 = tk.Label(kntsc5, image = kbg2, bd=5)
    kntsc5_pic2.place(x = 1320, y = 0, anchor = 'nw')
```

```
kntsc5_fr1 = tk.Frame(kntsc5, width = 555, height = 365, bg =
'red')
kntsc5_fr1.place(x = 15, y = 700, anchor = 'nw')
kntsc5_fr1.propagate(0)

kntsc5_opt1 = tk.Button(kntsc5_fr1, text = 'Horse',
                        font = ('Enchanted Land', 100),
                        bg = '#090D3A', fg =
'white', command=kntstr6)
kntsc5_opt1.pack(fill = 'both', expand = True)

kntsc5_fr2 = tk.Frame(kntsc5, width = 555, height = 365, bg =
'blue')
kntsc5_fr2.place(x = 575, y = 700, anchor = 'nw')
kntsc5_fr2.propagate(0)

kntsc5_opt2 = tk.Button(kntsc5_fr2, text = 'On\nFoot',
                        font = ('Enchanted Land', 100),
                        bg = '#090D3A', fg =
'white', command=kntstr7)
kntsc5_opt2.pack(fill = 'both', expand = True)

kntsc5_fr3 = tk.Frame(kntsc5, width = 550, height = 363, bg =
'green')
kntsc5_fr3.place(x = 1135, y = 700, anchor = 'nw')
kntsc5_fr3.propagate(0)

kntsc5_opt3 = tk.Button(kntsc5_fr3, text = 'Use a
Witch\'s\nTeleportation\nPotion',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg =
'white', command=kntstr8)
kntsc5_opt3.pack(fill = 'both', expand = True)

kntsc5_pla = tk.Button(kntsc5, image = play_img, bg = 'black', bd =
0, command = play_bgm)
kntsc5_pla.place(x = 1865, y = 5, anchor = 'ne')

kntsc5_pau = tk.Button(kntsc5, image = pause_img, bg = 'black', bd
= 0, command = pause_bgm)
kntsc5_pau.place(x = 1915, y = 5, anchor = 'ne')

kntsc5_fr4 = tk.Frame(kntsc5, width = 125, height = 105, bg =
'red')
kntsc5_fr4.place(x = 1790, y = 690, anchor = 'nw')
kntsc5_fr4.propagate(0)

kntsc5_heli = tk.Label(kntsc5, image = health_icn, bd = 0, bg =
'white')
kntsc5_heli.place(x = 1790, y = 690, anchor = 'ne')

kntsc5_helt = tk.Label(kntsc5_fr4, text = health2[0], font =
('Enchanted Land', 55),
                        bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
kntsc5_helt.pack(fill = 'both', expand = True)
```

```

    kntsc5_fr5 = tk.Frame(kntsc5, width = 125, height = 105, bg =
'red')
    kntsc5_fr5.place(x = 1790, y = 790, anchor = 'nw')
    kntsc5_fr5.propagate(0)

    kntsc5_armi = tk.Label(kntsc5, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
    kntsc5_armi.place(x = 1790, y = 790, anchor = 'ne')

    kntsc5_armt = tk.Label(kntsc5_fr5, text = armour2[0], font =
('Enchanted Land', 55),
                        bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
    kntsc5_armt.pack(fill = 'both', expand = True)

    kntsc5_inv = tk.Button(kntsc5, text = 'Inventory', font =
('Enchanted Land', 33),
                        width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
    kntsc5_inv.place(x = 1916, y = 890, anchor = 'ne')

    kntsc5_ext = tk.Button(kntsc5, text = 'Exit', padx = 19, width =
10,
                        font = ('Enchanted Land', 33),
                        bg = '#272625', fg = 'white', command =
end_game)
    kntsc5_ext.place(x = 1916, y = 1076, anchor = 'se')

    cur.execute('update progress set story_progress = "kntsc5";')
    con.commit()

    kntsc5.mainloop()

def kntstr6():

    global kntsc6

    try:
        kntsc5.after(500, lambda: kntsc5.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    kntsc6 = tk.Toplevel()
    kntsc6.attributes('-fullscreen', True)
    kntsc6.configure(bd = 1)

    kntsc6_can = tk.Canvas(kntsc6, width = 1920, height = 1080, bg =
'black')
    kntsc6_can.pack(expand = True, fill = 'both')

    kntsc6_can.create_image(0, 0, image = main_bg, anchor = 'nw')

```

```

    kbg1 = ImageTk.PhotoImage(Image.open('{}Ogre in a
Jungle.jpg'.format(ppath)))
    kntsc6_pic1 = tk.Label(kntsc6, image = kbg1, bd=5)
    kntsc6_pic1.place(x = 0, y = 0, anchor = 'nw')

    kbg2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
2.jpg'.format(kpath)))
    kntsc6_pic2 = tk.Label(kntsc6, image = kbg2, bd=5)
    kntsc6_pic2.place(x = 1320, y = 0, anchor = 'nw')

    kntsc6_fr1 = tk.Frame(kntsc6, width = 555, height = 365, bg =
'red')
    kntsc6_fr1.place(x = 15, y = 700, anchor = 'nw')
    kntsc6_fr1.propagate(0)

    kntsc6_opt1 = tk.Button(kntsc6_fr1, font = ('Enchanted Land', 80),
        text = 'signal your horse to leave',
        bg = '#090D3A', fg = 'white', command =
kntstr9)
    kntsc6_opt1.pack(fill = 'both', expand = True)

    kntsc6_fr2 = tk.Frame(kntsc6, width = 555, height = 365, bg =
'blue')
    kntsc6_fr2.place(x = 575, y = 700, anchor = 'nw')
    kntsc6_fr2.propagate(0)

    kntsc6_opt2 = tk.Button(kntsc6_fr2, font = ('Enchanted Land', 80),
        text = 'Get off Your\n Horse Without
Silently',
        bg = '#090D3A', fg = 'white', command =
kntstr10)
    kntsc6_opt2.pack(fill = 'both', expand = True)

    kntsc6_fr3 = tk.Frame(kntsc6, width = 550, height = 363, bg =
'green')
    kntsc6_fr3.place(x = 1135, y = 700, anchor = 'nw')
    kntsc6_fr3.propagate(0)

    kntsc6_opt3 = tk.Button(kntsc6_fr3, text = 'Attempt to Fight\n the
Ogre',
        font = ('Enchanted Land', 80),
        bg = '#090D3A', fg = 'white', command =
kntstr11)
    kntsc6_opt3.pack(fill = 'both', expand = True)

    kntsc6_pla = tk.Button(kntsc6, image = play_img, bg = 'black', bd =
0, command = play_bgm)
    kntsc6_pla.place(x = 1865, y = 5, anchor = 'ne')

    kntsc6_pau = tk.Button(kntsc6, image = pause_img, bg = 'black', bd
= 0, command = pause_bgm)
    kntsc6_pau.place(x = 1915, y = 5, anchor = 'ne')

    kntsc6_heli = tk.Label(kntsc6, image = health_icn, bd = 0, bg =
'white')
    kntsc6_heli.place(x = 1790, y = 690, anchor = 'ne')

```



```

    kntsc6_helt = tk.Label(kntsc6, text = '100', font = ('Enchanted
Land', 55),
                           bg = 'red', fg = 'white', bd = 0, padx = 30,
                           pady = 9)
    kntsc6_helt.place(x = 1916, y = 690, anchor = 'ne')

    kntsc6_armi = tk.Label(kntsc6, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
    kntsc6_armi.place(x = 1790, y = 790, anchor = 'ne')

    kntsc6_armt = tk.Label(kntsc6, text = '000', font = ('Enchanted
Land', 55),
                           bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
    kntsc6_armt.place(x = 1916, y = 790, anchor = 'ne')

    kntsc6_inv = tk.Button(kntsc6, text = 'Inventory', font =
('Enchanted Land', 33),
                           width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
    kntsc6_inv.place(x = 1916, y = 890, anchor = 'ne')

    kntsc6_ext = tk.Button(kntsc6, text = 'Exit', padx = 19, width =
10,
                           font = ('Enchanted Land', 33),
                           bg = '#272625', fg = 'white', command =
end_game)
    kntsc6_ext.place(x = 1916, y = 1076, anchor = 'se')

    cur.execute('update progress set story_progress = "kntsc6";')
    con.commit()

    kntsc6.mainloop()

def kntstr7():

    global kntsc7

    try:
        kntsc5.after(500, lambda: kntsc5.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    kntsc7 = tk.Toplevel()
    kntsc7.attributes('-fullscreen', True)
    kntsc7.configure(bd = 1)

    kntsc7_can = tk.Canvas(kntsc7, width = 1920, height = 1080, bg =
'black')
    kntsc7_can.pack(expand = True, fill = 'both')

```

```

kntsc7_can.create_image(0, 0, image = main_bg, anchor = 'nw')

kbg1 = ImageTk.PhotoImage(Image.open('{}Ogre in a
Jungle.jpg'.format(ppath)))
kntsc7_pic1 = tk.Label(kntsc7, image = kbg1, bd=5)
kntsc7_pic1.place(x = 0, y = 0, anchor = 'nw')

kbg2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
3.jpg'.format(kpath)))
kntsc7_pic2 = tk.Label(kntsc7, image = kbg2, bd=5)
kntsc7_pic2.place(x = 1320, y = 0, anchor = 'nw')

kntsc7_fr1 = tk.Frame(kntsc7, width = 555, height = 365, bg =
'red')
kntsc7_fr1.place(x = 15, y = 700, anchor = 'nw')
kntsc7_fr1.propagate(0)

kntsc7_opt1 = tk.Button(kntsc7_fr1, text = 'Attempt to\n Distract
the Ogre',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
kntstr12)
kntsc7_opt1.pack(fill = 'both', expand = True)

kntsc7_fr2 = tk.Frame(kntsc7, width = 555, height = 365, bg =
'blue')
kntsc7_fr2.place(x = 575, y = 700, anchor = 'nw')
kntsc7_fr2.propagate(0)

kntsc7_opt2 = tk.Button(kntsc7_fr2, text = 'Attempt to\n Fight the
Ogre',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
kntstr11)
kntsc7_opt2.pack(fill = 'both', expand = True)

kntsc7_fr3 = tk.Frame(kntsc7, width = 550, height = 363, bg =
'green')
kntsc7_fr3.place(x = 1135, y = 700, anchor = 'nw')
kntsc7_fr3.propagate(0)

kntsc7_opt3 = tk.Button(kntsc7_fr3, text = 'Hide and Hope\n that
the Ogre\n Goes Away',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
kntstr13)
kntsc7_opt3.pack(fill = 'both', expand = True)

kntsc7_pla = tk.Button(kntsc7, image = play_img, bg = 'black', bd =
0, command = play_bgm)
kntsc7_pla.place(x = 1865, y = 5, anchor = 'ne')

kntsc7_pau = tk.Button(kntsc7, image = pause_img, bg = 'black', bd
= 0, command = pause_bgm)
kntsc7_pau.place(x = 1915, y = 5, anchor = 'ne')

```

```
kntsc7_heli = tk.Label(kntsc7, image = health_icn, bd = 0, bg =
'white')
kntsc7_heli.place(x = 1790, y = 690, anchor = 'ne')

kntsc7_helt = tk.Label(kntsc7, text = '100', font = ('Enchanted
Land', 55),
                    bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
kntsc7_helt.place(x = 1916, y = 690, anchor = 'ne')

kntsc7_armi = tk.Label(kntsc7, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
kntsc7_armi.place(x = 1790, y = 790, anchor = 'ne')

kntsc7_armt = tk.Label(kntsc7, text = '000', font = ('Enchanted
Land', 55),
                    bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
kntsc7_armt.place(x = 1916, y = 790, anchor = 'ne')

kntsc7_inv = tk.Button(kntsc7, text = 'Inventory', font =
('Enchanted Land', 33),
                    width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
kntsc7_inv.place(x = 1916, y = 890, anchor = 'ne')

kntsc7_ext = tk.Button(kntsc7, text = 'Exit', padx = 19, width =
10,
                    font = ('Enchanted Land', 33),
                    bg = '#272625', fg = 'white', command =
end_game)
kntsc7_ext.place(x = 1916, y = 1076, anchor = 'se')

cur.execute('update progress set story_progress = "kntsc7";')
con.commit()

kntsc7.mainloop()

def kntstr8():

    global kntsc8

    try:
        kntsc5.after(500, lambda: kntsc5.destroy())
    except NameError:
        pass

    try:
        kntsc11.after(500, lambda: kntsc11.destroy())
    except NameError:
        pass

    try:
        kntsc12.after(500, lambda: kntsc12.destroy())
    except NameError:
        pass
```

```
try:
    kntsc13.after(500, lambda: kntsc13.destroy())
except NameError:
    pass

try:
    kntsc14.after(500, lambda: kntsc14.destroy())
except NameError:
    pass

try:
    kntsc15.after(500, lambda: kntsc15.destroy())
except NameError:
    pass

try:
    kntsc17.after(500, lambda: kntsc17.destroy())
except NameError:
    pass

try:
    lodsc.after(500, lambda: lodsc.destroy())
    playsc.after(500, lambda: playsc.destroy())
except NameError:
    pass

kntsc8 = tk.Toplevel()
kntsc8.attributes('-fullscreen', True)
kntsc8.configure(bd = 0)

kntsc8_can = tk.Canvas(kntsc8, width = 1920, height = 1080, bg =
'black')
kntsc8_can.pack(expand = True, fill = 'both')

kbg1 = ImageTk.PhotoImage(Image.open('{}Parchment
5.jpg'.format(kpath)))
kntsc8_can.create_image(0, 0, image = kbg1, anchor = 'nw')

kntsc8_pla = tk.Button(kntsc8, image = play_img, bg = 'black', bd =
0, command = play_bgm)
kntsc8_pla.place(x = 1865, y = 5, anchor = 'ne')

kntsc8_pau = tk.Button(kntsc8, image = pause_img, bg = 'black', bd
= 0, command = pause_bgm)
kntsc8_pau.place(x = 1915, y = 5, anchor = 'ne')

kntsc8_ext = tk.Button(kntsc8, text = 'Exit', padx = 19, width = 5,
                        font = ('Enchanted Land', 33),
                        bg = 'black', fg = 'white', command =
end_game)
kntsc8_ext.place(x = 1916, y = 1076, anchor = 'se')

cur.execute('update progress set story_progress = "kntsc8";')
con.commit()

kntsc8.mainloop()
```

```

def kntstr9():

    global kntsc9

    try:
        kntsc6.after(500, lambda: kntsc6.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    kntsc9 = tk.Toplevel()
    kntsc9.attributes('-fullscreen', True)
    kntsc9.configure(bd = 1)

    kntsc9_can = tk.Canvas(kntsc9, width = 1920, height = 1080, bg =
'black')
    kntsc9_can.pack(expand = True, fill = 'both')

    kntsc9_can.create_image(0, 0, image = main_bg, anchor = 'nw')

    kbg1 = ImageTk.PhotoImage(Image.open('{}Horsecart
1.jpg'.format(ppath)))
    kntsc9_pic1 = tk.Label(kntsc9, image = kbg1, bd=5)
    kntsc9_pic1.place(x = 0, y = 0, anchor = 'nw')

    kbg2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
4.jpg'.format(kpath)))
    kntsc9_pic2 = tk.Label(kntsc9, image = kbg2, bd=5)
    kntsc9_pic2.place(x = 1320, y = 0, anchor = 'nw')

    kntsc9_fr1 = tk.Frame(kntsc9, width = 555, height = 365, bg =
'red')
    kntsc9_fr1.place(x = 15, y = 700, anchor = 'nw')
    kntsc9_fr1.propagate(0)

    kntsc9_opt1 = tk.Button(kntsc9_fr1, text = 'Attempt to\n Distract
the Ogre',
                           font = ('Enchanted Land', 80),
                           bg = '#090D3A', fg = 'white', command =
kntstr12)
    kntsc9_opt1.pack(fill = 'both', expand = True)

    kntsc9_fr2 = tk.Frame(kntsc9, width = 555, height = 365, bg =
'blue')
    kntsc9_fr2.place(x = 575, y = 700, anchor = 'nw')
    kntsc9_fr2.propagate(0)

    kntsc9_opt2 = tk.Button(kntsc9_fr2, text = 'Attempt to\n Fight the
Ogre',
                           font = ('Enchanted Land', 80),

```

```

        bg = '#090D3A', fg = 'white', command =
kntstr11)
    kntsc9_opt2.pack(fill = 'both', expand = True)

    kntsc9_fr3 = tk.Frame(kntsc9, width = 550, height = 363, bg =
'green')
    kntsc9_fr3.place(x = 1135, y = 700, anchor = 'nw')
    kntsc9_fr3.propagate(0)

    kntsc9_opt3 = tk.Button(kntsc9_fr3, text = 'Hide and Hope\nthat the
Ogre\nGoes Away',
                            font = ('Enchanted Land', 80),
                            bg = '#090D3A', fg = 'white', command =
kntstr13)
    kntsc9_opt3.pack(fill = 'both', expand = True)

    kntsc9_pla = tk.Button(kntsc9, image = play_img, bg = 'black', bd =
0, command = play_bgm)
    kntsc9_pla.place(x = 1865, y = 5, anchor = 'ne')

    kntsc9_pau = tk.Button(kntsc9, image = pause_img, bg = 'black', bd
= 0, command = pause_bgm)
    kntsc9_pau.place(x = 1915, y = 5, anchor = 'ne')

    kntsc9_heli = tk.Label(kntsc9, image = health_icn, bd = 0, bg =
'white')
    kntsc9_heli.place(x = 1790, y = 690, anchor = 'ne')

    kntsc9_helt = tk.Label(kntsc9, text = '100', font = ('Enchanted
Land', 55),
                           bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
    kntsc9_helt.place(x = 1916, y = 690, anchor = 'ne')

    kntsc9_armi = tk.Label(kntsc9, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
    kntsc9_armi.place(x = 1790, y = 790, anchor = 'ne')

    kntsc9_armt = tk.Label(kntsc9, text = '000', font = ('Enchanted
Land', 55),
                           bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
    kntsc9_armt.place(x = 1916, y = 790, anchor = 'ne')

    kntsc9_inv = tk.Button(kntsc9, text = 'Inventory', font =
('Enchanted Land', 33),
                           width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
    kntsc9_inv.place(x = 1916, y = 890, anchor = 'ne')

    kntsc9_ext = tk.Button(kntsc9, text = 'Exit', padx = 19, width =
10,
                           font = ('Enchanted Land', 33),
                           bg = '#272625', fg = 'white', command =
end_game)
    kntsc9_ext.place(x = 1916, y = 1076, anchor = 'se')

    cur.execute('update progress set story_progress = "kntsc9";')

```

```
con.commit()

kntsc9.mainloop()

def kntstr10():

    global kntsc10

    try:
        kntsc6.after(500, lambda: kntsc6.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    kntsc10 = tk.Toplevel()
    kntsc10.attributes('-fullscreen', True)
    kntsc10.configure(bd = 1)

    kntsc10_can = tk.Canvas(kntsc10, width = 1920, height = 1080, bg =
'black')
    kntsc10_can.pack(expand = True, fill = 'both')

    kntsc10_can.create_image(0, 0, image = main_bg, anchor = 'nw')

    kbg1 = ImageTk.PhotoImage(Image.open('{}Wagon.jpg'.format(ppath)))
    kntsc10_pic1 = tk.Label(kntsc10, image = kbg1, bd=5)
    kntsc10_pic1.place(x = 0, y = 0, anchor = 'nw')

    kbg2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
5.jpg'.format(kpath)))
    kntsc10_pic2 = tk.Label(kntsc10, image = kbg2, bd=5)
    kntsc10_pic2.place(x = 1320, y = 0, anchor = 'nw')

    kntsc10_fr1 = tk.Frame(kntsc10, width = 555, height = 365, bg =
'red')
    kntsc10_fr1.place(x = 15, y = 700, anchor = 'nw')
    kntsc10_fr1.propagate(0)

    kntsc10_opt1 = tk.Button(kntsc10_fr1, text = 'Attempt to\n Distract
the Ogre',
                            font = ('Enchanted Land', 80),
                            bg = '#090D3A', fg = 'white', command =
kntstr12)
    kntsc10_opt1.pack(fill = 'both', expand = True)

    kntsc10_fr2 = tk.Frame(kntsc10, width = 555, height = 365, bg =
'blue')
    kntsc10_fr2.place(x = 575, y = 700, anchor = 'nw')
    kntsc10_fr2.propagate(0)
```

```

kntsc10_opt2 = tk.Button(kntsc10_fr2, text = 'Attempt to\n Fight
the Ogre',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
kntstr11)
kntsc10_opt2.pack(fill = 'both', expand = True)

kntsc10_fr3 = tk.Frame(kntsc10, width = 550, height = 363, bg =
'green')
kntsc10_fr3.place(x = 1135, y = 700, anchor = 'nw')
kntsc10_fr3.propagate(0)

kntsc10_opt3 = tk.Button(kntsc10_fr3, text = 'Hide and Hope\n that
the Ogre\n Goes Away',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
kntstr13)
kntsc10_opt3.pack(fill = 'both', expand = True)

kntsc10_pla = tk.Button(kntsc10, image = play_img, bg = 'black', bd
= 0, command = play_bgm)
kntsc10_pla.place(x = 1865, y = 5, anchor = 'ne')

kntsc10_pau = tk.Button(kntsc10, image = pause_img, bg = 'black',
bd = 0, command = pause_bgm)
kntsc10_pau.place(x = 1915, y = 5, anchor = 'ne')

kntsc10_heli = tk.Label(kntsc10, image = health_icn, bd = 0, bg =
'white')
kntsc10_heli.place(x = 1790, y = 690, anchor = 'ne')

kntsc10_helt = tk.Label(kntsc10, text = '100', font = ('Enchanted
Land', 55),
                        bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
kntsc10_helt.place(x = 1916, y = 690, anchor = 'ne')

kntsc10_armi = tk.Label(kntsc10, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
kntsc10_armi.place(x = 1790, y = 790, anchor = 'ne')

kntsc10_armt = tk.Label(kntsc10, text = '000', font = ('Enchanted
Land', 55),
                        bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
kntsc10_armt.place(x = 1916, y = 790, anchor = 'ne')

kntsc10_inv = tk.Button(kntsc10, text = 'Inventory', font =
('Enchanted Land', 33),
                        width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
kntsc10_inv.place(x = 1916, y = 890, anchor = 'ne')

kntsc10_ext = tk.Button(kntsc10, text = 'Exit', padx = 19, width =
10,
                        font = ('Enchanted Land', 33),
                        bg = '#272625', fg = 'white', command =
end_game)

```



```
kntsc10_ext.place(x = 1916, y = 1076, anchor = 'se')

cur.execute('update progress set story_progress = "kntsc10";')
con.commit()

kntsc10.mainloop()

def kntstr11():

    global kntsc11

    try:
        kntsc6.after(500, lambda: kntsc6.destroy())
    except NameError:
        pass

    try:
        kntsc7.after(500, lambda: kntsc7.destroy())
    except NameError:
        pass

    try:
        kntsc9.after(500, lambda: kntsc9.destroy())
    except NameError:
        pass

    try:
        kntsc10.after(500, lambda: kntsc10.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    kntsc11 = tk.Toplevel()
    kntsc11.attributes('-fullscreen', True)
    kntsc11.configure(bd = 1)

    kntsc11_can = tk.Canvas(kntsc11, width = 1920, height = 1080, bg =
'black')
    kntsc11_can.pack(expand = True, fill = 'both')

    kntsc11_can.create_image(0, 0, image = main_bg, anchor = 'nw')

    kbg1 = ImageTk.PhotoImage(Image.open('{}Ogre
Fight.jpg'.format(ppath)))
    kntsc11_pic1 = tk.Label(kntsc11, image = kbg1, bd=5)
    kntsc11_pic1.place(x = 0, y = 0, anchor = 'nw')

    kbg2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
6.jpg'.format(kpath)))
    kntsc11_pic2 = tk.Label(kntsc11, image = kbg2, bd=5)
    kntsc11_pic2.place(x = 1320, y = 0, anchor = 'nw')
```

```

kntsc11_fr1 = tk.Frame(kntsc11, width = 555, height = 365, bg =
'red')
kntsc11_fr1.place(x = 15, y = 700, anchor = 'nw')
kntsc11_fr1.propagate(0)

kntsc11_opt1 = tk.Button(kntsc11_fr1, text = 'Poison\nthe Ogre
using a\nPoisoned Blade',
                        font = ('Enchanted Land', 100),
                        bg = '#090D3A', fg = 'white', command =
kntstr14)
kntsc11_opt1.pack(fill = 'both', expand = True)

kntsc11_fr2 = tk.Frame(kntsc11, width = 555, height = 365, bg =
'blue')
kntsc11_fr2.place(x = 575, y = 700, anchor = 'nw')
kntsc11_fr2.propagate(0)

kntsc11_opt2 = tk.Button(kntsc11_fr2, text = 'Paralyze\nthe
Ogre\nUsing Chains',
                        font = ('Enchanted Land', 100),
                        bg = '#090D3A', fg = 'white', command =
kntstr15)
kntsc11_opt2.pack(fill = 'both', expand = True)

kntsc11_fr3 = tk.Frame(kntsc11, width = 550, height = 363, bg =
'green')
kntsc11_fr3.place(x = 1135, y = 700, anchor = 'nw')
kntsc11_fr3.propagate(0)

kntsc11_opt3 = tk.Button(kntsc11_fr3, text = 'Use Your Knife\n to
Attack',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
kntstr8)
kntsc11_opt3.pack(fill = 'both', expand = True)

kntsc11_pla = tk.Button(kntsc11, image = play_img, bg = 'black', bd
= 0, command = play_bgm)
kntsc11_pla.place(x = 1865, y = 5, anchor = 'ne')

kntsc11_pau = tk.Button(kntsc11, image = pause_img, bg = 'black',
bd = 0, command = pause_bgm)
kntsc11_pau.place(x = 1915, y = 5, anchor = 'ne')

kntsc11_heli = tk.Label(kntsc11, image = health_icn, bd = 0, bg =
'white')
kntsc11_heli.place(x = 1790, y = 690, anchor = 'ne')

kntsc11_helt = tk.Label(kntsc11, text = '100', font = ('Enchanted
Land', 55),
                        bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
kntsc11_helt.place(x = 1916, y = 690, anchor = 'ne')

kntsc11_armi = tk.Label(kntsc11, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
kntsc11_armi.place(x = 1790, y = 790, anchor = 'ne')

```

```
kntsc11_armt = tk.Label(kntsc11, text = '000', font = ('Enchanted
Land', 55),
                        bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
kntsc11_armt.place(x = 1916, y = 790, anchor = 'ne')

kntsc11_inv = tk.Button(kntsc11, text = 'Inventory', font =
('Enchanted Land', 33),
                       width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
kntsc11_inv.place(x = 1916, y = 890, anchor = 'ne')

kntsc11_ext = tk.Button(kntsc11, text = 'Exit', padx = 19, width =
10,
                      font = ('Enchanted Land', 33),
                      bg = '#272625', fg = 'white', command =
end_game)
kntsc11_ext.place(x = 1916, y = 1076, anchor = 'se')

cur.execute('update progress set story_progress = "kntsc11";')
con.commit()

kntsc11.mainloop()

def kntstr12():

    global kntsc12

    try:
        kntsc7.after(500, lambda: kntsc7.destroy())
    except NameError:
        pass

    try:
        kntsc9.after(500, lambda: kntsc9.destroy())
    except NameError:
        pass

    try:
        kntsc10.after(500, lambda: kntsc10.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    kntsc12 = tk.Toplevel()
    kntsc12.attributes('-fullscreen', True)
    kntsc12.configure(bd = 1)

    kntsc12_can = tk.Canvas(kntsc12, width = 1920, height = 1080, bg =
'black')
```

```

kntsc12_can.pack(expand = True, fill = 'both')

kntsc12_can.create_image(0, 0, image = main_bg, anchor = 'nw')

kbg1 = ImageTk.PhotoImage(Image.open('{}Wizard
Story.jpg'.format(ppath)))
kntsc12_pic1 = tk.Label(kntsc12, image = kbg1, bd=5)
kntsc12_pic1.place(x = 0, y = 0, anchor = 'nw')

kbg2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
7.jpg'.format(kpath)))
kntsc12_pic2 = tk.Label(kntsc12, image = kbg2, bd=5)
kntsc12_pic2.place(x = 1320, y = 0, anchor = 'nw')

kntsc12_fr1 = tk.Frame(kntsc12, width = 555, height = 365, bg =
'red')
kntsc12_fr1.place(x = 15, y = 700, anchor = 'nw')
kntsc12_fr1.propagate(0)

kntsc12_opt1 = tk.Button(kntsc12_fr1, font = ('Enchanted Land',
55),
                                text = 'Slash a Tree With\nYour
Broadsword\n and Run ',
                                bg = '#090D3A', fg = 'white', command =
kntstr16)
kntsc12_opt1.pack(fill = 'both', expand = True)

kntsc12_fr2 = tk.Frame(kntsc12, width = 555, height = 365, bg =
'blue')
kntsc12_fr2.place(x = 575, y = 700, anchor = 'nw')
kntsc12_fr2.propagate(0)

kntsc12_opt2 = tk.Button(kntsc12_fr2, text = 'Use a Smokebomb',
                                font = ('Enchanted Land', 70),
                                bg = '#090D3A', fg = 'white', command =
kntstr17)
kntsc12_opt2.pack(fill = 'both', expand = True)

kntsc12_fr3 = tk.Frame(kntsc12, width = 550, height = 363, bg =
'green')
kntsc12_fr3.place(x = 1135, y = 700, anchor = 'nw')
kntsc12_fr3.propagate(0)

kntsc12_opt3 = tk.Button(kntsc12_fr3, text = 'Throw a Big Rock\n in
the Lake Nearby',
                                font = ('Enchanted Land', 75),
                                bg = '#090D3A', fg = 'white', command =
kntstr8)
kntsc12_opt3.pack(fill = 'both', expand = True)

kntsc12_pla = tk.Button(kntsc12, image = play_img, bg = 'black', bd
= 0, command = play_bgm)
kntsc12_pla.place(x = 1865, y = 5, anchor = 'ne')

kntsc12_pau = tk.Button(kntsc12, image = pause_img, bg = 'black',
bd = 0, command = pause_bgm)
kntsc12_pau.place(x = 1915, y = 5, anchor = 'ne')

```

```
kntsc12_heli = tk.Label(kntsc12, image = health_icn, bd = 0, bg =
'white')
kntsc12_heli.place(x = 1790, y = 690, anchor = 'ne')

kntsc12_helt = tk.Label(kntsc12, text = '100', font = ('Enchanted
Land', 55),
                        bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
kntsc12_helt.place(x = 1916, y = 690, anchor = 'ne')

kntsc12_armi = tk.Label(kntsc12, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
kntsc12_armi.place(x = 1790, y = 790, anchor = 'ne')

kntsc12_armt = tk.Label(kntsc12, text = '000', font = ('Enchanted
Land', 55),
                        bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
kntsc12_armt.place(x = 1916, y = 790, anchor = 'ne')

kntsc12_inv = tk.Button(kntsc12, text = 'Inventory', font =
('Enchanted Land', 33),
                        width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
kntsc12_inv.place(x = 1916, y = 890, anchor = 'ne')

kntsc12_ext = tk.Button(kntsc12, text = 'Exit', padx = 19, width =
10,
                        font = ('Enchanted Land', 33),
                        bg = '#272625', fg = 'white', command =
end_game)
kntsc12_ext.place(x = 1916, y = 1076, anchor = 'se')

cur.execute('update progress set story_progress = "kntsc12";')
con.commit()

kntsc12.mainloop()
```

```
def kntstr13():

    global kntsc13

    try:
        kntsc7.after(500, lambda: kntsc7.destroy())
    except NameError:
        pass

    try:
        kntsc9.after(500, lambda: kntsc9.destroy())
    except NameError:
        pass

    try:
        kntsc10.after(500, lambda: kntsc10.destroy())
    except NameError:
```

```

        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    kntsc13 = tk.Toplevel()
    kntsc13.attributes('-fullscreen', True)
    kntsc13.configure(bd = 1)

    kntsc13_can = tk.Canvas(kntsc13, width = 1920, height = 1080, bg =
'black')
    kntsc13_can.pack(expand = True, fill = 'both')

    kntsc13_can.create_image(0, 0, image = main_bg, anchor = 'nw')

    kbg1 = ImageTk.PhotoImage(Image.open('{}Ogre
Fight.jpg'.format(ppath)))
    kntsc13_pic1 = tk.Label(kntsc13, image = kbg1, bd=5)
    kntsc13_pic1.place(x = 0, y = 0, anchor = 'nw')

    kbg2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
8.jpg'.format(kpath)))
    kntsc13_pic2 = tk.Label(kntsc13, image = kbg2, bd=5)
    kntsc13_pic2.place(x = 1320, y = 0, anchor = 'nw')

    kntsc13_fr1 = tk.Frame(kntsc13, width = 555, height = 365, bg =
'red')
    kntsc13_fr1.place(x = 15, y = 700, anchor = 'nw')
    kntsc13_fr1.propagate(0)

    kntsc13_opt1 = tk.Button(kntsc13_fr1, text = 'Poison\nthe Ogre
Using a\nPoisoned Blade',
                            font = ('Enchanted Land', 100),
                            bg = '#090D3A', fg = 'white', command =
kntstr14)
    kntsc13_opt1.pack(fill = 'both', expand = True)

    kntsc13_fr2 = tk.Frame(kntsc13, width = 555, height = 365, bg =
'blue')
    kntsc13_fr2.place(x = 575, y = 700, anchor = 'nw')
    kntsc13_fr2.propagate(0)

    kntsc13_opt2 = tk.Button(kntsc13_fr2, text = 'Paralyze\nthe
Ogre\nUsing Chains',
                            font = ('Enchanted Land', 100),
                            bg = '#090D3A', fg = 'white', command =
kntstr15)
    kntsc13_opt2.pack(fill = 'both', expand = True)

    kntsc13_fr3 = tk.Frame(kntsc13, width = 550, height = 363, bg =
'green')
    kntsc13_fr3.place(x = 1135, y = 700, anchor = 'nw')
    kntsc13_fr3.propagate(0)

```

```

kntsc13_opt3 = tk.Button(kntsc13_fr3, text = 'Try to Stab\n the
Ogre with\n Your Knife',
                        font = ('Enchanted Land', 70),
                        bg = '#090D3A', fg = 'white', command =
kntstr8)
kntsc13_opt3.pack(fill = 'both', expand = True)

kntsc13_pla = tk.Button(kntsc13, image = play_img, bg = 'black', bd
= 0, command = play_bgm)
kntsc13_pla.place(x = 1865, y = 5, anchor = 'ne')

kntsc13_pau = tk.Button(kntsc13, image = pause_img, bg = 'black',
bd = 0, command = pause_bgm)
kntsc13_pau.place(x = 1915, y = 5, anchor = 'ne')

kntsc13_heli = tk.Label(kntsc13, image = health_icn, bd = 0, bg =
'white')
kntsc13_heli.place(x = 1790, y = 690, anchor = 'ne')

kntsc13_helt = tk.Label(kntsc13, text = '100', font = ('Enchanted
Land', 55),
                        bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
kntsc13_helt.place(x = 1916, y = 690, anchor = 'ne')

kntsc13_armi = tk.Label(kntsc13, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
kntsc13_armi.place(x = 1790, y = 790, anchor = 'ne')

kntsc13_armt = tk.Label(kntsc13, text = '000', font = ('Enchanted
Land', 55),
                        bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
kntsc13_armt.place(x = 1916, y = 790, anchor = 'ne')

kntsc13_inv = tk.Button(kntsc13, text = 'Inventory', font =
('Enchanted Land', 33),
                        width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
kntsc13_inv.place(x = 1916, y = 890, anchor = 'ne')

kntsc13_ext = tk.Button(kntsc13, text = 'Exit', padx = 19, width =
10,
                        font = ('Enchanted Land', 33),
                        bg = '#272625', fg = 'white', command =
end_game)
kntsc13_ext.place(x = 1916, y = 1076, anchor = 'se')

cur.execute('update progress set story_progress = "kntsc13";')
con.commit()

kntsc13.mainloop()

def kntstr14():

    global kntsc14

```

```

try:
    kntsc11.after(500, lambda: kntsc11.destroy())
except NameError:
    pass

try:
    kntsc13.after(500, lambda: kntsc13.destroy())
except NameError:
    pass

try:
    kntsc17.after(500, lambda: kntsc17.destroy())
except NameError:
    pass

try:
    lodsc.after(500, lambda: lodsc.destroy())
    playsc.after(500, lambda: playsc.destroy())
except NameError:
    pass

kntsc14 = tk.Toplevel()
kntsc14.attributes('-fullscreen', True)
kntsc14.configure(bd = 1)

kntsc14_can = tk.Canvas(kntsc14, width = 1920, height = 1080, bg =
'black')
kntsc14_can.pack(expand = True, fill = 'both')

kntsc14_can.create_image(0, 0, image = main_bg, anchor = 'nw')

kbg1 = ImageTk.PhotoImage(Image.open('{}Poison.jpg'.format(ppath)))
kntsc14_pic1 = tk.Label(kntsc14, image = kbg1, bd=5)
kntsc14_pic1.place(x = 0, y = 0, anchor = 'nw')

kbg2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
9.jpg'.format(kpath)))
kntsc14_pic2 = tk.Label(kntsc14, image = kbg2, bd=5)
kntsc14_pic2.place(x = 1320, y = 0, anchor = 'nw')

kntsc14_fr1 = tk.Frame(kntsc14, width = 555, height = 365, bg =
'red')
kntsc14_fr1.place(x = 15, y = 700, anchor = 'nw')
kntsc14_fr1.propagate(0)

kntsc14_opt1 = tk.Button(kntsc14_fr1, text = 'Knock
it\nUnconscious\n with your Sword\'s Hilt',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
kntstr16)
kntsc14_opt1.pack(fill = 'both', expand = True)

kntsc14_fr2 = tk.Frame(kntsc14, width = 555, height = 365, bg =
'blue')
kntsc14_fr2.place(x = 575, y = 700, anchor = 'nw')
kntsc14_fr2.propagate(0)

```



```

kntsc14_opt2 = tk.Button(kntsc14_fr2, text = 'Use Your Knife
to\nPut an End to\n the Ogre',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
kntstr16)
kntsc14_opt2.pack(fill = 'both', expand = True)

kntsc14_fr3 = tk.Frame(kntsc14, width = 550, height = 363, bg =
'green')
kntsc14_fr3.place(x = 1135, y = 700, anchor = 'nw')
kntsc14_fr3.propagate(0)

kntsc14_opt3 = tk.Button(kntsc14_fr3, text = 'Leave the Ogre\n and
Let Time Put\n an End to it',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
kntstr8)
kntsc14_opt3.pack(fill = 'both', expand = True)

kntsc14_pla = tk.Button(kntsc14, image = play_img, bg = 'black', bd
= 0, command = play_bgm)
kntsc14_pla.place(x = 1865, y = 5, anchor = 'ne')

kntsc14_pau = tk.Button(kntsc14, image = pause_img, bg = 'black',
bd = 0, command = pause_bgm)
kntsc14_pau.place(x = 1915, y = 5, anchor = 'ne')

kntsc14_heli = tk.Label(kntsc14, image = health_icn, bd = 0, bg =
'white')
kntsc14_heli.place(x = 1790, y = 690, anchor = 'ne')

kntsc14_helt = tk.Label(kntsc14, text = '100', font = ('Enchanted
Land', 55),
                        bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
kntsc14_helt.place(x = 1916, y = 690, anchor = 'ne')

kntsc14_armi = tk.Label(kntsc14, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
kntsc14_armi.place(x = 1790, y = 790, anchor = 'ne')

kntsc14_armt = tk.Label(kntsc14, text = '000', font = ('Enchanted
Land', 55),
                        bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
kntsc14_armt.place(x = 1916, y = 790, anchor = 'ne')

kntsc14_inv = tk.Button(kntsc14, text = 'Inventory', font =
('Enchanted Land', 33),
                        width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
kntsc14_inv.place(x = 1916, y = 890, anchor = 'ne')

kntsc14_ext = tk.Button(kntsc14, text = 'Exit', padx = 19, width =
10,
                        font = ('Enchanted Land', 33),
                        bg = '#272625', fg = 'white', command =
end_game)

```

```
kntsc14_ext.place(x = 1916, y = 1076, anchor = 'se')

cur.execute('update progress set story_progress = "kntsc14";')
con.commit()

kntsc14.mainloop()

def kntstr15():

    global kntsc15

    try:
        kntsc11.after(500, lambda: kntsc11.destroy())
    except NameError:
        pass

    try:
        kntsc13.after(500, lambda: kntsc13.destroy())
    except NameError:
        pass

    try:
        kntsc17.after(500, lambda: kntsc17.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    kntsc15 = tk.Toplevel()
    kntsc15.attributes('-fullscreen', True)
    kntsc15.configure(bd = 1)

    kntsc15_can = tk.Canvas(kntsc15, width = 1920, height = 1080, bg =
'black')
    kntsc15_can.pack(expand = True, fill = 'both')

    kntsc15_can.create_image(0, 0, image = main_bg, anchor = 'nw')

    kbg1 = ImageTk.PhotoImage(Image.open('{}Chains.jpg'.format(ppath)))
    kntsc15_pic1 = tk.Label(kntsc15, image = kbg1, bd=5)
    kntsc15_pic1.place(x = 0, y = 0, anchor = 'nw')

    kbg2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
10.jpg'.format(kpath)))
    kntsc15_pic2 = tk.Label(kntsc15, image = kbg2, bd=5)
    kntsc15_pic2.place(x = 1320, y = 0, anchor = 'nw')

    kntsc15_fr1 = tk.Frame(kntsc15, width = 555, height = 365, bg =
'red')
    kntsc15_fr1.place(x = 15, y = 700, anchor = 'nw')
    kntsc15_fr1.propagate(0)
```

```

kntsc15_opt1 = tk.Button(kntsc15_fr1, text = 'Knock
it\nUnconscious\n with your Sword\'s Hilt',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
kntstr16)
kntsc15_opt1.pack(fill = 'both', expand = True)

kntsc15_fr2 = tk.Frame(kntsc15, width = 555, height = 365, bg =
'blue')
kntsc15_fr2.place(x = 575, y = 700, anchor = 'nw')
kntsc15_fr2.propagate(0)

kntsc15_opt2 = tk.Button(kntsc15_fr2, text = 'Use Your Knife\nto
Put an End\nto the Ogre',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
kntstr16)
kntsc15_opt2.pack(fill = 'both', expand = True)

kntsc15_fr3 = tk.Frame(kntsc15, width = 550, height = 363, bg =
'green')
kntsc15_fr3.place(x = 1135, y = 700, anchor = 'nw')
kntsc15_fr3.propagate(0)

kntsc15_opt3 = tk.Button(kntsc15_fr3, text = 'Make a\nRun for it',
                        font = ('Enchanted Land', 100),
                        bg = '#090D3A', fg = 'white', command =
kntstr8)
kntsc15_opt3.pack(fill = 'both', expand = True)

kntsc15_pla = tk.Button(kntsc15, image = play_img, bg = 'black', bd
= 0, command = play_bgm)
kntsc15_pla.place(x = 1865, y = 5, anchor = 'ne')

kntsc15_pau = tk.Button(kntsc15, image = pause_img, bg = 'black',
bd = 0, command = pause_bgm)
kntsc15_pau.place(x = 1915, y = 5, anchor = 'ne')

kntsc15_heli = tk.Label(kntsc15, image = health_icn, bd = 0, bg =
'white')
kntsc15_heli.place(x = 1790, y = 690, anchor = 'ne')

kntsc15_helt = tk.Label(kntsc15, text = '100', font = ('Enchanted
Land', 55),
                        bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
kntsc15_helt.place(x = 1916, y = 690, anchor = 'ne')

kntsc15_armi = tk.Label(kntsc15, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
kntsc15_armi.place(x = 1790, y = 790, anchor = 'ne')

kntsc15_armt = tk.Label(kntsc15, text = '000', font = ('Enchanted
Land', 55),
                        bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
kntsc15_armt.place(x = 1916, y = 790, anchor = 'ne')

```

```
kntsc15_inv = tk.Button(kntsc15, text = 'Inventory', font =
('Enchanted Land', 33),
                        width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
kntsc15_inv.place(x = 1916, y = 890, anchor = 'ne')

kntsc15_ext = tk.Button(kntsc15, text = 'Exit', padx = 19, width =
10,
                        font = ('Enchanted Land', 33),
                        bg = '#272625', fg = 'white', command =
end_game)
kntsc15_ext.place(x = 1916, y = 1076, anchor = 'se')

cur.execute('update progress set story_progress = "kntsc15";')
con.commit()

kntsc15.mainloop()

def kntstr16():

    global kntsc16

    try:
        kntsc12.after(500, lambda: kntsc12.destroy())
    except NameError:
        pass

    try:
        kntsc14.after(500, lambda: kntsc14.destroy())
    except NameError:
        pass

    try:
        kntsc15.after(500, lambda: kntsc15.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    kntsc16 = tk.Toplevel()
    kntsc16.attributes('-fullscreen', True)
    kntsc16.configure(bd = 0)

    kntsc16_can = tk.Canvas(kntsc16, width = 1920, height = 1080, bg =
'black')
    kntsc16_can.pack(expand = True, fill = 'both')

    kbg1 = ImageTk.PhotoImage(Image.open('{}Parchment
6.jpg'.format(kpath)))
    kntsc16_can.create_image(0, 0, image = kbg1, anchor = 'nw')
```

```

    kntsc16_pla = tk.Button(kntsc16, image = play_img, bg = 'black', bd
= 0, command = play_bgm)
    kntsc16_pla.place(x = 1865, y = 5, anchor = 'ne')

    kntsc16_pau = tk.Button(kntsc16, image = pause_img, bg = 'black',
bd = 0, command = pause_bgm)
    kntsc16_pau.place(x = 1915, y = 5, anchor = 'ne')

    kntsc16_inv = tk.Button(kntsc16, text = 'Proceed', font =
('Enchanted Land', 33),
                        pady = 4, fg = 'white', bg = 'black', padx =
7)
    kntsc16_inv.place(x = 1916, y = 890, anchor = 'ne')

    kntsc16_ext = tk.Button(kntsc16, text = 'Exit', padx = 19, width =
5,
                        font = ('Enchanted Land', 33),
                        bg = 'black', fg = 'white', command =
end_game)
    kntsc16_ext.place(x = 1916, y = 1076, anchor = 'se')

    cur.execute('update progress set story_progress = "kntsc16";')
    con.commit()

    kntsc16.mainloop()

def kntstr17():

    global kntsc17

    try:
        kntsc12.after(500, lambda: kntsc12.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    kntsc17 = tk.Toplevel()
    kntsc17.attributes('-fullscreen', True)
    kntsc17.configure(bd = 1)

    kntsc17_can = tk.Canvas(kntsc17, width = 1920, height = 1080, bg =
'black')
    kntsc17_can.pack(expand = True, fill = 'both')

    kntsc17_can.create_image(0, 0, image = main_bg, anchor = 'nw')

    kbg1 = ImageTk.PhotoImage(Image.open('{}Smoke.jpg'.format(ppath)))
    kntsc17_pic1 = tk.Label(kntsc17, image = kbg1, bd=5)
    kntsc17_pic1.place(x = 0, y = 0, anchor = 'nw')

```

```
    kbg2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
11.jpg'.format(kpath)))
    kntsc17_pic2 = tk.Label(kntsc17, image = kbg2, bd=5)
    kntsc17_pic2.place(x = 1320, y = 0, anchor = 'nw')

    kntsc17_fr1 = tk.Frame(kntsc17, width = 555, height = 365, bg =
'red')
    kntsc17_fr1.place(x = 15, y = 700, anchor = 'nw')
    kntsc17_fr1.propagate(0)

    kntsc17_opt1 = tk.Button(kntsc17_fr1, text = 'Poison\nthe Ogre
Using a\nPoisoned Blade',
                             font = ('Enchanted Land', 100),
                             bg = '#090D3A', fg = 'white', command =
kntstr14)
    kntsc17_opt1.pack(fill = 'both', expand = True)

    kntsc17_fr2 = tk.Frame(kntsc17, width = 555, height = 365, bg =
'blue')
    kntsc17_fr2.place(x = 575, y = 700, anchor = 'nw')
    kntsc17_fr2.propagate(0)

    kntsc17_opt2 = tk.Button(kntsc17_fr2, text = 'Paralyze\nthe
Ogre\nUsing Chains',
                             font = ('Enchanted Land', 100),
                             bg = '#090D3A', fg = 'white', command =
kntstr15)
    kntsc17_opt2.pack(fill = 'both', expand = True)

    kntsc17_fr3 = tk.Frame(kntsc17, width = 550, height = 363, bg =
'green')
    kntsc17_fr3.place(x = 1135, y = 700, anchor = 'nw')
    kntsc17_fr3.propagate(0)

    kntsc17_opt3 = tk.Button(kntsc17_fr3, text = 'Attack the Ogre\n
with Your Knife',
                             font = ('Enchanted Land', 80),
                             bg = '#090D3A', fg = 'white', command =
kntstr8)
    kntsc17_opt3.pack(fill = 'both', expand = True)

    kntsc17_pla = tk.Button(kntsc17, image = play_img, bg = 'black', bd
= 0, command = play_bgm)
    kntsc17_pla.place(x = 1865, y = 5, anchor = 'ne')

    kntsc17_pau = tk.Button(kntsc17, image = pause_img, bg = 'black',
bd = 0, command = pause_bgm)
    kntsc17_pau.place(x = 1915, y = 5, anchor = 'ne')

    kntsc17_heli = tk.Label(kntsc17, image = health_icn, bd = 0, bg =
'white')
    kntsc17_heli.place(x = 1790, y = 690, anchor = 'ne')

    kntsc17_helt = tk.Label(kntsc17, text = '100', font = ('Enchanted
Land', 55),
                             bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
    kntsc17_helt.place(x = 1916, y = 690, anchor = 'ne')
```

```

    kntsc17_armi = tk.Label(kntsc17, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
    kntsc17_armi.place(x = 1790, y = 790, anchor = 'ne')

    kntsc17_armt = tk.Label(kntsc17, text = '000', font = ('Enchanted
Land', 55),
                                bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
    kntsc17_armt.place(x = 1916, y = 790, anchor = 'ne')

    kntsc17_inv = tk.Button(kntsc17, text = 'Inventory', font =
('Enchanted Land', 33),
                                width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
    kntsc17_inv.place(x = 1916, y = 890, anchor = 'ne')

    kntsc17_ext = tk.Button(kntsc17, text = 'Exit', padx = 19, width =
10,
                                font = ('Enchanted Land', 33),
                                bg = '#272625', fg = 'white', command =
end_game)
    kntsc17_ext.place(x = 1916, y = 1076, anchor = 'se')

    cur.execute('update progress set story_progress = "kntsc17";')
    con.commit()

    kntsc17.mainloop()

#####

## Monk's Story Begins ##

def mnkstr1():

    global mnksc1

    try:
        chrsc.after(500, lambda: chrsc.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    mnksc1 = tk.Toplevel()
    mnksc1.attributes('-fullscreen', True)
    mnksc1.configure(bd = 0)

    mnksc1_can = tk.Canvas(mnksc1, width = 1920, height = 1080, bg =
'black')
    mnksc1_can.pack(expand = True, fill = 'both')

```

```

    mbg1 = ImageTk.PhotoImage(Image.open('{}Parchment
1.jpg'.format(mpath)))
    mnkscl_can.create_image(0, 0, image = mbg1, anchor = 'nw')

    mnkscl_lbl = tk.Label(mnkscl, text = 'Welcome
{}'.format(save_name),
                          font = ('Enchanted Land', 100, 'bold'), padx = 20,
                          bg = '#0F0F0F', fg = 'white', relief = 'groove',)
    mnkscl_lbl.place(x = 960, y = 20, anchor = 'n')

    mnkscl_pla = tk.Button(mnkscl, image = play_img, bg = 'black', bd =
0, command = play_bgm)
    mnkscl_pla.place(x = 1865, y = 5, anchor = 'ne')

    mnkscl_pau = tk.Button(mnkscl, image = pause_img, bg = 'black', bd
= 0, command = pause_bgm)
    mnkscl_pau.place(x = 1915, y = 5, anchor = 'ne')

    mnkscl_inv = tk.Button(mnkscl, text = 'Proceed', font = ('Enchanted
Land', 33),
                          pady = 4, fg = 'white', bg = 'black', padx =
7,command=mnkstr2)
    mnkscl_inv.place(x = 1916, y = 890, anchor = 'ne')

    mnkscl_ext = tk.Button(mnkscl, text = 'Exit', padx = 19, width = 5,
                          font = ('Enchanted Land', 33),
                          bg = 'black', fg = 'white', command =
end_game)
    mnkscl_ext.place(x = 1916, y = 1076, anchor = 'se')

    cur.execute('update progress set story_progress = "mnkscl";')
    con.commit()

    mnkscl.mainloop()

def mnkstr2():

    global mnksc2

    try:
        mnkscl.after(500, lambda: mnkscl.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    mnksc2 = tk.Toplevel()
    mnksc2.attributes('-fullscreen', True)
    mnksc2.configure(bd = 0)

    mnksc2_can = tk.Canvas(mnksc2, width = 1920, height = 1080, bg =
'black')

```



```

mnksc2_can.pack(expand = True, fill = 'both')

mbg1 = ImageTk.PhotoImage(Image.open('{}Parchment
2.jpg'.format(mpath)))
mnksc2_can.create_image(0, 0, image = mbg1, anchor = 'nw')

mnksc2_pla = tk.Button(mnksc2, image = play_img, bg = 'black', bd =
0, command = play_bgm)
mnksc2_pla.place(x = 1865, y = 5, anchor = 'ne')

mnksc2_pau = tk.Button(mnksc2, image = pause_img, bg = 'black', bd
= 0, command = pause_bgm)
mnksc2_pau.place(x = 1915, y = 5, anchor = 'ne')

mnksc2_inv = tk.Button(mnksc2, text = 'Proceed', font = ('Enchanted
Land', 33),
                                pady = 4, fg = 'white', bg = 'black', padx =
7, command=mnkstr3)
mnksc2_inv.place(x = 1916, y = 890, anchor = 'ne')

mnksc2_ext = tk.Button(mnksc2, text = 'Exit', padx = 19, width = 5,
                                font = ('Enchanted Land', 33),
                                bg = 'black', fg = 'white', command =
end_game)
mnksc2_ext.place(x = 1916, y = 1076, anchor = 'se')

cur.execute('update progress set story_progress = "mnksc2";')
con.commit()

mnksc2.mainloop()

def mnkstr3():

    global mnksc3

    try:
        mnksc2.after(500, lambda: mnksc2.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    mnksc3 = tk.Toplevel()
    mnksc3.attributes('-fullscreen', True)
    mnksc3.configure(bd = 0)

    mnksc3_can = tk.Canvas(mnksc3, width = 1920, height = 1080, bg =
'black')
    mnksc3_can.pack(expand = True, fill = 'both')

    mbg1 = ImageTk.PhotoImage(Image.open('{}Parchment
3.jpg'.format(mpath)))
    mnksc3_can.create_image(0, 0, image = mbg1, anchor = 'nw')

```

```

    mnksc3_pla = tk.Button(mnksc3, image = play_img, bg = 'black', bd =
0, command = play_bgm)
    mnksc3_pla.place(x = 1865, y = 5, anchor = 'ne')

    mnksc3_pau = tk.Button(mnksc3, image = pause_img, bg = 'black', bd
= 0, command = pause_bgm)
    mnksc3_pau.place(x = 1915, y = 5, anchor = 'ne')

    mnksc3_inv = tk.Button(mnksc3, text = 'Proceed', font = ('Enchanted
Land', 33),
                                pady = 4, fg = 'white', bg = 'black', padx =
7,command=mnkstr4)
    mnksc3_inv.place(x = 1916, y = 890, anchor = 'ne')

    mnksc3_ext = tk.Button(mnksc3, text = 'Exit', padx = 19, width = 5,
                                font = ('Enchanted Land', 33),
                                bg = 'black', fg = 'white', command =
end_game)
    mnksc3_ext.place(x = 1916, y = 1076, anchor = 'se')

    cur.execute('update progress set story_progress = "mnksc3";')
    con.commit()

    mnksc3.mainloop()

def mnkstr4():

    global mnksc4

    try:
        mnksc3.after(500, lambda: mnksc3.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    mnksc4 = tk.Toplevel()
    mnksc4.attributes('-fullscreen', True)
    mnksc4.configure(bd = 0)

    mnksc4_can = tk.Canvas(mnksc4, width = 1920, height = 1080, bg =
'black')
    mnksc4_can.pack(expand = True, fill = 'both')

    mbg1 = ImageTk.PhotoImage(Image.open('{}Parchment
4.jpg'.format(mpath)))
    mnksc4_can.create_image(0, 0, image = mbg1, anchor = 'nw')

    mnksc4_pla = tk.Button(mnksc4, image = play_img, bg = 'black', bd =
0, command = play_bgm)
    mnksc4_pla.place(x = 1865, y = 5, anchor = 'ne')

```

```
mnksc4_pau = tk.Button(mnksc4, image = pause_img, bg = 'black', bd
= 0, command = pause_bgm)
mnksc4_pau.place(x = 1915, y = 5, anchor = 'ne')

mnksc4_inv = tk.Button(mnksc4, text = 'Proceed', font = ('Enchanted
Land', 33),
                    pady = 4, fg = 'white', bg = 'black', padx =
7, command=mnkstr5)
mnksc4_inv.place(x = 1916, y = 890, anchor = 'ne')

mnksc4_ext = tk.Button(mnksc4, text = 'Exit', padx = 19, width = 5,
                    font = ('Enchanted Land', 33),
                    bg = 'black', fg = 'white', command =
end_game)
mnksc4_ext.place(x = 1916, y = 1076, anchor = 'se')

cur.execute('update progress set story_progress = "mnksc4";')
con.commit()

cur.execute('insert into stats values (100, 000);')
con.commit()

cur.execute('insert into inventory (item_name, quantity) values
("Knife", 1)')
con.commit()

cur.execute('insert into inventory (item_name, quantity) values
("Leftover Bread", 1)')
con.commit()

cur.execute('insert into inventory (item_name, quantity) values
("Gold Coins", 100)')
con.commit()

mnksc4.mainloop()

def mnkstr5():

    global mnksc5

    try:
        mnksc4.after(500, lambda: mnksc4.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    cur.execute('select health from stats;')
    health1 = cur.fetchall()
    health2 = health1[0]

    cur.execute('select armour from stats;')
```

```
armour1 = cur.fetchall()
armour2 = armour1[0]

mnksc5 = tk.Toplevel()
mnksc5.attributes('-fullscreen', True)
mnksc5.configure(bd = 1)

mnksc5_can = tk.Canvas(mnksc5, width = 1920, height = 1080, bg =
'black')
mnksc5_can.pack(expand = True, fill = 'both')

mnksc5_can.create_image(0, 0, image = main_bg, anchor = 'nw')

mbg1 = ImageTk.PhotoImage(Image.open('{}Prot\s
House.jpg'.format(ppath)))
mnksc5_pic1 = tk.Label(mnksc5, image = mbg1, bd=5)
mnksc5_pic1.place(x = 0, y = 0, anchor = 'nw')

mbg2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
1.jpg'.format(mpath)))
mnksc5_pic2 = tk.Label(mnksc5, image = mbg2, bd=5)
mnksc5_pic2.place(x = 1320, y = 0, anchor = 'nw')

mnksc5_fr1 = tk.Frame(mnksc5, width = 555, height = 365, bg =
'red')
mnksc5_fr1.place(x = 15, y = 700, anchor = 'nw')
mnksc5_fr1.propagate(0)

mnksc5_opt1 = tk.Button(mnksc5_fr1, text = 'Horse \nCart',
                        font = ('Enchanted Land', 100),
                        bg = '#090D3A', fg =
'white',command=mnkstr6)
mnksc5_opt1.pack(fill = 'both', expand = True)

mnksc5_fr2 = tk.Frame(mnksc5, width = 555, height = 365, bg =
'blue')
mnksc5_fr2.place(x = 575, y = 700, anchor = 'nw')
mnksc5_fr2.propagate(0)

mnksc5_opt2 = tk.Button(mnksc5_fr2, text = 'On \nFoot',
                        font = ('Enchanted Land', 100),
                        bg = '#090D3A', fg =
'white',command=mnkstr7)
mnksc5_opt2.pack(fill = 'both', expand = True)

mnksc5_fr3 = tk.Frame(mnksc5, width = 550, height = 363, bg =
'green')
mnksc5_fr3.place(x = 1135, y = 700, anchor = 'nw')
mnksc5_fr3.propagate(0)

mnksc5_opt3 = tk.Button(mnksc5_fr3, text = 'Use a
Vast\nTeleportation\nSpell',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg =
'white',command=mnkstr8)
mnksc5_opt3.pack(fill = 'both', expand = True)
```

```

    mnksc5_pla = tk.Button(mnksc5, image = play_img, bg = 'black', bd =
0, command = play_bgm)
    mnksc5_pla.place(x = 1865, y = 5, anchor = 'ne')

    mnksc5_pau = tk.Button(mnksc5, image = pause_img, bg = 'black', bd
= 0, command = pause_bgm)
    mnksc5_pau.place(x = 1915, y = 5, anchor = 'ne')

    mnksc5_fr4 = tk.Frame(mnksc5, width = 125, height = 105, bg =
'red')
    mnksc5_fr4.place(x = 1790, y = 690, anchor = 'nw')
    mnksc5_fr4.propagate(0)

    mnksc5_heli = tk.Label(mnksc5, image = health_icn, bd = 0, bg =
'white')
    mnksc5_heli.place(x = 1790, y = 690, anchor = 'ne')

    mnksc5_helt = tk.Label(mnksc5_fr4, text = health2[0], font =
('Enchanted Land', 55),
                                bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
    mnksc5_helt.pack(fill = 'both', expand = True)

    mnksc5_fr5 = tk.Frame(mnksc5, width = 125, height = 105, bg =
'red')
    mnksc5_fr5.place(x = 1790, y = 790, anchor = 'nw')
    mnksc5_fr5.propagate(0)

    mnksc5_armi = tk.Label(mnksc5, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
    mnksc5_armi.place(x = 1790, y = 790, anchor = 'ne')

    mnksc5_armt = tk.Label(mnksc5_fr5, text = armour2[0], font =
('Enchanted Land', 55),
                                bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
    mnksc5_armt.pack(fill = 'both', expand = True)

    mnksc5_inv = tk.Button(mnksc5, text = 'Inventory', font =
('Enchanted Land', 33),
                                width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
    mnksc5_inv.place(x = 1916, y = 890, anchor = 'ne')

    mnksc5_ext = tk.Button(mnksc5, text = 'Exit', padx = 19, width =
10,
                                font = ('Enchanted Land', 33),
                                bg = '#272625', fg = 'white', command =
end_game)
    mnksc5_ext.place(x = 1916, y = 1076, anchor = 'se')

    cur.execute('update progress set story_progress = "mnksc5";')
    con.commit()

    mnksc5.mainloop()

def mnkstr6():

```

```

global mnksc6

try:
    mnksc5.after(500, lambda: mnksc5.destroy())
except NameError:
    pass

try:
    lodsc.after(500, lambda: lodsc.destroy())
    playsc.after(500, lambda: playsc.destroy())
except NameError:
    pass

mnksc6 = tk.Toplevel()
mnksc6.attributes('-fullscreen', True)
mnksc6.configure(bd = 1)

mnksc6_can = tk.Canvas(mnksc6, width = 1920, height = 1080, bg =
'black')
mnksc6_can.pack(expand = True, fill = 'both')

mnksc6_can.create_image(0, 0, image = main_bg, anchor = 'nw')

mbg1 = ImageTk.PhotoImage(Image.open('{}Ogre in a
Jungle.jpg'.format(ppath)))
mnksc6_pic1 = tk.Label(mnksc6, image = mbg1, bd=5)
mnksc6_pic1.place(x = 0, y = 0, anchor = 'nw')

mbg2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
2.jpg'.format(mpath)))
mnksc6_pic2 = tk.Label(mnksc6, image = mbg2, bd=5)
mnksc6_pic2.place(x = 1320, y = 0, anchor = 'nw')

mnksc6_fr1 = tk.Frame(mnksc6, width = 555, height = 365, bg =
'red')
mnksc6_fr1.place(x = 15, y = 700, anchor = 'nw')
mnksc6_fr1.propagate(0)

mnksc6_opt1 = tk.Button(mnksc6_fr1, font = ('Enchanted Land', 80),
                        text = 'Get off the Cart\n and Ask the \nRider
to Leave',
                        bg = '#090D3A', fg = 'white', command =
mnkstr9)
mnksc6_opt1.pack(fill = 'both', expand = True)

mnksc6_fr2 = tk.Frame(mnksc6, width = 555, height = 365, bg =
'blue')
mnksc6_fr2.place(x = 575, y = 700, anchor = 'nw')
mnksc6_fr2.propagate(0)

mnksc6_opt2 = tk.Button(mnksc6_fr2, font = ('Enchanted Land', 80),
                        text = 'Get off the Cart \nand Hide
Without\n Alerting the Rider',
                        bg = '#090D3A', fg = 'white', command =
mnkstr10)
mnksc6_opt2.pack(fill = 'both', expand = True)

```

```

    mnksc6_fr3 = tk.Frame(mnksc6, width = 550, height = 363, bg =
'green')
    mnksc6_fr3.place(x = 1135, y = 700, anchor = 'nw')
    mnksc6_fr3.propagate(0)

    mnksc6_opt3 = tk.Button(mnksc6_fr3, text = 'Attempt to Fight\n the
Ogre',
                           font = ('Enchanted Land', 80),
                           bg = '#090D3A', fg = 'white', command =
mnkstr11)
    mnksc6_opt3.pack(fill = 'both', expand = True)

    mnksc6_pla = tk.Button(mnksc6, image = play_img, bg = 'black', bd =
0, command = play_bgm)
    mnksc6_pla.place(x = 1865, y = 5, anchor = 'ne')

    mnksc6_pau = tk.Button(mnksc6, image = pause_img, bg = 'black', bd
= 0, command = pause_bgm)
    mnksc6_pau.place(x = 1915, y = 5, anchor = 'ne')

    mnksc6_heli = tk.Label(mnksc6, image = health_icn, bd = 0, bg =
'white')
    mnksc6_heli.place(x = 1790, y = 690, anchor = 'ne')

    mnksc6_helt = tk.Label(mnksc6, text = '100', font = ('Enchanted
Land', 55),
                           bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
    mnksc6_helt.place(x = 1916, y = 690, anchor = 'ne')

    mnksc6_armi = tk.Label(mnksc6, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
    mnksc6_armi.place(x = 1790, y = 790, anchor = 'ne')

    mnksc6_armt = tk.Label(mnksc6, text = '000', font = ('Enchanted
Land', 55),
                           bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
    mnksc6_armt.place(x = 1916, y = 790, anchor = 'ne')

    mnksc6_inv = tk.Button(mnksc6, text = 'Inventory', font =
('Enchanted Land', 33),
                           width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
    mnksc6_inv.place(x = 1916, y = 890, anchor = 'ne')

    mnksc6_ext = tk.Button(mnksc6, text = 'Exit', padx = 19, width =
10,
                           font = ('Enchanted Land', 33),
                           bg = '#272625', fg = 'white', command =
end_game)
    mnksc6_ext.place(x = 1916, y = 1076, anchor = 'se')

    cur.execute('update progress set story_progress = "mnksc6";')
    con.commit()

    mnksc6.mainloop()

```

```

def mnkstr7():

    global mnksc7

    try:
        mnksc5.after(500, lambda: mnksc5.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    mnksc7 = tk.Toplevel()
    mnksc7.attributes('-fullscreen', True)
    mnksc7.configure(bd = 1)

    mnksc7_can = tk.Canvas(mnksc7, width = 1920, height = 1080, bg =
'black')
    mnksc7_can.pack(expand = True, fill = 'both')

    mnksc7_can.create_image(0, 0, image = main_bg, anchor = 'nw')

    mbg1 = ImageTk.PhotoImage(Image.open('{}Ogre in a
Jungle.jpg'.format(ppath)))
    mnksc7_pic1 = tk.Label(mnksc7, image = mbg1, bd=5)
    mnksc7_pic1.place(x = 0, y = 0, anchor = 'nw')

    mbg2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
3.jpg'.format(mpath)))
    mnksc7_pic2 = tk.Label(mnksc7, image = mbg2, bd=5)
    mnksc7_pic2.place(x = 1320, y = 0, anchor = 'nw')

    mnksc7_fr1 = tk.Frame(mnksc7, width = 555, height = 365, bg =
'red')
    mnksc7_fr1.place(x = 15, y = 700, anchor = 'nw')
    mnksc7_fr1.propagate(0)

    mnksc7_opt1 = tk.Button(mnksc7_fr1, text = 'Attempt to\n Distract
the Ogre',
                           font = ('Enchanted Land', 80),
                           bg = '#090D3A', fg = 'white', command =
mnkstr12)
    mnksc7_opt1.pack(fill = 'both', expand = True)

    mnksc7_fr2 = tk.Frame(mnksc7, width = 555, height = 365, bg =
'blue')
    mnksc7_fr2.place(x = 575, y = 700, anchor = 'nw')
    mnksc7_fr2.propagate(0)

    mnksc7_opt2 = tk.Button(mnksc7_fr2, text = 'Attempt to\n Fight the
Ogre',
                           font = ('Enchanted Land', 80),

```



```

        bg = '#090D3A', fg = 'white', command =
mnkstr11)
    mnksc7_opt2.pack(fill = 'both', expand = True)

    mnksc7_fr3 = tk.Frame(mnksc7, width = 550, height = 363, bg =
'green')
    mnksc7_fr3.place(x = 1135, y = 700, anchor = 'nw')
    mnksc7_fr3.propagate(0)

    mnksc7_opt3 = tk.Button(mnksc7_fr3, text = 'Hide and Hope\n that
the Ogre\n Goes Away',
        font = ('Enchanted Land', 80),
        bg = '#090D3A', fg = 'white', command =
mnkstr13)
    mnksc7_opt3.pack(fill = 'both', expand = True)

    mnksc7_pla = tk.Button(mnksc7, image = play_img, bg = 'black', bd =
0, command = play_bgm)
    mnksc7_pla.place(x = 1865, y = 5, anchor = 'ne')

    mnksc7_pau = tk.Button(mnksc7, image = pause_img, bg = 'black', bd
= 0, command = pause_bgm)
    mnksc7_pau.place(x = 1915, y = 5, anchor = 'ne')

    mnksc7_heli = tk.Label(mnksc7, image = health_icn, bd = 0, bg =
'white')
    mnksc7_heli.place(x = 1790, y = 690, anchor = 'ne')

    mnksc7_helt = tk.Label(mnksc7, text = '100', font = ('Enchanted
Land', 55),
        bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
    mnksc7_helt.place(x = 1916, y = 690, anchor = 'ne')

    mnksc7_armi = tk.Label(mnksc7, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
    mnksc7_armi.place(x = 1790, y = 790, anchor = 'ne')

    mnksc7_armt = tk.Label(mnksc7, text = '000', font = ('Enchanted
Land', 55),
        bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
    mnksc7_armt.place(x = 1916, y = 790, anchor = 'ne')

    mnksc7_inv = tk.Button(mnksc7, text = 'Inventory', font =
('Enchanted Land', 33),
        width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
    mnksc7_inv.place(x = 1916, y = 890, anchor = 'ne')

    mnksc7_ext = tk.Button(mnksc7, text = 'Exit', padx = 19, width =
10,
        font = ('Enchanted Land', 33),
        bg = '#272625', fg = 'white', command =
end_game)
    mnksc7_ext.place(x = 1916, y = 1076, anchor = 'se')

    cur.execute('update progress set story_progress = "mnksc7";')

```

```
con.commit()

mnksc7.mainloop()

def mnkstr8():

    global mnksc8

    try:
        mnksc5.after(500, lambda: mnksc5.destroy())
    except NameError:
        pass

    try:
        mnksc11.after(500, lambda: mnksc11.destroy())
    except NameError:
        pass

    try:
        mnksc12.after(500, lambda: mnksc12.destroy())
    except NameError:
        pass

    try:
        mnksc13.after(500, lambda: mnksc13.destroy())
    except NameError:
        pass

    try:
        mnksc14.after(500, lambda: mnksc14.destroy())
    except NameError:
        pass

    try:
        mnksc15.after(500, lambda: mnksc15.destroy())
    except NameError:
        pass

    try:
        mnksc17.after(500, lambda: mnksc17.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    mnksc8 = tk.Toplevel()
    mnksc8.attributes('-fullscreen', True)
    mnksc8.configure(bd = 0)

    mnksc8_can = tk.Canvas(mnksc8, width = 1920, height = 1080, bg =
'black')
    mnksc8_can.pack(expand = True, fill = 'both')
```

```

        mbg1 = ImageTk.PhotoImage(Image.open('{}Parchment
5.jpg'.format(mpath)))
        mnksc8_can.create_image(0, 0, image = mbg1, anchor = 'nw')

        mnksc8_pla = tk.Button(mnksc8, image = play_img, bg = 'black', bd =
0, command = play_bgm)
        mnksc8_pla.place(x = 1865, y = 5, anchor = 'ne')

        mnksc8_pau = tk.Button(mnksc8, image = pause_img, bg = 'black', bd
= 0, command = pause_bgm)
        mnksc8_pau.place(x = 1915, y = 5, anchor = 'ne')

        mnksc8_ext = tk.Button(mnksc8, text = 'Exit', padx = 19, width = 5,
                                font = ('Enchanted Land', 33),
                                bg = 'black', fg = 'white', command =
end_game)
        mnksc8_ext.place(x = 1916, y = 1076, anchor = 'se')

        cur.execute('update progress set story_progress = "mnksc8";')
        con.commit()

        mnksc8.mainloop()

```

```
def mnkstr9():
```

```

    global mnksc9

    try:
        mnksc6.after(500, lambda: mnksc6.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    mnksc9 = tk.Toplevel()
    mnksc9.attributes('-fullscreen', True)
    mnksc9.configure(bd = 1)

    mnksc9_can = tk.Canvas(mnksc9, width = 1920, height = 1080, bg =
'black')
    mnksc9_can.pack(expand = True, fill = 'both')

    mnksc9_can.create_image(0, 0, image = main_bg, anchor = 'nw')

    mbg1 = ImageTk.PhotoImage(Image.open('{}Horsecart
1.jpg'.format(ppath)))
    mnksc9_pic1 = tk.Label(mnksc9, image = mbg1, bd=5)
    mnksc9_pic1.place(x = 0, y = 0, anchor = 'nw')

    mbg2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
4.jpg'.format(mpath)))

```

```
mnksc9_pic2 = tk.Label(mnksc9, image = mbg2, bd=5)
mnksc9_pic2.place(x = 1320, y = 0, anchor = 'nw')

mnksc9_fr1 = tk.Frame(mnksc9, width = 555, height = 365, bg =
'red')
mnksc9_fr1.place(x = 15, y = 700, anchor = 'nw')
mnksc9_fr1.propagate(0)

mnksc9_opt1 = tk.Button(mnksc9_fr1, text = 'Attempt to\n Distract
the Ogre',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
mnkstr12)
mnksc9_opt1.pack(fill = 'both', expand = True)

mnksc9_fr2 = tk.Frame(mnksc9, width = 555, height = 365, bg =
'blue')
mnksc9_fr2.place(x = 575, y = 700, anchor = 'nw')
mnksc9_fr2.propagate(0)

mnksc9_opt2 = tk.Button(mnksc9_fr2, text = 'Attempt to\n Fight the
Ogre',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
mnkstr11)
mnksc9_opt2.pack(fill = 'both', expand = True)

mnksc9_fr3 = tk.Frame(mnksc9, width = 550, height = 363, bg =
'green')
mnksc9_fr3.place(x = 1135, y = 700, anchor = 'nw')
mnksc9_fr3.propagate(0)

mnksc9_opt3 = tk.Button(mnksc9_fr3, text = 'Hide and Hope\nthat the
Ogre\nGoes Away',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
mnkstr13)
mnksc9_opt3.pack(fill = 'both', expand = True)

mnksc9_pla = tk.Button(mnksc9, image = play_img, bg = 'black', bd =
0, command = play_bgm)
mnksc9_pla.place(x = 1865, y = 5, anchor = 'ne')

mnksc9_pau = tk.Button(mnksc9, image = pause_img, bg = 'black', bd
= 0, command = pause_bgm)
mnksc9_pau.place(x = 1915, y = 5, anchor = 'ne')

mnksc9_heli = tk.Label(mnksc9, image = health_icn, bd = 0, bg =
'white')
mnksc9_heli.place(x = 1790, y = 690, anchor = 'ne')

mnksc9_helt = tk.Label(mnksc9, text = '100', font = ('Enchanted
Land', 55),
                        bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
mnksc9_helt.place(x = 1916, y = 690, anchor = 'ne')
```

```

    mnksc9_armi = tk.Label(mnksc9, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
    mnksc9_armi.place(x = 1790, y = 790, anchor = 'ne')

    mnksc9_armt = tk.Label(mnksc9, text = '000', font = ('Enchanted
Land', 55),
                                bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
    mnksc9_armt.place(x = 1916, y = 790, anchor = 'ne')

    mnksc9_inv = tk.Button(mnksc9, text = 'Inventory', font =
('Enchanted Land', 33),
                                width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
    mnksc9_inv.place(x = 1916, y = 890, anchor = 'ne')

    mnksc9_ext = tk.Button(mnksc9, text = 'Exit', padx = 19, width =
10,
                                font = ('Enchanted Land', 33),
                                bg = '#272625', fg = 'white', command =
end_game)
    mnksc9_ext.place(x = 1916, y = 1076, anchor = 'se')

    cur.execute('update progress set story_progress = "mnksc9";')
    con.commit()

    mnksc9.mainloop()

def mnkstr10():

    global mnksc10

    try:
        mnksc6.after(500, lambda: mnksc6.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    mnksc10 = tk.Toplevel()
    mnksc10.attributes('-fullscreen', True)
    mnksc10.configure(bd = 1)

    mnksc10_can = tk.Canvas(mnksc10, width = 1920, height = 1080, bg =
'black')
    mnksc10_can.pack(expand = True, fill = 'both')

    mnksc10_can.create_image(0, 0, image = main_bg, anchor = 'nw')

    mbg1 = ImageTk.PhotoImage(Image.open('{}Wagon.jpg'.format(ppath)))
    mnksc10_pic1 = tk.Label(mnksc10, image = mbg1, bd=5)
    mnksc10_pic1.place(x = 0, y = 0, anchor = 'nw')

```

```

    mbg2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
5.jpg'.format(mpath)))
    mnksc10_pic2 = tk.Label(mnksc10, image = mbg2, bd=5)
    mnksc10_pic2.place(x = 1320, y = 0, anchor = 'nw')

    mnksc10_fr1 = tk.Frame(mnksc10, width = 555, height = 365, bg =
'red')
    mnksc10_fr1.place(x = 15, y = 700, anchor = 'nw')
    mnksc10_fr1.propagate(0)

    mnksc10_opt1 = tk.Button(mnksc10_fr1, text = 'Attempt to\n Distract
the Ogre',
                            font = ('Enchanted Land', 80),
                            bg = '#090D3A', fg = 'white', command =
mnkstr12)
    mnksc10_opt1.pack(fill = 'both', expand = True)

    mnksc10_fr2 = tk.Frame(mnksc10, width = 555, height = 365, bg =
'blue')
    mnksc10_fr2.place(x = 575, y = 700, anchor = 'nw')
    mnksc10_fr2.propagate(0)

    mnksc10_opt2 = tk.Button(mnksc10_fr2, text = 'Attempt to\n Fight
the Ogre',
                            font = ('Enchanted Land', 80),
                            bg = '#090D3A', fg = 'white', command =
mnkstr11)
    mnksc10_opt2.pack(fill = 'both', expand = True)

    mnksc10_fr3 = tk.Frame(mnksc10, width = 550, height = 363, bg =
'green')
    mnksc10_fr3.place(x = 1135, y = 700, anchor = 'nw')
    mnksc10_fr3.propagate(0)

    mnksc10_opt3 = tk.Button(mnksc10_fr3, text = 'Hide and Hope\n that
the Ogre\n Goes Away',
                            font = ('Enchanted Land', 80),
                            bg = '#090D3A', fg = 'white', command =
mnkstr13)
    mnksc10_opt3.pack(fill = 'both', expand = True)

    mnksc10_pla = tk.Button(mnksc10, image = play_img, bg = 'black', bd
= 0, command = play_bgm)
    mnksc10_pla.place(x = 1865, y = 5, anchor = 'ne')

    mnksc10_pau = tk.Button(mnksc10, image = pause_img, bg = 'black',
bd = 0, command = pause_bgm)
    mnksc10_pau.place(x = 1915, y = 5, anchor = 'ne')

    mnksc10_heli = tk.Label(mnksc10, image = health_icn, bd = 0, bg =
'white')
    mnksc10_heli.place(x = 1790, y = 690, anchor = 'ne')

    mnksc10_helt = tk.Label(mnksc10, text = '100', font = ('Enchanted
Land', 55),
                            bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)

```

```

mnksc10_helt.place(x = 1916, y = 690, anchor = 'ne')

mnksc10_armi = tk.Label(mnksc10, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
mnksc10_armi.place(x = 1790, y = 790, anchor = 'ne')

mnksc10_armt = tk.Label(mnksc10, text = '000', font = ('Enchanted
Land', 55),
                                bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
mnksc10_armt.place(x = 1916, y = 790, anchor = 'ne')

mnksc10_inv = tk.Button(mnksc10, text = 'Inventory', font =
('Enchanted Land', 33),
                                width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
mnksc10_inv.place(x = 1916, y = 890, anchor = 'ne')

mnksc10_ext = tk.Button(mnksc10, text = 'Exit', padx = 19, width =
10,
                                font = ('Enchanted Land', 33),
                                bg = '#272625', fg = 'white', command =
end_game)
mnksc10_ext.place(x = 1916, y = 1076, anchor = 'se')

cur.execute('update progress set story_progress = "mnksc10";')
con.commit()

mnksc10.mainloop()

def mnkstr11():

    global mnksc11

    try:
        mnksc6.after(500, lambda: mnksc6.destroy())
    except NameError:
        pass

    try:
        mnksc7.after(500, lambda: mnksc7.destroy())
    except NameError:
        pass

    try:
        mnksc9.after(500, lambda: mnksc9.destroy())
    except NameError:
        pass

    try:
        mnksc10.after(500, lambda: mnksc10.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())

```

```

        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    mnksc11 = tk.Toplevel()
    mnksc11.attributes('-fullscreen', True)
    mnksc11.configure(bd = 1)

    mnksc11_can = tk.Canvas(mnksc11, width = 1920, height = 1080, bg =
'black')
    mnksc11_can.pack(expand = True, fill = 'both')

    mnksc11_can.create_image(0, 0, image = main_bg, anchor = 'nw')

    mbg1 = ImageTk.PhotoImage(Image.open('{}Ogre
Fight.jpg'.format(ppath)))
    mnksc11_pic1 = tk.Label(mnksc11, image = mbg1, bd=5)
    mnksc11_pic1.place(x = 0, y = 0, anchor = 'nw')

    mbg2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
6.jpg'.format(mpath)))
    mnksc11_pic2 = tk.Label(mnksc11, image = mbg2, bd=5)
    mnksc11_pic2.place(x = 1320, y = 0, anchor = 'nw')

    mnksc11_fr1 = tk.Frame(mnksc11, width = 555, height = 365, bg =
'red')
    mnksc11_fr1.place(x = 15, y = 700, anchor = 'nw')
    mnksc11_fr1.propagate(0)

    mnksc11_opt1 = tk.Button(mnksc11_fr1, text = 'Poison\nthe Ogre',
                             font = ('Enchanted Land', 100),
                             bg = '#090D3A', fg = 'white', command =
mnkstr14)
    mnksc11_opt1.pack(fill = 'both', expand = True)

    mnksc11_fr2 = tk.Frame(mnksc11, width = 555, height = 365, bg =
'blue')
    mnksc11_fr2.place(x = 575, y = 700, anchor = 'nw')
    mnksc11_fr2.propagate(0)

    mnksc11_opt2 = tk.Button(mnksc11_fr2, text = 'Paralyze\nthe Ogre',
                             font = ('Enchanted Land', 100),
                             bg = '#090D3A', fg = 'white', command =
mnkstr15)
    mnksc11_opt2.pack(fill = 'both', expand = True)

    mnksc11_fr3 = tk.Frame(mnksc11, width = 550, height = 363, bg =
'green')
    mnksc11_fr3.place(x = 1135, y = 700, anchor = 'nw')
    mnksc11_fr3.propagate(0)

    mnksc11_opt3 = tk.Button(mnksc11_fr3, text = 'Use Your Knife\n to
Attack',
                             font = ('Enchanted Land', 80),
                             bg = '#090D3A', fg = 'white', command =
mnkstr8)
    mnksc11_opt3.pack(fill = 'both', expand = True)

```



```

    mnksc11_pla = tk.Button(mnksc11, image = play_img, bg = 'black', bd
= 0, command = play_bgm)
    mnksc11_pla.place(x = 1865, y = 5, anchor = 'ne')

    mnksc11_pau = tk.Button(mnksc11, image = pause_img, bg = 'black',
bd = 0, command = pause_bgm)
    mnksc11_pau.place(x = 1915, y = 5, anchor = 'ne')

    mnksc11_heli = tk.Label(mnksc11, image = health_icn, bd = 0, bg =
'white')
    mnksc11_heli.place(x = 1790, y = 690, anchor = 'ne')

    mnksc11_helt = tk.Label(mnksc11, text = '100', font = ('Enchanted
Land', 55),
                                bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
    mnksc11_helt.place(x = 1916, y = 690, anchor = 'ne')

    mnksc11_armi = tk.Label(mnksc11, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
    mnksc11_armi.place(x = 1790, y = 790, anchor = 'ne')

    mnksc11_armt = tk.Label(mnksc11, text = '000', font = ('Enchanted
Land', 55),
                                bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
    mnksc11_armt.place(x = 1916, y = 790, anchor = 'ne')

    mnksc11_inv = tk.Button(mnksc11, text = 'Inventory', font =
('Enchanted Land', 33),
                                width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
    mnksc11_inv.place(x = 1916, y = 890, anchor = 'ne')

    mnksc11_ext = tk.Button(mnksc11, text = 'Exit', padx = 19, width =
10,
                                font = ('Enchanted Land', 33),
                                bg = '#272625', fg = 'white', command =
end_game)
    mnksc11_ext.place(x = 1916, y = 1076, anchor = 'se')

    cur.execute('update progress set story_progress = "mnksc11";')
    con.commit()

    mnksc11.mainloop()

```

```

def mnkstr12():

    global mnksc12

    try:
        mnksc7.after(500, lambda: mnksc7.destroy())
    except NameError:
        pass

    try:

```

```
        mnksc9.after(500, lambda: mnksc9.destroy())
except NameError:
    pass

try:
    mnksc10.after(500, lambda: mnksc10.destroy())
except NameError:
    pass

try:
    lodsc.after(500, lambda: lodsc.destroy())
    playsc.after(500, lambda: playsc.destroy())
except NameError:
    pass

mnksc12 = tk.Toplevel()
mnksc12.attributes('-fullscreen', True)
mnksc12.configure(bd = 1)

mnksc12_can = tk.Canvas(mnksc12, width = 1920, height = 1080, bg =
'black')
mnksc12_can.pack(expand = True, fill = 'both')

mnksc12_can.create_image(0, 0, image = main_bg, anchor = 'nw')

mbg1 = ImageTk.PhotoImage(Image.open('{}Wizard
Story.jpg'.format(ppath)))
mnksc12_pic1 = tk.Label(mnksc12, image = mbg1, bd=5)
mnksc12_pic1.place(x = 0, y = 0, anchor = 'nw')

mbg2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
7.jpg'.format(mpath)))
mnksc12_pic2 = tk.Label(mnksc12, image = mbg2, bd=5)
mnksc12_pic2.place(x = 1320, y = 0, anchor = 'nw')

mnksc12_fr1 = tk.Frame(mnksc12, width = 555, height = 365, bg =
'red')
mnksc12_fr1.place(x = 15, y = 700, anchor = 'nw')
mnksc12_fr1.propagate(0)

mnksc12_opt1 = tk.Button(mnksc12_fr1, font = ('Enchanted Land',
55),
                        text = 'Make a Clone of Yourself\nand Have
it Distract\n the Ogre by Running\n Away from You',
                        bg = '#090D3A', fg = 'white', command =
mnkstr16)
mnksc12_opt1.pack(fill = 'both', expand = True)

mnksc12_fr2 = tk.Frame(mnksc12, width = 555, height = 365, bg =
'blue')
mnksc12_fr2.place(x = 575, y = 700, anchor = 'nw')
mnksc12_fr2.propagate(0)

mnksc12_opt2 = tk.Button(mnksc12_fr2, text = 'Cast a Spell to
Cover\nthe Surroundings\n in Smoke',
                        font = ('Enchanted Land', 70),
                        bg = '#090D3A', fg = 'white', command =
mnkstr17)
```

```

mnksc12_opt2.pack(fill = 'both', expand = True)

mnksc12_fr3 = tk.Frame(mnksc12, width = 550, height = 363, bg =
'green')
mnksc12_fr3.place(x = 1135, y = 700, anchor = 'nw')
mnksc12_fr3.propagate(0)

mnksc12_opt3 = tk.Button(mnksc12_fr3, text = 'Throw a Big Rock\n in
the Lake Nearby',
                        font = ('Enchanted Land', 75),
                        bg = '#090D3A', fg = 'white', command =
mnkstr8)
mnksc12_opt3.pack(fill = 'both', expand = True)

mnksc12_pla = tk.Button(mnksc12, image = play_img, bg = 'black', bd
= 0, command = play_bgm)
mnksc12_pla.place(x = 1865, y = 5, anchor = 'ne')

mnksc12_pau = tk.Button(mnksc12, image = pause_img, bg = 'black',
bd = 0, command = pause_bgm)
mnksc12_pau.place(x = 1915, y = 5, anchor = 'ne')

mnksc12_heli = tk.Label(mnksc12, image = health_icn, bd = 0, bg =
'white')
mnksc12_heli.place(x = 1790, y = 690, anchor = 'ne')

mnksc12_helt = tk.Label(mnksc12, text = '100', font = ('Enchanted
Land', 55),
                        bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
mnksc12_helt.place(x = 1916, y = 690, anchor = 'ne')

mnksc12_armi = tk.Label(mnksc12, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
mnksc12_armi.place(x = 1790, y = 790, anchor = 'ne')

mnksc12_armt = tk.Label(mnksc12, text = '000', font = ('Enchanted
Land', 55),
                        bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
mnksc12_armt.place(x = 1916, y = 790, anchor = 'ne')

mnksc12_inv = tk.Button(mnksc12, text = 'Inventory', font =
('Enchanted Land', 33),
                        width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
mnksc12_inv.place(x = 1916, y = 890, anchor = 'ne')

mnksc12_ext = tk.Button(mnksc12, text = 'Exit', padx = 19, width =
10,
                        font = ('Enchanted Land', 33),
                        bg = '#272625', fg = 'white', command =
end_game)
mnksc12_ext.place(x = 1916, y = 1076, anchor = 'se')

cur.execute('update progress set story_progress = "mnksc12";')
con.commit()

```

```
mnksc12.mainloop()

def mnkstr13():

    global mnksc13

    try:
        mnksc7.after(500, lambda: mnksc7.destroy())
    except NameError:
        pass

    try:
        mnksc9.after(500, lambda: mnksc9.destroy())
    except NameError:
        pass

    try:
        mnksc10.after(500, lambda: mnksc10.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    mnksc13 = tk.Toplevel()
    mnksc13.attributes('-fullscreen', True)
    mnksc13.configure(bd = 1)

    mnksc13_can = tk.Canvas(mnksc13, width = 1920, height = 1080, bg =
'black')
    mnksc13_can.pack(expand = True, fill = 'both')

    mnksc13_can.create_image(0, 0, image = main_bg, anchor = 'nw')

    mbg1 = ImageTk.PhotoImage(Image.open('{}Ogre
Fight.jpg'.format(ppath)))
    mnksc13_pic1 = tk.Label(mnksc13, image = mbg1, bd=5)
    mnksc13_pic1.place(x = 0, y = 0, anchor = 'nw')

    mbg2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
8.jpg'.format(mpath)))
    mnksc13_pic2 = tk.Label(mnksc13, image = mbg2, bd=5)
    mnksc13_pic2.place(x = 1320, y = 0, anchor = 'nw')

    mnksc13_fr1 = tk.Frame(mnksc13, width = 555, height = 365, bg =
'red')
    mnksc13_fr1.place(x = 15, y = 700, anchor = 'nw')
    mnksc13_fr1.propagate(0)

    mnksc13_opt1 = tk.Button(mnksc13_fr1, text = 'Poison\nthe Ogre',
                             font = ('Enchanted Land', 100),
```

```

        bg = '#090D3A', fg = 'white', command =
mnkstr14)
    mnksc13_opt1.pack(fill = 'both', expand = True)

    mnksc13_fr2 = tk.Frame(mnksc13, width = 555, height = 365, bg =
'blue')
    mnksc13_fr2.place(x = 575, y = 700, anchor = 'nw')
    mnksc13_fr2.propagate(0)

    mnksc13_opt2 = tk.Button(mnksc13_fr2, text = 'Paralyze\nthe Ogre',
        font = ('Enchanted Land', 100),
        bg = '#090D3A', fg = 'white', command =
mnkstr15)
    mnksc13_opt2.pack(fill = 'both', expand = True)

    mnksc13_fr3 = tk.Frame(mnksc13, width = 550, height = 363, bg =
'green')
    mnksc13_fr3.place(x = 1135, y = 700, anchor = 'nw')
    mnksc13_fr3.propagate(0)

    mnksc13_opt3 = tk.Button(mnksc13_fr3, text = 'Try to Stab\n the
Ogre with\n Your Knife',
        font = ('Enchanted Land', 70),
        bg = '#090D3A', fg = 'white', command =
mnkstr8)
    mnksc13_opt3.pack(fill = 'both', expand = True)

    mnksc13_pla = tk.Button(mnksc13, image = play_img, bg = 'black', bd
= 0, command = play_bgm)
    mnksc13_pla.place(x = 1865, y = 5, anchor = 'ne')

    mnksc13_pau = tk.Button(mnksc13, image = pause_img, bg = 'black',
bd = 0, command = pause_bgm)
    mnksc13_pau.place(x = 1915, y = 5, anchor = 'ne')

    mnksc13_heli = tk.Label(mnksc13, image = health_icn, bd = 0, bg =
'white')
    mnksc13_heli.place(x = 1790, y = 690, anchor = 'ne')

    mnksc13_helt = tk.Label(mnksc13, text = '100', font = ('Enchanted
Land', 55),
        bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
    mnksc13_helt.place(x = 1916, y = 690, anchor = 'ne')

    mnksc13_armi = tk.Label(mnksc13, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
    mnksc13_armi.place(x = 1790, y = 790, anchor = 'ne')

    mnksc13_armt = tk.Label(mnksc13, text = '000', font = ('Enchanted
Land', 55),
        bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
    mnksc13_armt.place(x = 1916, y = 790, anchor = 'ne')

    mnksc13_inv = tk.Button(mnksc13, text = 'Inventory', font =
('Enchanted Land', 33),

```

```
        width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
    mnksc13_inv.place(x = 1916, y = 890, anchor = 'ne')

    mnksc13_ext = tk.Button(mnksc13, text = 'Exit', padx = 19, width =
10,
                           font = ('Enchanted Land', 33),
                           bg = '#272625', fg = 'white', command =
end_game)
    mnksc13_ext.place(x = 1916, y = 1076, anchor = 'se')

    cur.execute('update progress set story_progress = "mnksc13";')
    con.commit()

    mnksc13.mainloop()

def mnkstr14():

    global mnksc14

    try:
        mnksc11.after(500, lambda: mnksc11.destroy())
    except NameError:
        pass

    try:
        mnksc13.after(500, lambda: mnksc13.destroy())
    except NameError:
        pass

    try:
        mnksc17.after(500, lambda: mnksc17.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    mnksc14 = tk.Toplevel()
    mnksc14.attributes('-fullscreen', True)
    mnksc14.configure(bd = 1)

    mnksc14_can = tk.Canvas(mnksc14, width = 1920, height = 1080, bg =
'black')
    mnksc14_can.pack(expand = True, fill = 'both')

    mnksc14_can.create_image(0, 0, image = main_bg, anchor = 'nw')

    mbg1 = ImageTk.PhotoImage(Image.open('{}Poison.jpg'.format(ppath)))
    mnksc14_pic1 = tk.Label(mnksc14, image = mbg1, bd=5)
    mnksc14_pic1.place(x = 0, y = 0, anchor = 'nw')
```

```

    mbg2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
9.jpg'.format(mpath)))
    mnksc14_pic2 = tk.Label(mnksc14, image = mbg2, bd=5)
    mnksc14_pic2.place(x = 1320, y = 0, anchor = 'nw')

    mnksc14_fr1 = tk.Frame(mnksc14, width = 555, height = 365, bg =
'red')
    mnksc14_fr1.place(x = 15, y = 700, anchor = 'nw')
    mnksc14_fr1.propagate(0)

    mnksc14_opt1 = tk.Button(mnksc14_fr1, text = 'Knock
it\nUnconscious\n with Your Staff',
                             font = ('Enchanted Land', 80),
                             bg = '#090D3A', fg = 'white', command =
mnkstr16)
    mnksc14_opt1.pack(fill = 'both', expand = True)

    mnksc14_fr2 = tk.Frame(mnksc14, width = 555, height = 365, bg =
'blue')
    mnksc14_fr2.place(x = 575, y = 700, anchor = 'nw')
    mnksc14_fr2.propagate(0)

    mnksc14_opt2 = tk.Button(mnksc14_fr2, text = 'Use Your Knife
to\nPut an End to\n the Ogre',
                             font = ('Enchanted Land', 80),
                             bg = '#090D3A', fg = 'white', command =
mnkstr16)
    mnksc14_opt2.pack(fill = 'both', expand = True)

    mnksc14_fr3 = tk.Frame(mnksc14, width = 550, height = 363, bg =
'green')
    mnksc14_fr3.place(x = 1135, y = 700, anchor = 'nw')
    mnksc14_fr3.propagate(0)

    mnksc14_opt3 = tk.Button(mnksc14_fr3, text = 'Leave the Ogre\n and
Let Time Put\n an End to it',
                             font = ('Enchanted Land', 80),
                             bg = '#090D3A', fg = 'white', command =
mnkstr8)
    mnksc14_opt3.pack(fill = 'both', expand = True)

    mnksc14_pla = tk.Button(mnksc14, image = play_img, bg = 'black', bd
= 0, command = play_bgm)
    mnksc14_pla.place(x = 1865, y = 5, anchor = 'ne')

    mnksc14_pau = tk.Button(mnksc14, image = pause_img, bg = 'black',
bd = 0, command = pause_bgm)
    mnksc14_pau.place(x = 1915, y = 5, anchor = 'ne')

    mnksc14_heli = tk.Label(mnksc14, image = health_icn, bd = 0, bg =
'white')
    mnksc14_heli.place(x = 1790, y = 690, anchor = 'ne')

    mnksc14_helt = tk.Label(mnksc14, text = '100', font = ('Enchanted
Land', 55),
                             bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
    mnksc14_helt.place(x = 1916, y = 690, anchor = 'ne')

```

```

    mnksc14_armi = tk.Label(mnksc14, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
    mnksc14_armi.place(x = 1790, y = 790, anchor = 'ne')

    mnksc14_armt = tk.Label(mnksc14, text = '000', font = ('Enchanted
Land', 55),
                                bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
    mnksc14_armt.place(x = 1916, y = 790, anchor = 'ne')

    mnksc14_inv = tk.Button(mnksc14, text = 'Inventory', font =
('Enchanted Land', 33),
                                width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
    mnksc14_inv.place(x = 1916, y = 890, anchor = 'ne')

    mnksc14_ext = tk.Button(mnksc14, text = 'Exit', padx = 19, width =
10,
                                font = ('Enchanted Land', 33),
                                bg = '#272625', fg = 'white', command =
end_game)
    mnksc14_ext.place(x = 1916, y = 1076, anchor = 'se')

    cur.execute('update progress set story_progress = "mnksc14";')
    con.commit()

    mnksc14.mainloop()

def mnkstr15():

    global mnksc15

    try:
        mnksc11.after(500, lambda: mnksc11.destroy())
    except NameError:
        pass

    try:
        mnksc13.after(500, lambda: mnksc13.destroy())
    except NameError:
        pass

    try:
        mnksc17.after(500, lambda: mnksc17.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    mnksc15 = tk.Toplevel()
    mnksc15.attributes('-fullscreen', True)

```



```
mnksc15.configure(bd = 1)

mnksc15_can = tk.Canvas(mnksc15, width = 1920, height = 1080, bg =
'black')
mnksc15_can.pack(expand = True, fill = 'both')

mnksc15_can.create_image(0, 0, image = main_bg, anchor = 'nw')

mbg1 = ImageTk.PhotoImage(Image.open('{}Chains.jpg'.format(ppath)))
mnksc15_pic1 = tk.Label(mnksc15, image = mbg1, bd=5)
mnksc15_pic1.place(x = 0, y = 0, anchor = 'nw')

mbg2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
10.jpg'.format(mpath)))
mnksc15_pic2 = tk.Label(mnksc15, image = mbg2, bd=5)
mnksc15_pic2.place(x = 1320, y = 0, anchor = 'nw')

mnksc15_fr1 = tk.Frame(mnksc15, width = 555, height = 365, bg =
'red')
mnksc15_fr1.place(x = 15, y = 700, anchor = 'nw')
mnksc15_fr1.propagate(0)

mnksc15_opt1 = tk.Button(mnksc15_fr1, text = 'Knock
it\nUnconscious\n with Your Staff',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
mnkstr16)
mnksc15_opt1.pack(fill = 'both', expand = True)

mnksc15_fr2 = tk.Frame(mnksc15, width = 555, height = 365, bg =
'blue')
mnksc15_fr2.place(x = 575, y = 700, anchor = 'nw')
mnksc15_fr2.propagate(0)

mnksc15_opt2 = tk.Button(mnksc15_fr2, text = 'Use Your Knife\nto
Put an End\nto the Ogre',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
mnkstr16)
mnksc15_opt2.pack(fill = 'both', expand = True)

mnksc15_fr3 = tk.Frame(mnksc15, width = 550, height = 363, bg =
'green')
mnksc15_fr3.place(x = 1135, y = 700, anchor = 'nw')
mnksc15_fr3.propagate(0)

mnksc15_opt3 = tk.Button(mnksc15_fr3, text = 'Make a\nRun for it',
                        font = ('Enchanted Land', 100),
                        bg = '#090D3A', fg = 'white', command =
mnkstr8)
mnksc15_opt3.pack(fill = 'both', expand = True)

mnksc15_pla = tk.Button(mnksc15, image = play_img, bg = 'black', bd
= 0, command = play_bgm)
mnksc15_pla.place(x = 1865, y = 5, anchor = 'ne')

mnksc15_pau = tk.Button(mnksc15, image = pause_img, bg = 'black',
bd = 0, command = pause_bgm)
```

```
mnksc15_pau.place(x = 1915, y = 5, anchor = 'ne')

mnksc15_heli = tk.Label(mnksc15, image = health_icn, bd = 0, bg =
'white')
mnksc15_heli.place(x = 1790, y = 690, anchor = 'ne')

mnksc15_helt = tk.Label(mnksc15, text = '100', font = ('Enchanted
Land', 55),
                        bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
mnksc15_helt.place(x = 1916, y = 690, anchor = 'ne')

mnksc15_armi = tk.Label(mnksc15, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
mnksc15_armi.place(x = 1790, y = 790, anchor = 'ne')

mnksc15_armt = tk.Label(mnksc15, text = '000', font = ('Enchanted
Land', 55),
                        bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
mnksc15_armt.place(x = 1916, y = 790, anchor = 'ne')

mnksc15_inv = tk.Button(mnksc15, text = 'Inventory', font =
('Enchanted Land', 33),
                        width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
mnksc15_inv.place(x = 1916, y = 890, anchor = 'ne')

mnksc15_ext = tk.Button(mnksc15, text = 'Exit', padx = 19, width =
10,
                        font = ('Enchanted Land', 33),
                        bg = '#272625', fg = 'white', command =
end_game)
mnksc15_ext.place(x = 1916, y = 1076, anchor = 'se')

cur.execute('update progress set story_progress = "mnksc15";')
con.commit()

mnksc15.mainloop()
```

```
def mnkstr16():
```

```
    global mnksc16
```

```
    try:
```

```
        mnksc12.after(500, lambda: mnksc12.destroy())
```

```
    except NameError:
```

```
        pass
```

```
    try:
```

```
        mnksc14.after(500, lambda: mnksc14.destroy())
```

```
    except NameError:
```

```
        pass
```

```
    try:
```

```
        mnksc15.after(500, lambda: mnksc15.destroy())
```

```
except NameError:
    pass

try:
    lodsc.after(500, lambda: lodsc.destroy())
    playsc.after(500, lambda: playsc.destroy())
except NameError:
    pass

mnksc16 = tk.Toplevel()
mnksc16.attributes('-fullscreen', True)
mnksc16.configure(bd = 0)

mnksc16_can = tk.Canvas(mnksc16, width = 1920, height = 1080, bg =
'black')
mnksc16_can.pack(expand = True, fill = 'both')

mbg1 = ImageTk.PhotoImage(Image.open('{}Parchment
6.jpg'.format(mpath)))
mnksc16_can.create_image(0, 0, image = mbg1, anchor = 'nw')

mnksc16_pla = tk.Button(mnksc16, image = play_img, bg = 'black', bd
= 0, command = play_bgm)
mnksc16_pla.place(x = 1865, y = 5, anchor = 'ne')

mnksc16_pau = tk.Button(mnksc16, image = pause_img, bg = 'black',
bd = 0, command = pause_bgm)
mnksc16_pau.place(x = 1915, y = 5, anchor = 'ne')

mnksc16_inv = tk.Button(mnksc16, text = 'Proceed', font =
('Enchanted Land', 33),
                        pady = 4, fg = 'white', bg = 'black', padx =
7)
mnksc16_inv.place(x = 1916, y = 890, anchor = 'ne')

mnksc16_ext = tk.Button(mnksc16, text = 'Exit', padx = 19, width =
5,
                        font = ('Enchanted Land', 33),
                        bg = 'black', fg = 'white', command =
end_game)
mnksc16_ext.place(x = 1916, y = 1076, anchor = 'se')

cur.execute('update progress set story_progress = "mnksc16";')
con.commit()

mnksc16.mainloop()

def mnkstr17():

    global mnksc17

    try:
        mnksc12.after(500, lambda: mnksc12.destroy())
    except NameError:
        pass
```

```

try:
    lodsc.after(500, lambda: lodsc.destroy())
    playsc.after(500, lambda: playsc.destroy())
except NameError:
    pass

mnksc17 = tk.Toplevel()
mnksc17.attributes('-fullscreen', True)
mnksc17.configure(bd = 1)

mnksc17_can = tk.Canvas(mnksc17, width = 1920, height = 1080, bg =
'black')
mnksc17_can.pack(expand = True, fill = 'both')

mnksc17_can.create_image(0, 0, image = main_bg, anchor = 'nw')

mbg1 = ImageTk.PhotoImage(Image.open('{}Smoke.jpg'.format(ppath)))
mnksc17_pic1 = tk.Label(mnksc17, image = mbg1, bd=5)
mnksc17_pic1.place(x = 0, y = 0, anchor = 'nw')

mbg2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
11.jpg'.format(mpath)))
mnksc17_pic2 = tk.Label(mnksc17, image = mbg2, bd=5)
mnksc17_pic2.place(x = 1320, y = 0, anchor = 'nw')

mnksc17_fr1 = tk.Frame(mnksc17, width = 555, height = 365, bg =
'red')
mnksc17_fr1.place(x = 15, y = 700, anchor = 'nw')
mnksc17_fr1.propagate(0)

mnksc17_opt1 = tk.Button(mnksc17_fr1, text = 'Poison\nthe Ogre',
                        font = ('Enchanted Land', 100),
                        bg = '#090D3A', fg = 'white', command =
mnkstr14)
mnksc17_opt1.pack(fill = 'both', expand = True)

mnksc17_fr2 = tk.Frame(mnksc17, width = 555, height = 365, bg =
'blue')
mnksc17_fr2.place(x = 575, y = 700, anchor = 'nw')
mnksc17_fr2.propagate(0)

mnksc17_opt2 = tk.Button(mnksc17_fr2, text = 'Paralyze\nthe Ogre',
                        font = ('Enchanted Land', 100),
                        bg = '#090D3A', fg = 'white', command =
mnkstr15)
mnksc17_opt2.pack(fill = 'both', expand = True)

mnksc17_fr3 = tk.Frame(mnksc17, width = 550, height = 363, bg =
'green')
mnksc17_fr3.place(x = 1135, y = 700, anchor = 'nw')
mnksc17_fr3.propagate(0)

mnksc17_opt3 = tk.Button(mnksc17_fr3, text = 'Attack the Ogre\n
with Your Knife',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
mnkstr8)
mnksc17_opt3.pack(fill = 'both', expand = True)

```

```

    mnksc17_pla = tk.Button(mnksc17, image = play_img, bg = 'black', bd
= 0, command = play_bgm)
    mnksc17_pla.place(x = 1865, y = 5, anchor = 'ne')

    mnksc17_pau = tk.Button(mnksc17, image = pause_img, bg = 'black',
bd = 0, command = pause_bgm)
    mnksc17_pau.place(x = 1915, y = 5, anchor = 'ne')

    mnksc17_heli = tk.Label(mnksc17, image = health_icn, bd = 0, bg =
'white')
    mnksc17_heli.place(x = 1790, y = 690, anchor = 'ne')

    mnksc17_helt = tk.Label(mnksc17, text = '100', font = ('Enchanted
Land', 55),
                                bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
    mnksc17_helt.place(x = 1916, y = 690, anchor = 'ne')

    mnksc17_armi = tk.Label(mnksc17, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
    mnksc17_armi.place(x = 1790, y = 790, anchor = 'ne')

    mnksc17_armt = tk.Label(mnksc17, text = '000', font = ('Enchanted
Land', 55),
                                bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
    mnksc17_armt.place(x = 1916, y = 790, anchor = 'ne')

    mnksc17_inv = tk.Button(mnksc17, text = 'Inventory', font =
('Enchanted Land', 33),
                                width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
    mnksc17_inv.place(x = 1916, y = 890, anchor = 'ne')

    mnksc17_ext = tk.Button(mnksc17, text = 'Exit', padx = 19, width =
10,
                                font = ('Enchanted Land', 33),
                                bg = '#272625', fg = 'white', command =
end_game)
    mnksc17_ext.place(x = 1916, y = 1076, anchor = 'se')

    cur.execute('update progress set story_progress = "mnksc17";')
    con.commit()

    mnksc17.mainloop()

#####
#####

## Thief's Story Begins ##

def thfstr1():

    global thfsc1

```

```

try:
    chrsc.after(500, lambda: chrsc.destroy())
except NameError:
    pass

try:
    lodsc.after(500, lambda: lodsc.destroy())
    playsc.after(500, lambda: playsc.destroy())
except NameError:
    pass

thfsc1 = tk.Toplevel()
thfsc1.attributes('-fullscreen', True)
thfsc1.configure(bd = 0)

thfsc1_can = tk.Canvas(thfsc1, width = 1920, height = 1080, bg =
'black')
thfsc1_can.pack(expand = True, fill = 'both')

tbgl = ImageTk.PhotoImage(Image.open('{}Parchment
1.jpg'.format(tpath)))
thfsc1_can.create_image(0, 0, image = tbgl, anchor = 'nw')

thfsc1_lbl = tk.Label(thfsc1, text = 'Welcome
{}'.format(save_name),
                      font = ('Enchanted Land', 100, 'bold'), padx = 20,
                      bg = '#0F0F0F', fg = 'white', relief = 'groove',)
thfsc1_lbl.place(x = 960, y = 20, anchor = 'n')

thfsc1_pla = tk.Button(thfsc1, image = play_img, bg = 'black', bd =
0, command = play_bgm)
thfsc1_pla.place(x = 1865, y = 5, anchor = 'ne')

thfsc1_pau = tk.Button(thfsc1, image = pause_img, bg = 'black', bd
= 0, command = pause_bgm)
thfsc1_pau.place(x = 1915, y = 5, anchor = 'ne')

thfsc1_inv = tk.Button(thfsc1, text = 'Proceed', font = ('Enchanted
Land', 33),
                      pady = 4, fg = 'white', bg = 'black', padx =
7, command=thfstr2)
thfsc1_inv.place(x = 1916, y = 890, anchor = 'ne')

thfsc1_ext = tk.Button(thfsc1, text = 'Exit', padx = 19, width = 5,
                      font = ('Enchanted Land', 33),
                      bg = 'black', fg = 'white', command =
end_game)
thfsc1_ext.place(x = 1916, y = 1076, anchor = 'se')

cur.execute('update progress set story_progress = "thfsc1";')
con.commit()

thfsc1.mainloop()

def thfstr2():

    global thfsc2

```

```

try:
    thfsc1.after(500, lambda: thfsc1.destroy())
except NameError:
    pass

try:
    lodsc.after(500, lambda: lodsc.destroy())
    playsc.after(500, lambda: playsc.destroy())
except NameError:
    pass

thfsc2 = tk.Toplevel()
thfsc2.attributes('-fullscreen', True)
thfsc2.configure(bd = 0)

thfsc2_can = tk.Canvas(thfsc2, width = 1920, height = 1080, bg =
'black')
thfsc2_can.pack(expand = True, fill = 'both')

tbgl = ImageTk.PhotoImage(Image.open('{}Parchment
2.jpg'.format(tpath)))
thfsc2_can.create_image(0, 0, image = tbgl, anchor = 'nw')

thfsc2_pla = tk.Button(thfsc2, image = play_img, bg = 'black', bd =
0, command = play_bgm)
thfsc2_pla.place(x = 1865, y = 5, anchor = 'ne')

thfsc2_pau = tk.Button(thfsc2, image = pause_img, bg = 'black', bd
= 0, command = pause_bgm)
thfsc2_pau.place(x = 1915, y = 5, anchor = 'ne')

thfsc2_inv = tk.Button(thfsc2, text = 'Proceed', font = ('Enchanted
Land', 33),
                        pady = 4, fg = 'white', bg = 'black', padx =
7, command=thfstr3)
thfsc2_inv.place(x = 1916, y = 890, anchor = 'ne')

thfsc2_ext = tk.Button(thfsc2, text = 'Exit', padx = 19, width = 5,
                        font = ('Enchanted Land', 33),
                        bg = 'black', fg = 'white', command =
end_game)
thfsc2_ext.place(x = 1916, y = 1076, anchor = 'se')

cur.execute('update progress set story_progress = "thfsc2";')
con.commit()

thfsc2.mainloop()

def thfstr3():

    global thfsc3

    try:
        thfsc2.after(500, lambda: thfsc2.destroy())
    except NameError:
        pass

```

```

try:
    lodsc.after(500, lambda: lodsc.destroy())
    playsc.after(500, lambda: playsc.destroy())
except NameError:
    pass

thfsc3 = tk.Toplevel()
thfsc3.attributes('-fullscreen', True)
thfsc3.configure(bd = 0)

thfsc3_can = tk.Canvas(thfsc3, width = 1920, height = 1080, bg =
'black')
thfsc3_can.pack(expand = True, fill = 'both')

tbgl = ImageTk.PhotoImage(Image.open('{}Parchment
3.jpg'.format(tpath)))
thfsc3_can.create_image(0, 0, image = tbgl, anchor = 'nw')

thfsc3_pla = tk.Button(thfsc3, image = play_img, bg = 'black', bd =
0, command = play_bgm)
thfsc3_pla.place(x = 1865, y = 5, anchor = 'ne')

thfsc3_pau = tk.Button(thfsc3, image = pause_img, bg = 'black', bd
= 0, command = pause_bgm)
thfsc3_pau.place(x = 1915, y = 5, anchor = 'ne')

thfsc3_inv = tk.Button(thfsc3, text = 'Proceed', font = ('Enchanted
Land', 33),
                                pady = 4, fg = 'white', bg = 'black', padx =
7, command=thfstr4)
thfsc3_inv.place(x = 1916, y = 890, anchor = 'ne')

thfsc3_ext = tk.Button(thfsc3, text = 'Exit', padx = 19, width = 5,
                                font = ('Enchanted Land', 33),
                                bg = 'black', fg = 'white', command =
end_game)
thfsc3_ext.place(x = 1916, y = 1076, anchor = 'se')

cur.execute('update progress set story_progress = "thfsc3";')
con.commit()

thfsc3.mainloop()

def thfstr4():

    global thfsc4

    try:
        thfsc3.after(500, lambda: thfsc3.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:

```



```
pass

thfsc4 = tk.Toplevel()
thfsc4.attributes('-fullscreen', True)
thfsc4.configure(bd = 0)

thfsc4_can = tk.Canvas(thfsc4, width = 1920, height = 1080, bg =
'black')
thfsc4_can.pack(expand = True, fill = 'both')

tbgl = ImageTk.PhotoImage(Image.open('{}Parchment
4.jpg'.format(tpath)))
thfsc4_can.create_image(0, 0, image = tbgl, anchor = 'nw')

thfsc4_pla = tk.Button(thfsc4, image = play_img, bg = 'black', bd =
0, command = play_bgm)
thfsc4_pla.place(x = 1865, y = 5, anchor = 'ne')

thfsc4_pau = tk.Button(thfsc4, image = pause_img, bg = 'black', bd
= 0, command = pause_bgm)
thfsc4_pau.place(x = 1915, y = 5, anchor = 'ne')

thfsc4_inv = tk.Button(thfsc4, text = 'Proceed', font = ('Enchanted
Land', 33),
                                pady = 4, fg = 'white', bg = 'black', padx =
7, command=thfstr5)
thfsc4_inv.place(x = 1916, y = 890, anchor = 'ne')

thfsc4_ext = tk.Button(thfsc4, text = 'Exit', padx = 19, width = 5,
                                font = ('Enchanted Land', 33),
                                bg = 'black', fg = 'white', command =
end_game)
thfsc4_ext.place(x = 1916, y = 1076, anchor = 'se')

cur.execute('update progress set story_progress = "thfsc4";')
con.commit()

cur.execute('insert into stats values (100, 000);')
con.commit()

cur.execute('insert into inventory (item_name, quantity) values
("Knife", 1)')
con.commit()

cur.execute('insert into inventory (item_name, quantity) values
("Leftover Bread", 1)')
con.commit()

cur.execute('insert into inventory (item_name, quantity) values
("Gold Coins", 100)')
con.commit()

thfsc4.mainloop()

def thfstr5():
```

```

global thfsc5

try:
    thfsc4.after(500, lambda: thfsc4.destroy())
except NameError:
    pass

try:
    lodsc.after(500, lambda: lodsc.destroy())
    playsc.after(500, lambda: playsc.destroy())
except NameError:
    pass

cur.execute('select health from stats;')
health1 = cur.fetchall()
health2 = health1[0]

cur.execute('select armour from stats;')
armour1 = cur.fetchall()
armour2 = armour1[0]

thfsc5 = tk.Toplevel()
thfsc5.attributes('-fullscreen', True)
thfsc5.configure(bd = 1)

thfsc5_can = tk.Canvas(thfsc5, width = 1920, height = 1080, bg =
'black')
thfsc5_can.pack(expand = True, fill = 'both')

thfsc5_can.create_image(0, 0, image = main_bg, anchor = 'nw')

tbgl = ImageTk.PhotoImage(Image.open('{}Prot\s
House.jpg'.format(ppath)))
thfsc5_pic1 = tk.Label(thfsc5, image = tbgl, bd=5)
thfsc5_pic1.place(x = 0, y = 0, anchor = 'nw')

tbgl2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
1.jpg'.format(tpath)))
thfsc5_pic2 = tk.Label(thfsc5, image = tbgl2, bd=5)
thfsc5_pic2.place(x = 1320, y = 0, anchor = 'nw')

thfsc5_fr1 = tk.Frame(thfsc5, width = 555, height = 365, bg =
'red')
thfsc5_fr1.place(x = 15, y = 700, anchor = 'nw')
thfsc5_fr1.propagate(0)

thfsc5_opt1 = tk.Button(thfsc5_fr1, text = 'Horse',
                        font = ('Enchanted Land', 100),
                        bg = '#090D3A', fg =
'white', command=thfstr6)
thfsc5_opt1.pack(fill = 'both', expand = True)

thfsc5_fr2 = tk.Frame(thfsc5, width = 555, height = 365, bg =
'blue')
thfsc5_fr2.place(x = 575, y = 700, anchor = 'nw')
thfsc5_fr2.propagate(0)

thfsc5_opt2 = tk.Button(thfsc5_fr2, text = 'On \nFoot',

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```

        font = ('Enchanted Land', 100),
        bg = '#090D3A', fg =
'white',command=thfstr7)
    thfsc5_opt2.pack(fill = 'both', expand = True)

    thfsc5_fr3 = tk.Frame(thfsc5, width = 550, height = 363, bg =
'green')
    thfsc5_fr3.place(x = 1135, y = 700, anchor = 'nw')
    thfsc5_fr3.propagate(0)

    thfsc5_opt3 = tk.Button(thfsc5_fr3, text = 'Use a
Witch\'s\nTeleportation\nPotion',
        font = ('Enchanted Land', 80),
        bg = '#090D3A', fg =
'white',command=thfstr8)
    thfsc5_opt3.pack(fill = 'both', expand = True)

    thfsc5_pla = tk.Button(thfsc5, image = play_img, bg = 'black', bd =
0, command = play_bgm)
    thfsc5_pla.place(x = 1865, y = 5, anchor = 'ne')

    thfsc5_pau = tk.Button(thfsc5, image = pause_img, bg = 'black', bd
= 0, command = pause_bgm)
    thfsc5_pau.place(x = 1915, y = 5, anchor = 'ne')

    thfsc5_fr4 = tk.Frame(thfsc5, width = 125, height = 105, bg =
'red')
    thfsc5_fr4.place(x = 1790, y = 690, anchor = 'nw')
    thfsc5_fr4.propagate(0)

    thfsc5_heli = tk.Label(thfsc5, image = health_icn, bd = 0, bg =
'white')
    thfsc5_heli.place(x = 1790, y = 690, anchor = 'ne')

    thfsc5_helt = tk.Label(thfsc5_fr4, text = health2[0], font =
('Enchanted Land', 55),
        bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
    thfsc5_helt.pack(fill = 'both', expand = True)

    thfsc5_fr5 = tk.Frame(thfsc5, width = 125, height = 105, bg =
'red')
    thfsc5_fr5.place(x = 1790, y = 790, anchor = 'nw')
    thfsc5_fr5.propagate(0)

    thfsc5_armi = tk.Label(thfsc5, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
    thfsc5_armi.place(x = 1790, y = 790, anchor = 'ne')

    thfsc5_armt = tk.Label(thfsc5_fr5, text = armour2[0], font =
('Enchanted Land', 55),
        bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
    thfsc5_armt.pack(fill = 'both', expand = True)

    thfsc5_inv = tk.Button(thfsc5, text = 'Inventory', font =
('Enchanted Land', 33),

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```
        width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
    thfsc5_inv.place(x = 1916, y = 890, anchor = 'ne')

    thfsc5_ext = tk.Button(thfsc5, text = 'Exit', padx = 19, width =
10,
                        font = ('Enchanted Land', 33),
                        bg = '#272625', fg = 'white', command =
end_game)
    thfsc5_ext.place(x = 1916, y = 1076, anchor = 'se')

    cur.execute('update progress set story_progress = "thfsc5";')
    con.commit()

    thfsc5.mainloop()

def thfstr6():

    global thfsc6

    try:
        thfsc5.after(500, lambda: thfsc5.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    thfsc6 = tk.Toplevel()
    thfsc6.attributes('-fullscreen', True)
    thfsc6.configure(bd = 1)

    thfsc6_can = tk.Canvas(thfsc6, width = 1920, height = 1080, bg =
'black')
    thfsc6_can.pack(expand = True, fill = 'both')

    thfsc6_can.create_image(0, 0, image = main_bg, anchor = 'nw')

    tbgl = ImageTk.PhotoImage(Image.open('{}Ogre in a
Jungle.jpg'.format(ppath)))
    thfsc6_pic1 = tk.Label(thfsc6, image = tbgl, bd=5)
    thfsc6_pic1.place(x = 0, y = 0, anchor = 'nw')

    tbg2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
2.jpg'.format(tpath)))
    thfsc6_pic2 = tk.Label(thfsc6, image = tbg2, bd=5)
    thfsc6_pic2.place(x = 1320, y = 0, anchor = 'nw')

    thfsc6_fr1 = tk.Frame(thfsc6, width = 555, height = 365, bg =
'red')
    thfsc6_fr1.place(x = 15, y = 700, anchor = 'nw')
    thfsc6_fr1.propagate(0)

    thfsc6_opt1 = tk.Button(thfsc6_fr1, font = ('Enchanted Land', 80),
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        text = 'Signal Your\nHorse to Leave',
        bg = '#090D3A', fg = 'white', command =
thfstr9)
    thfsc6_opt1.pack(fill = 'both', expand = True)

    thfsc6_fr2 = tk.Frame(thfsc6, width = 555, height = 365, bg =
'blue')
    thfsc6_fr2.place(x = 575, y = 700, anchor = 'nw')
    thfsc6_fr2.propagate(0)

    thfsc6_opt2 = tk.Button(thfsc6_fr2, font = ('Enchanted Land', 80),
        text = 'Get off Your\n Horse Without
Silently',
        bg = '#090D3A', fg = 'white', command =
thfstr10)
    thfsc6_opt2.pack(fill = 'both', expand = True)

    thfsc6_fr3 = tk.Frame(thfsc6, width = 550, height = 363, bg =
'green')
    thfsc6_fr3.place(x = 1135, y = 700, anchor = 'nw')
    thfsc6_fr3.propagate(0)

    thfsc6_opt3 = tk.Button(thfsc6_fr3, text = 'Attempt to Fight\n the
Ogre',
        font = ('Enchanted Land', 80),
        bg = '#090D3A', fg = 'white', command =
thfstr11)
    thfsc6_opt3.pack(fill = 'both', expand = True)

    thfsc6_pla = tk.Button(thfsc6, image = play_img, bg = 'black', bd =
0, command = play_bgm)
    thfsc6_pla.place(x = 1865, y = 5, anchor = 'ne')

    thfsc6_pau = tk.Button(thfsc6, image = pause_img, bg = 'black', bd
= 0, command = pause_bgm)
    thfsc6_pau.place(x = 1915, y = 5, anchor = 'ne')

    thfsc6_heli = tk.Label(thfsc6, image = health_icn, bd = 0, bg =
'white')
    thfsc6_heli.place(x = 1790, y = 690, anchor = 'ne')

    thfsc6_helt = tk.Label(thfsc6, text = '100', font = ('Enchanted
Land', 55),
        bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
    thfsc6_helt.place(x = 1916, y = 690, anchor = 'ne')

    thfsc6_armi = tk.Label(thfsc6, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
    thfsc6_armi.place(x = 1790, y = 790, anchor = 'ne')

    thfsc6_armt = tk.Label(thfsc6, text = '000', font = ('Enchanted
Land', 55),
        bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
    thfsc6_armt.place(x = 1916, y = 790, anchor = 'ne')
```

```

        thfsc6_inv = tk.Button(thfsc6, text = 'Inventory', font =
('Enchanted Land', 33),
                                width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
        thfsc6_inv.place(x = 1916, y = 890, anchor = 'ne')

        thfsc6_ext = tk.Button(thfsc6, text = 'Exit', padx = 19, width =
10,
                                font = ('Enchanted Land', 33),
                                bg = '#272625', fg = 'white', command =
end_game)
        thfsc6_ext.place(x = 1916, y = 1076, anchor = 'se')

        cur.execute('update progress set story_progress = "thfsc6";')
        con.commit()

        thfsc6.mainloop()

def thfstr7():

    global thfsc7

    try:
        thfsc5.after(500, lambda: thfsc5.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    thfsc7 = tk.Toplevel()
    thfsc7.attributes('-fullscreen', True)
    thfsc7.configure(bd = 1)

    thfsc7_can = tk.Canvas(thfsc7, width = 1920, height = 1080, bg =
'black')
    thfsc7_can.pack(expand = True, fill = 'both')

    thfsc7_can.create_image(0, 0, image = main_bg, anchor = 'nw')

    tbgl = ImageTk.PhotoImage(Image.open('{}Ogre in a
Jungle.jpg'.format(ppath)))
    thfsc7_pic1 = tk.Label(thfsc7, image = tbgl, bd=5)
    thfsc7_pic1.place(x = 0, y = 0, anchor = 'nw')

    tbg2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
3.jpg'.format(tpath)))
    thfsc7_pic2 = tk.Label(thfsc7, image = tbg2, bd=5)
    thfsc7_pic2.place(x = 1320, y = 0, anchor = 'nw')

    thfsc7_fr1 = tk.Frame(thfsc7, width = 555, height = 365, bg =
'red')
    thfsc7_fr1.place(x = 15, y = 700, anchor = 'nw')

```

```

thfsc7_fr1.propagate(0)

thfsc7_opt1 = tk.Button(thfsc7_fr1, text = 'Attempt to\n Distract
the Ogre',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
thfstr12)
thfsc7_opt1.pack(fill = 'both', expand = True)

thfsc7_fr2 = tk.Frame(thfsc7, width = 555, height = 365, bg =
'blue')
thfsc7_fr2.place(x = 575, y = 700, anchor = 'nw')
thfsc7_fr2.propagate(0)

thfsc7_opt2 = tk.Button(thfsc7_fr2, text = 'Attempt to\n Fight the
Ogre',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
thfstr11)
thfsc7_opt2.pack(fill = 'both', expand = True)

thfsc7_fr3 = tk.Frame(thfsc7, width = 550, height = 363, bg =
'green')
thfsc7_fr3.place(x = 1135, y = 700, anchor = 'nw')
thfsc7_fr3.propagate(0)

thfsc7_opt3 = tk.Button(thfsc7_fr3, text = 'Hide and Hope\n that
the Ogre\n Goes Away',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
thfstr13)
thfsc7_opt3.pack(fill = 'both', expand = True)

thfsc7_pla = tk.Button(thfsc7, image = play_img, bg = 'black', bd =
0, command = play_bgm)
thfsc7_pla.place(x = 1865, y = 5, anchor = 'ne')

thfsc7_pau = tk.Button(thfsc7, image = pause_img, bg = 'black', bd
= 0, command = pause_bgm)
thfsc7_pau.place(x = 1915, y = 5, anchor = 'ne')

thfsc7_heli = tk.Label(thfsc7, image = health_icn, bd = 0, bg =
'white')
thfsc7_heli.place(x = 1790, y = 690, anchor = 'ne')

thfsc7_helt = tk.Label(thfsc7, text = '100', font = ('Enchanted
Land', 55),
                      bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
thfsc7_helt.place(x = 1916, y = 690, anchor = 'ne')

thfsc7_armi = tk.Label(thfsc7, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
thfsc7_armi.place(x = 1790, y = 790, anchor = 'ne')

thfsc7_armt = tk.Label(thfsc7, text = '000', font = ('Enchanted
Land', 55),

```

```

        bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
    thfsc7_armt.place(x = 1916, y = 790, anchor = 'ne')

    thfsc7_inv = tk.Button(thfsc7, text = 'Inventory', font =
('Enchanted Land', 33),
        width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
    thfsc7_inv.place(x = 1916, y = 890, anchor = 'ne')

    thfsc7_ext = tk.Button(thfsc7, text = 'Exit', padx = 19, width =
10,
        font = ('Enchanted Land', 33),
        bg = '#272625', fg = 'white', command =
end_game)
    thfsc7_ext.place(x = 1916, y = 1076, anchor = 'se')

    cur.execute('update progress set story_progress = "thfsc7";')
    con.commit()

    thfsc7.mainloop()

def thfstr8():

    global thfsc8

    try:
        thfsc5.after(500, lambda: thfsc5.destroy())
    except NameError:
        pass

    try:
        thfsc11.after(500, lambda: thfsc11.destroy())
    except NameError:
        pass

    try:
        thfsc12.after(500, lambda: thfsc12.destroy())
    except NameError:
        pass

    try:
        thfsc13.after(500, lambda: thfsc13.destroy())
    except NameError:
        pass

    try:
        thfsc14.after(500, lambda: thfsc14.destroy())
    except NameError:
        pass

    try:
        thfsc15.after(500, lambda: thfsc15.destroy())
    except NameError:
        pass
```



```

try:
    thfsc17.after(500, lambda: thfsc17.destroy())
except NameError:
    pass

try:
    lodsc.after(500, lambda: lodsc.destroy())
    playsc.after(500, lambda: playsc.destroy())
except NameError:
    pass

thfsc8 = tk.Toplevel()
thfsc8.attributes('-fullscreen', True)
thfsc8.configure(bd = 0)

thfsc8_can = tk.Canvas(thfsc8, width = 1920, height = 1080, bg =
'black')
thfsc8_can.pack(expand = True, fill = 'both')

tbgl = ImageTk.PhotoImage(Image.open('{}Parchment
5.jpg'.format(tpath)))
thfsc8_can.create_image(0, 0, image = tbgl, anchor = 'nw')

thfsc8_pla = tk.Button(thfsc8, image = play_img, bg = 'black', bd =
0, command = play_bgm)
thfsc8_pla.place(x = 1865, y = 5, anchor = 'ne')

thfsc8_pau = tk.Button(thfsc8, image = pause_img, bg = 'black', bd
= 0, command = pause_bgm)
thfsc8_pau.place(x = 1915, y = 5, anchor = 'ne')

thfsc8_ext = tk.Button(thfsc8, text = 'Exit', padx = 19, width = 5,
                        font = ('Enchanted Land', 33),
                        bg = 'black', fg = 'white', command =
end_game)
thfsc8_ext.place(x = 1916, y = 1076, anchor = 'se')

cur.execute('update progress set story_progress = "thfsc8";')
con.commit()

thfsc8.mainloop()

def thfstr9():

    global thfsc9

    try:
        thfsc6.after(500, lambda: thfsc6.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

```

```

thfsc9 = tk.Toplevel()
thfsc9.attributes('-fullscreen', True)
thfsc9.configure(bd = 1)

thfsc9_can = tk.Canvas(thfsc9, width = 1920, height = 1080, bg =
'black')
thfsc9_can.pack(expand = True, fill = 'both')

thfsc9_can.create_image(0, 0, image = main_bg, anchor = 'nw')

tbgl = ImageTk.PhotoImage(Image.open('{}Horsecart
1.jpg'.format(ppath)))
thfsc9_pic1 = tk.Label(thfsc9, image = tbgl, bd=5)
thfsc9_pic1.place(x = 0, y = 0, anchor = 'nw')

tbgl2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
4.jpg'.format(tpath)))
thfsc9_pic2 = tk.Label(thfsc9, image = tbgl2, bd=5)
thfsc9_pic2.place(x = 1320, y = 0, anchor = 'nw')

thfsc9_fr1 = tk.Frame(thfsc9, width = 555, height = 365, bg =
'red')
thfsc9_fr1.place(x = 15, y = 700, anchor = 'nw')
thfsc9_fr1.propagate(0)

thfsc9_opt1 = tk.Button(thfsc9_fr1, text = 'Attempt to\n Distract
the Ogre',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
thfstr12)
thfsc9_opt1.pack(fill = 'both', expand = True)

thfsc9_fr2 = tk.Frame(thfsc9, width = 555, height = 365, bg =
'blue')
thfsc9_fr2.place(x = 575, y = 700, anchor = 'nw')
thfsc9_fr2.propagate(0)

thfsc9_opt2 = tk.Button(thfsc9_fr2, text = 'Attempt to\n Fight the
Ogre',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
thfstr11)
thfsc9_opt2.pack(fill = 'both', expand = True)

thfsc9_fr3 = tk.Frame(thfsc9, width = 550, height = 363, bg =
'green')
thfsc9_fr3.place(x = 1135, y = 700, anchor = 'nw')
thfsc9_fr3.propagate(0)

thfsc9_opt3 = tk.Button(thfsc9_fr3, text = 'Hide and Hope\nthat the
Ogre\nGoes Away',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
thfstr13)
thfsc9_opt3.pack(fill = 'both', expand = True)

```

```

    thfsc9_pla = tk.Button(thfsc9, image = play_img, bg = 'black', bd =
0, command = play_bgm)
    thfsc9_pla.place(x = 1865, y = 5, anchor = 'ne')

    thfsc9_pau = tk.Button(thfsc9, image = pause_img, bg = 'black', bd
= 0, command = pause_bgm)
    thfsc9_pau.place(x = 1915, y = 5, anchor = 'ne')

    thfsc9_heli = tk.Label(thfsc9, image = health_icn, bd = 0, bg =
'white')
    thfsc9_heli.place(x = 1790, y = 690, anchor = 'ne')

    thfsc9_helt = tk.Label(thfsc9, text = '100', font = ('Enchanted
Land', 55),
                                bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
    thfsc9_helt.place(x = 1916, y = 690, anchor = 'ne')

    thfsc9_armi = tk.Label(thfsc9, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
    thfsc9_armi.place(x = 1790, y = 790, anchor = 'ne')

    thfsc9_armt = tk.Label(thfsc9, text = '000', font = ('Enchanted
Land', 55),
                                bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
    thfsc9_armt.place(x = 1916, y = 790, anchor = 'ne')

    thfsc9_inv = tk.Button(thfsc9, text = 'Inventory', font =
('Enchanted Land', 33),
                                width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
    thfsc9_inv.place(x = 1916, y = 890, anchor = 'ne')

    thfsc9_ext = tk.Button(thfsc9, text = 'Exit', padx = 19, width =
10,
                                font = ('Enchanted Land', 33),
                                bg = '#272625', fg = 'white', command =
end_game)
    thfsc9_ext.place(x = 1916, y = 1076, anchor = 'se')

    cur.execute('update progress set story_progress = "thfsc9";')
    con.commit()

    thfsc9.mainloop()

def thfstr10():

    global thfsc10

    try:
        thfsc6.after(500, lambda: thfsc6.destroy())
    except NameError:
        pass

    try:

```

```

        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
except NameError:
    pass

thfsc10 = tk.Toplevel()
thfsc10.attributes('-fullscreen', True)
thfsc10.configure(bd = 1)

thfsc10_can = tk.Canvas(thfsc10, width = 1920, height = 1080, bg =
'black')
thfsc10_can.pack(expand = True, fill = 'both')

thfsc10_can.create_image(0, 0, image = main_bg, anchor = 'nw')

tbgl = ImageTk.PhotoImage(Image.open('{}Wagon.jpg'.format(ppath)))
thfsc10_pic1 = tk.Label(thfsc10, image = tbgl, bd=5)
thfsc10_pic1.place(x = 0, y = 0, anchor = 'nw')

tbgl2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
5.jpg'.format(tpath)))
thfsc10_pic2 = tk.Label(thfsc10, image = tbgl2, bd=5)
thfsc10_pic2.place(x = 1320, y = 0, anchor = 'nw')

thfsc10_fr1 = tk.Frame(thfsc10, width = 555, height = 365, bg =
'red')
thfsc10_fr1.place(x = 15, y = 700, anchor = 'nw')
thfsc10_fr1.propagate(0)

thfsc10_opt1 = tk.Button(thfsc10_fr1, text = 'Attempt to\n Distract
the Ogre',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
thfstr12)
thfsc10_opt1.pack(fill = 'both', expand = True)

thfsc10_fr2 = tk.Frame(thfsc10, width = 555, height = 365, bg =
'blue')
thfsc10_fr2.place(x = 575, y = 700, anchor = 'nw')
thfsc10_fr2.propagate(0)

thfsc10_opt2 = tk.Button(thfsc10_fr2, text = 'Attempt to\n Fight
the Ogre',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
thfstr11)
thfsc10_opt2.pack(fill = 'both', expand = True)

thfsc10_fr3 = tk.Frame(thfsc10, width = 550, height = 363, bg =
'green')
thfsc10_fr3.place(x = 1135, y = 700, anchor = 'nw')
thfsc10_fr3.propagate(0)

thfsc10_opt3 = tk.Button(thfsc10_fr3, text = 'Hide and Hope\n that
the Ogre\n Goes Away',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
thfstr13)

```

```

thfsc10_opt3.pack(fill = 'both', expand = True)

thfsc10_pla = tk.Button(thfsc10, image = play_img, bg = 'black', bd
= 0, command = play_bgm)
thfsc10_pla.place(x = 1865, y = 5, anchor = 'ne')

thfsc10_pau = tk.Button(thfsc10, image = pause_img, bg = 'black',
bd = 0, command = pause_bgm)
thfsc10_pau.place(x = 1915, y = 5, anchor = 'ne')

thfsc10_heli = tk.Label(thfsc10, image = health_icn, bd = 0, bg =
'white')
thfsc10_heli.place(x = 1790, y = 690, anchor = 'ne')

thfsc10_helt = tk.Label(thfsc10, text = '100', font = ('Enchanted
Land', 55),
                        bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
thfsc10_helt.place(x = 1916, y = 690, anchor = 'ne')

thfsc10_armi = tk.Label(thfsc10, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
thfsc10_armi.place(x = 1790, y = 790, anchor = 'ne')

thfsc10_armt = tk.Label(thfsc10, text = '000', font = ('Enchanted
Land', 55),
                        bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
thfsc10_armt.place(x = 1916, y = 790, anchor = 'ne')

thfsc10_inv = tk.Button(thfsc10, text = 'Inventory', font =
('Enchanted Land', 33),
                        width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
thfsc10_inv.place(x = 1916, y = 890, anchor = 'ne')

thfsc10_ext = tk.Button(thfsc10, text = 'Exit', padx = 19, width =
10,
                        font = ('Enchanted Land', 33),
bg = '#272625', fg = 'white', command =
end_game)
thfsc10_ext.place(x = 1916, y = 1076, anchor = 'se')

cur.execute('update progress set story_progress = "thfsc10";')
con.commit()

thfsc10.mainloop()

def thfstr11():

    global thfsc11

    try:
        thfsc6.after(500, lambda: thfsc6.destroy())
    except NameError:
        pass

```

```

try:
    thfsc7.after(500, lambda: thfsc7.destroy())
except NameError:
    pass

try:
    thfsc9.after(500, lambda: thfsc9.destroy())
except NameError:
    pass

try:
    thfsc10.after(500, lambda: thfsc10.destroy())
except NameError:
    pass

try:
    lodsc.after(500, lambda: lodsc.destroy())
    playsc.after(500, lambda: playsc.destroy())
except NameError:
    pass

thfsc11 = tk.Toplevel()
thfsc11.attributes('-fullscreen', True)
thfsc11.configure(bd = 1)

thfsc11_can = tk.Canvas(thfsc11, width = 1920, height = 1080, bg =
'black')
thfsc11_can.pack(expand = True, fill = 'both')

thfsc11_can.create_image(0, 0, image = main_bg, anchor = 'nw')

tbgl = ImageTk.PhotoImage(Image.open('{}Ogre
Fight.jpg'.format(ppath)))
thfsc11_pic1 = tk.Label(thfsc11, image = tbgl, bd=5)
thfsc11_pic1.place(x = 0, y = 0, anchor = 'nw')

tbgl2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
6.jpg'.format(tpath)))
thfsc11_pic2 = tk.Label(thfsc11, image = tbgl2, bd=5)
thfsc11_pic2.place(x = 1320, y = 0, anchor = 'nw')

thfsc11_fr1 = tk.Frame(thfsc11, width = 555, height = 365, bg =
'red')
thfsc11_fr1.place(x = 15, y = 700, anchor = 'nw')
thfsc11_fr1.propagate(0)

thfsc11_opt1 = tk.Button(thfsc11_fr1, text = 'Poison\nthe Ogre
using a\nPoisoned Blade',
                        font = ('Enchanted Land', 100),
                        bg = '#090D3A', fg = 'white', command =
thfstr14)
thfsc11_opt1.pack(fill = 'both', expand = True)

thfsc11_fr2 = tk.Frame(thfsc11, width = 555, height = 365, bg =
'blue')
thfsc11_fr2.place(x = 575, y = 700, anchor = 'nw')
thfsc11_fr2.propagate(0)

```

```

thfsc11_opt2 = tk.Button(thfsc11_fr2, text = 'Tie Up\nthe
Ogre\nUsing Chains',
                        font = ('Enchanted Land', 100),
                        bg = '#090D3A', fg = 'white', command =
thfstr15)
thfsc11_opt2.pack(fill = 'both', expand = True)

thfsc11_fr3 = tk.Frame(thfsc11, width = 550, height = 363, bg =
'green')
thfsc11_fr3.place(x = 1135, y = 700, anchor = 'nw')
thfsc11_fr3.propagate(0)

thfsc11_opt3 = tk.Button(thfsc11_fr3, text = 'Use Your Knife\n to
Attack',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
thfstr8)
thfsc11_opt3.pack(fill = 'both', expand = True)

thfsc11_pla = tk.Button(thfsc11, image = play_img, bg = 'black', bd
= 0, command = play_bgm)
thfsc11_pla.place(x = 1865, y = 5, anchor = 'ne')

thfsc11_pau = tk.Button(thfsc11, image = pause_img, bg = 'black',
bd = 0, command = pause_bgm)
thfsc11_pau.place(x = 1915, y = 5, anchor = 'ne')

thfsc11_heli = tk.Label(thfsc11, image = health_icn, bd = 0, bg =
'white')
thfsc11_heli.place(x = 1790, y = 690, anchor = 'ne')

thfsc11_helt = tk.Label(thfsc11, text = '100', font = ('Enchanted
Land', 55),
                        bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
thfsc11_helt.place(x = 1916, y = 690, anchor = 'ne')

thfsc11_armi = tk.Label(thfsc11, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
thfsc11_armi.place(x = 1790, y = 790, anchor = 'ne')

thfsc11_armt = tk.Label(thfsc11, text = '000', font = ('Enchanted
Land', 55),
                        bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
thfsc11_armt.place(x = 1916, y = 790, anchor = 'ne')

thfsc11_inv = tk.Button(thfsc11, text = 'Inventory', font =
('Enchanted Land', 33),
                        width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
thfsc11_inv.place(x = 1916, y = 890, anchor = 'ne')

thfsc11_ext = tk.Button(thfsc11, text = 'Exit', padx = 19, width =
10,
                        font = ('Enchanted Land', 33),

```

```
        bg = '#272625', fg = 'white', command =
end_game)
    thfsc11_ext.place(x = 1916, y = 1076, anchor = 'se')

    cur.execute('update progress set story_progress = "thfsc11";')
    con.commit()

    thfsc11.mainloop()

def thfstr12():

    global thfsc12

    try:
        thfsc7.after(500, lambda: thfsc7.destroy())
    except NameError:
        pass

    try:
        thfsc9.after(500, lambda: thfsc9.destroy())
    except NameError:
        pass

    try:
        thfsc10.after(500, lambda: thfsc10.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    thfsc12 = tk.Toplevel()
    thfsc12.attributes('-fullscreen', True)
    thfsc12.configure(bd = 1)

    thfsc12_can = tk.Canvas(thfsc12, width = 1920, height = 1080, bg =
'black')
    thfsc12_can.pack(expand = True, fill = 'both')

    thfsc12_can.create_image(0, 0, image = main_bg, anchor = 'nw')

    tbg1 = ImageTk.PhotoImage(Image.open('{}Wizard
Story.jpg'.format(ppath)))
    thfsc12_pic1 = tk.Label(thfsc12, image = tbg1, bd=5)
    thfsc12_pic1.place(x = 0, y = 0, anchor = 'nw')

    tbg2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
7.jpg'.format(tpath)))
    thfsc12_pic2 = tk.Label(thfsc12, image = tbg2, bd=5)
    thfsc12_pic2.place(x = 1320, y = 0, anchor = 'nw')

    thfsc12_fr1 = tk.Frame(thfsc12, width = 555, height = 365, bg =
'red')
```



```
thfsc12_fr1.place(x = 15, y = 700, anchor = 'nw')
thfsc12_fr1.propagate(0)

thfsc12_opt1 = tk.Button(thfsc12_fr1, font = ('Enchanted Land',
55),
                        text = 'Use a Bomb\n to Make an\nExplosion
and Run',
                        bg = '#090D3A', fg = 'white', command =
thfstr16)
thfsc12_opt1.pack(fill = 'both', expand = True)

thfsc12_fr2 = tk.Frame(thfsc12, width = 555, height = 365, bg =
'blue')
thfsc12_fr2.place(x = 575, y = 700, anchor = 'nw')
thfsc12_fr2.propagate(0)

thfsc12_opt2 = tk.Button(thfsc12_fr2, text = 'Use a\nSmokebomb',
                        font = ('Enchanted Land', 70),
                        bg = '#090D3A', fg = 'white', command =
thfstr17)
thfsc12_opt2.pack(fill = 'both', expand = True)

thfsc12_fr3 = tk.Frame(thfsc12, width = 550, height = 363, bg =
'green')
thfsc12_fr3.place(x = 1135, y = 700, anchor = 'nw')
thfsc12_fr3.propagate(0)

thfsc12_opt3 = tk.Button(thfsc12_fr3, text = 'Throw a Big Rock\n in
the Lake Nearby',
                        font = ('Enchanted Land', 75),
                        bg = '#090D3A', fg = 'white', command =
thfstr8)
thfsc12_opt3.pack(fill = 'both', expand = True)

thfsc12_pla = tk.Button(thfsc12, image = play_img, bg = 'black', bd
= 0, command = play_bgm)
thfsc12_pla.place(x = 1865, y = 5, anchor = 'ne')

thfsc12_pau = tk.Button(thfsc12, image = pause_img, bg = 'black',
bd = 0, command = pause_bgm)
thfsc12_pau.place(x = 1915, y = 5, anchor = 'ne')

thfsc12_heli = tk.Label(thfsc12, image = health_icn, bd = 0, bg =
'white')
thfsc12_heli.place(x = 1790, y = 690, anchor = 'ne')

thfsc12_helt = tk.Label(thfsc12, text = '100', font = ('Enchanted
Land', 55),
                        bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
thfsc12_helt.place(x = 1916, y = 690, anchor = 'ne')

thfsc12_armi = tk.Label(thfsc12, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
thfsc12_armi.place(x = 1790, y = 790, anchor = 'ne')

thfsc12_armt = tk.Label(thfsc12, text = '000', font = ('Enchanted
Land', 55),
```

```

        bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
    thfsc12_armt.place(x = 1916, y = 790, anchor = 'ne')

    thfsc12_inv = tk.Button(thfsc12, text = 'Inventory', font =
('Enchanted Land', 33),
        width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
    thfsc12_inv.place(x = 1916, y = 890, anchor = 'ne')

    thfsc12_ext = tk.Button(thfsc12, text = 'Exit', padx = 19, width =
10,
        font = ('Enchanted Land', 33),
        bg = '#272625', fg = 'white', command =
end_game)
    thfsc12_ext.place(x = 1916, y = 1076, anchor = 'se')

    cur.execute('update progress set story_progress = "thfsc12";')
    con.commit()

    thfsc12.mainloop()
```

```
def thfstr13():

    global thfsc13

    try:
        thfsc7.after(500, lambda: thfsc7.destroy())
    except NameError:
        pass

    try:
        thfsc9.after(500, lambda: thfsc9.destroy())
    except NameError:
        pass

    try:
        thfsc10.after(500, lambda: thfsc10.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    thfsc13 = tk.Toplevel()
    thfsc13.attributes('-fullscreen', True)
    thfsc13.configure(bd = 1)

    thfsc13_can = tk.Canvas(thfsc13, width = 1920, height = 1080, bg =
'black')
    thfsc13_can.pack(expand = True, fill = 'both')
```

```

thfsc13_can.create_image(0, 0, image = main_bg, anchor = 'nw')

tbgl = ImageTk.PhotoImage(Image.open('{}Ogre
Fight.jpg'.format(ppath)))
thfsc13_pic1 = tk.Label(thfsc13, image = tbgl, bd=5)
thfsc13_pic1.place(x = 0, y = 0, anchor = 'nw')

tbg2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
8.jpg'.format(tpath)))
thfsc13_pic2 = tk.Label(thfsc13, image = tbg2, bd=5)
thfsc13_pic2.place(x = 1320, y = 0, anchor = 'nw')

thfsc13_fr1 = tk.Frame(thfsc13, width = 555, height = 365, bg =
'red')
thfsc13_fr1.place(x = 15, y = 700, anchor = 'nw')
thfsc13_fr1.propagate(0)

thfsc13_opt1 = tk.Button(thfsc13_fr1, text = 'Poison\nthe Ogre
using a\nPoisoned Blade',
                        font = ('Enchanted Land', 100),
                        bg = '#090D3A', fg = 'white', command =
thfstr14)
thfsc13_opt1.pack(fill = 'both', expand = True)

thfsc13_fr2 = tk.Frame(thfsc13, width = 555, height = 365, bg =
'blue')
thfsc13_fr2.place(x = 575, y = 700, anchor = 'nw')
thfsc13_fr2.propagate(0)

thfsc13_opt2 = tk.Button(thfsc13_fr2, text = 'Tie Up\nthe
Ogre\nUsing Chains',
                        font = ('Enchanted Land', 100),
                        bg = '#090D3A', fg = 'white', command =
thfstr15)
thfsc13_opt2.pack(fill = 'both', expand = True)

thfsc13_fr3 = tk.Frame(thfsc13, width = 550, height = 363, bg =
'green')
thfsc13_fr3.place(x = 1135, y = 700, anchor = 'nw')
thfsc13_fr3.propagate(0)

thfsc13_opt3 = tk.Button(thfsc13_fr3, text = 'Try to Stab\n the
Ogre with\n Your Knife',
                        font = ('Enchanted Land', 70),
                        bg = '#090D3A', fg = 'white', command =
thfstr8)
thfsc13_opt3.pack(fill = 'both', expand = True)

thfsc13_pla = tk.Button(thfsc13, image = play_img, bg = 'black', bd
= 0, command = play_bgm)
thfsc13_pla.place(x = 1865, y = 5, anchor = 'ne')

thfsc13_pau = tk.Button(thfsc13, image = pause_img, bg = 'black',
bd = 0, command = pause_bgm)
thfsc13_pau.place(x = 1915, y = 5, anchor = 'ne')

thfsc13_heli = tk.Label(thfsc13, image = health_icn, bd = 0, bg =
'white')

```

```
thfsc13_heli.place(x = 1790, y = 690, anchor = 'ne')

thfsc13_helt = tk.Label(thfsc13, text = '100', font = ('Enchanted
Land', 55),
                        bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
thfsc13_helt.place(x = 1916, y = 690, anchor = 'ne')

thfsc13_armi = tk.Label(thfsc13, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
thfsc13_armi.place(x = 1790, y = 790, anchor = 'ne')

thfsc13_armt = tk.Label(thfsc13, text = '000', font = ('Enchanted
Land', 55),
                        bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
thfsc13_armt.place(x = 1916, y = 790, anchor = 'ne')

thfsc13_inv = tk.Button(thfsc13, text = 'Inventory', font =
('Enchanted Land', 33),
                        width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
thfsc13_inv.place(x = 1916, y = 890, anchor = 'ne')

thfsc13_ext = tk.Button(thfsc13, text = 'Exit', padx = 19, width =
10,
                        font = ('Enchanted Land', 33),
                        bg = '#272625', fg = 'white', command =
end_game)
thfsc13_ext.place(x = 1916, y = 1076, anchor = 'se')

cur.execute('update progress set story_progress = "thfsc13";')
con.commit()

thfsc13.mainloop()
```

```
def thfstr14():
```

```
    global thfsc14
```

```
    try:
```

```
        thfsc11.after(500, lambda: thfsc11.destroy())
```

```
    except NameError:
```

```
        pass
```

```
    try:
```

```
        thfsc13.after(500, lambda: thfsc13.destroy())
```

```
    except NameError:
```

```
        pass
```

```
    try:
```

```
        thfsc17.after(500, lambda: thfsc17.destroy())
```

```
    except NameError:
```

```
        pass
```

```
    try:
```

```

        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    thfsc14 = tk.Toplevel()
    thfsc14.attributes('-fullscreen', True)
    thfsc14.configure(bd = 1)

    thfsc14_can = tk.Canvas(thfsc14, width = 1920, height = 1080, bg =
'black')
    thfsc14_can.pack(expand = True, fill = 'both')

    thfsc14_can.create_image(0, 0, image = main_bg, anchor = 'nw')

    tbg1 = ImageTk.PhotoImage(Image.open('{}Poison.jpg'.format(ppath)))
    thfsc14_pic1 = tk.Label(thfsc14, image = tbg1, bd=5)
    thfsc14_pic1.place(x = 0, y = 0, anchor = 'nw')

    tbg2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
9.jpg'.format(tpath)))
    thfsc14_pic2 = tk.Label(thfsc14, image = tbg2, bd=5)
    thfsc14_pic2.place(x = 1320, y = 0, anchor = 'nw')

    thfsc14_fr1 = tk.Frame(thfsc14, width = 555, height = 365, bg =
'red')
    thfsc14_fr1.place(x = 15, y = 700, anchor = 'nw')
    thfsc14_fr1.propagate(0)

    thfsc14_opt1 = tk.Button(thfsc14_fr1, text = 'Knock
it\nUnconscious\n with your Dagger\'s Hilt',
                            font = ('Enchanted Land', 80),
                            bg = '#090D3A', fg = 'white', command =
thfstr16)
    thfsc14_opt1.pack(fill = 'both', expand = True)

    thfsc14_fr2 = tk.Frame(thfsc14, width = 555, height = 365, bg =
'blue')
    thfsc14_fr2.place(x = 575, y = 700, anchor = 'nw')
    thfsc14_fr2.propagate(0)

    thfsc14_opt2 = tk.Button(thfsc14_fr2, text = 'Use Your Knife
to\nPut an End to\n the Ogre',
                            font = ('Enchanted Land', 80),
                            bg = '#090D3A', fg = 'white', command =
thfstr16)
    thfsc14_opt2.pack(fill = 'both', expand = True)

    thfsc14_fr3 = tk.Frame(thfsc14, width = 550, height = 363, bg =
'green')
    thfsc14_fr3.place(x = 1135, y = 700, anchor = 'nw')
    thfsc14_fr3.propagate(0)

    thfsc14_opt3 = tk.Button(thfsc14_fr3, text = 'Leave the Ogre\n and
Let Time Put\n an End to it',
                            font = ('Enchanted Land', 80),
                            bg = '#090D3A', fg = 'white', command =
thfstr8)

```

```

thfsc14_opt3.pack(fill = 'both', expand = True)

thfsc14_pla = tk.Button(thfsc14, image = play_img, bg = 'black', bd
= 0, command = play_bgm)
thfsc14_pla.place(x = 1865, y = 5, anchor = 'ne')

thfsc14_pau = tk.Button(thfsc14, image = pause_img, bg = 'black',
bd = 0, command = pause_bgm)
thfsc14_pau.place(x = 1915, y = 5, anchor = 'ne')

thfsc14_heli = tk.Label(thfsc14, image = health_icn, bd = 0, bg =
'white')
thfsc14_heli.place(x = 1790, y = 690, anchor = 'ne')

thfsc14_helt = tk.Label(thfsc14, text = '100', font = ('Enchanted
Land', 55),
                        bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
thfsc14_helt.place(x = 1916, y = 690, anchor = 'ne')

thfsc14_armi = tk.Label(thfsc14, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
thfsc14_armi.place(x = 1790, y = 790, anchor = 'ne')

thfsc14_armt = tk.Label(thfsc14, text = '000', font = ('Enchanted
Land', 55),
                        bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
thfsc14_armt.place(x = 1916, y = 790, anchor = 'ne')

thfsc14_inv = tk.Button(thfsc14, text = 'Inventory', font =
('Enchanted Land', 33),
                        width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
thfsc14_inv.place(x = 1916, y = 890, anchor = 'ne')

thfsc14_ext = tk.Button(thfsc14, text = 'Exit', padx = 19, width =
10,
                        font = ('Enchanted Land', 33),
bg = '#272625', fg = 'white', command =
end_game)
thfsc14_ext.place(x = 1916, y = 1076, anchor = 'se')

cur.execute('update progress set story_progress = "thfsc14";')
con.commit()

thfsc14.mainloop()

def thfstr15():

    global thfsc15

    try:
        thfsc11.after(500, lambda: thfsc11.destroy())
    except NameError:
        pass

```

```

try:
    thfsc13.after(500, lambda: thfsc13.destroy())
except NameError:
    pass

try:
    thfsc17.after(500, lambda: thfsc17.destroy())
except NameError:
    pass

try:
    lodsc.after(500, lambda: lodsc.destroy())
    playsc.after(500, lambda: playsc.destroy())
except NameError:
    pass

thfsc15 = tk.Toplevel()
thfsc15.attributes('-fullscreen', True)
thfsc15.configure(bd = 1)

thfsc15_can = tk.Canvas(thfsc15, width = 1920, height = 1080, bg =
'black')
thfsc15_can.pack(expand = True, fill = 'both')

thfsc15_can.create_image(0, 0, image = main_bg, anchor = 'nw')

tbgl = ImageTk.PhotoImage(Image.open('{}Chains.jpg'.format(ppath)))
thfsc15_pic1 = tk.Label(thfsc15, image = tbgl, bd=5)
thfsc15_pic1.place(x = 0, y = 0, anchor = 'nw')

tbgl2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
10.jpg'.format(tpath)))
thfsc15_pic2 = tk.Label(thfsc15, image = tbgl2, bd=5)
thfsc15_pic2.place(x = 1320, y = 0, anchor = 'nw')

thfsc15_fr1 = tk.Frame(thfsc15, width = 555, height = 365, bg =
'red')
thfsc15_fr1.place(x = 15, y = 700, anchor = 'nw')
thfsc15_fr1.propagate(0)

thfsc15_opt1 = tk.Button(thfsc15_fr1, text = 'Knock
it\nUnconscious\n with your Dagger\'s Hilt',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
thfstr16)
thfsc15_opt1.pack(fill = 'both', expand = True)

thfsc15_fr2 = tk.Frame(thfsc15, width = 555, height = 365, bg =
'blue')
thfsc15_fr2.place(x = 575, y = 700, anchor = 'nw')
thfsc15_fr2.propagate(0)

thfsc15_opt2 = tk.Button(thfsc15_fr2, text = 'Use Your Knife\nto
Put an End\nto the Ogre',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
thfstr16)

```

```

thfsc15_opt2.pack(fill = 'both', expand = True)

thfsc15_fr3 = tk.Frame(thfsc15, width = 550, height = 363, bg =
'green')
thfsc15_fr3.place(x = 1135, y = 700, anchor = 'nw')
thfsc15_fr3.propagate(0)

thfsc15_opt3 = tk.Button(thfsc15_fr3, text = 'Make a\nRun for it',
                        font = ('Enchanted Land', 100),
                        bg = '#090D3A', fg = 'white', command =
thfstr8)
thfsc15_opt3.pack(fill = 'both', expand = True)

thfsc15_pla = tk.Button(thfsc15, image = play_img, bg = 'black', bd
= 0, command = play_bgm)
thfsc15_pla.place(x = 1865, y = 5, anchor = 'ne')

thfsc15_pau = tk.Button(thfsc15, image = pause_img, bg = 'black',
bd = 0, command = pause_bgm)
thfsc15_pau.place(x = 1915, y = 5, anchor = 'ne')

thfsc15_heli = tk.Label(thfsc15, image = health_icn, bd = 0, bg =
'white')
thfsc15_heli.place(x = 1790, y = 690, anchor = 'ne')

thfsc15_helt = tk.Label(thfsc15, text = '100', font = ('Enchanted
Land', 55),
                        bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
thfsc15_helt.place(x = 1916, y = 690, anchor = 'ne')

thfsc15_armi = tk.Label(thfsc15, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
thfsc15_armi.place(x = 1790, y = 790, anchor = 'ne')

thfsc15_armt = tk.Label(thfsc15, text = '000', font = ('Enchanted
Land', 55),
                        bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
thfsc15_armt.place(x = 1916, y = 790, anchor = 'ne')

thfsc15_inv = tk.Button(thfsc15, text = 'Inventory', font =
('Enchanted Land', 33),
                        width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
thfsc15_inv.place(x = 1916, y = 890, anchor = 'ne')

thfsc15_ext = tk.Button(thfsc15, text = 'Exit', padx = 19, width =
10,
                        font = ('Enchanted Land', 33),
                        bg = '#272625', fg = 'white', command =
end_game)
thfsc15_ext.place(x = 1916, y = 1076, anchor = 'se')

cur.execute('update progress set story_progress = "thfsc15";')
con.commit()

thfsc15.mainloop()

```



```
def thfstr16():

    global thfsc16

    try:
        thfsc12.after(500, lambda: thfsc12.destroy())
    except NameError:
        pass

    try:
        thfsc14.after(500, lambda: thfsc14.destroy())
    except NameError:
        pass

    try:
        thfsc15.after(500, lambda: thfsc15.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    thfsc16 = tk.Toplevel()
    thfsc16.attributes('-fullscreen', True)
    thfsc16.configure(bd = 0)

    thfsc16_can = tk.Canvas(thfsc16, width = 1920, height = 1080, bg =
'black')
    thfsc16_can.pack(expand = True, fill = 'both')

    tbgl = ImageTk.PhotoImage(Image.open('{}Parchment
6.jpg'.format(tpath)))
    thfsc16_can.create_image(0, 0, image = tbgl, anchor = 'nw')

    thfsc16_pla = tk.Button(thfsc16, image = play_img, bg = 'black', bd
= 0, command = play_bgm)
    thfsc16_pla.place(x = 1865, y = 5, anchor = 'ne')

    thfsc16_pau = tk.Button(thfsc16, image = pause_img, bg = 'black',
bd = 0, command = pause_bgm)
    thfsc16_pau.place(x = 1915, y = 5, anchor = 'ne')

    thfsc16_inv = tk.Button(thfsc16, text = 'Proceed', font =
('Enchanted Land', 33),
                        pady = 4, fg = 'white', bg = 'black', padx =
7)
    thfsc16_inv.place(x = 1916, y = 890, anchor = 'ne')

    thfsc16_ext = tk.Button(thfsc16, text = 'Exit', padx = 19, width =
5,
                        font = ('Enchanted Land', 33),
```

```
        bg = 'black', fg = 'white', command =
end_game)
    thfsc16_ext.place(x = 1916, y = 1076, anchor = 'se')

    cur.execute('update progress set story_progress = "thfsc16";')
    con.commit()

    thfsc16.mainloop()

def thfstr17():

    global thfsc17

    try:
        thfsc12.after(500, lambda: thfsc12.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    thfsc17 = tk.Toplevel()
    thfsc17.attributes('-fullscreen', True)
    thfsc17.configure(bd = 1)

    thfsc17_can = tk.Canvas(thfsc17, width = 1920, height = 1080, bg =
'black')
    thfsc17_can.pack(expand = True, fill = 'both')

    thfsc17_can.create_image(0, 0, image = main_bg, anchor = 'nw')

    tbgl = ImageTk.PhotoImage(Image.open('{}Smoke.jpg'.format(ppath)))
    thfsc17_pic1 = tk.Label(thfsc17, image = tbgl, bd=5)
    thfsc17_pic1.place(x = 0, y = 0, anchor = 'nw')

    tbg2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
11.jpg'.format(tpath)))
    thfsc17_pic2 = tk.Label(thfsc17, image = tbg2, bd=5)
    thfsc17_pic2.place(x = 1320, y = 0, anchor = 'nw')

    thfsc17_fr1 = tk.Frame(thfsc17, width = 555, height = 365, bg =
'red')
    thfsc17_fr1.place(x = 15, y = 700, anchor = 'nw')
    thfsc17_fr1.propagate(0)

    thfsc17_opt1 = tk.Button(thfsc17_fr1, text = 'Poison\nthe Ogre
Using a\nPoisoned Blade',
                            font = ('Enchanted Land', 100),
                            bg = '#090D3A', fg = 'white', command =
thfstr14)
    thfsc17_opt1.pack(fill = 'both', expand = True)
```

```
thfsc17_fr2 = tk.Frame(thfsc17, width = 555, height = 365, bg =
'blue')
thfsc17_fr2.place(x = 575, y = 700, anchor = 'nw')
thfsc17_fr2.propagate(0)

thfsc17_opt2 = tk.Button(thfsc17_fr2, text = 'Tie Up\nthe
Ogre\nUsing Chains',
                        font = ('Enchanted Land', 100),
                        bg = '#090D3A', fg = 'white', command =
thfstr15)
thfsc17_opt2.pack(fill = 'both', expand = True)

thfsc17_fr3 = tk.Frame(thfsc17, width = 550, height = 363, bg =
'green')
thfsc17_fr3.place(x = 1135, y = 700, anchor = 'nw')
thfsc17_fr3.propagate(0)

thfsc17_opt3 = tk.Button(thfsc17_fr3, text = 'Attack the Ogre\n
with Your Knife',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
thfstr8)
thfsc17_opt3.pack(fill = 'both', expand = True)

thfsc17_pla = tk.Button(thfsc17, image = play_img, bg = 'black', bd
= 0, command = play_bgm)
thfsc17_pla.place(x = 1865, y = 5, anchor = 'ne')

thfsc17_pau = tk.Button(thfsc17, image = pause_img, bg = 'black',
bd = 0, command = pause_bgm)
thfsc17_pau.place(x = 1915, y = 5, anchor = 'ne')

thfsc17_heli = tk.Label(thfsc17, image = health_icn, bd = 0, bg =
'white')
thfsc17_heli.place(x = 1790, y = 690, anchor = 'ne')

thfsc17_helt = tk.Label(thfsc17, text = '100', font = ('Enchanted
Land', 55),
                        bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
thfsc17_helt.place(x = 1916, y = 690, anchor = 'ne')

thfsc17_armi = tk.Label(thfsc17, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
thfsc17_armi.place(x = 1790, y = 790, anchor = 'ne')

thfsc17_armt = tk.Label(thfsc17, text = '000', font = ('Enchanted
Land', 55),
                        bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
thfsc17_armt.place(x = 1916, y = 790, anchor = 'ne')

thfsc17_inv = tk.Button(thfsc17, text = 'Inventory', font =
('Enchanted Land', 33),
                        width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
thfsc17_inv.place(x = 1916, y = 890, anchor = 'ne')
```

```

    thfsc17_ext = tk.Button(thfsc17, text = 'Exit', padx = 19, width =
10,
                                font = ('Enchanted Land', 33),
                                bg = '#272625', fg = 'white', command =
end_game)
    thfsc17_ext.place(x = 1916, y = 1076, anchor = 'se')

    cur.execute('update progress set story_progress = "thfsc17";')
    con.commit()

    thfsc17.mainloop()

#####

#####

## Wizard's Story Begins ##

def wizstr1():

    global wizsc1

    try:
        chrsc.after(500, lambda: chrsc.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    wizsc1 = tk.Toplevel()
    wizsc1.attributes('-fullscreen', True)
    wizsc1.configure(bd = 0)

    wizsc1_can = tk.Canvas(wizsc1, width = 1920, height = 1080, bg =
'black')
    wizsc1_can.pack(expand = True, fill = 'both')

    wbg1 = ImageTk.PhotoImage(Image.open('{}Parchment
1.jpg'.format(wpath)))
    wizsc1_can.create_image(0, 0, image = wbg1, anchor = 'nw')

    wizsc1_lbl = tk.Label(wizsc1, text = 'Welcome
{}'.format(save_name),
                        font = ('Enchanted Land', 100, 'bold'), padx = 20,
                        bg = '#0F0F0F', fg = 'white', relief = 'groove',)
    wizsc1_lbl.place(x = 960, y = 20, anchor = 'n')

    wizsc1_pla = tk.Button(wizsc1, image = play_img, bg = 'black', bd =
0, command = play_bgm)
    wizsc1_pla.place(x = 1865, y = 5, anchor = 'ne')

    wizsc1_pau = tk.Button(wizsc1, image = pause_img, bg = 'black', bd
= 0, command = pause_bgm)

```

```
wizsc1_pau.place(x = 1915, y = 5, anchor = 'ne')

wizsc1_inv = tk.Button(wizsc1, text = 'Proceed', font = ('Enchanted
Land', 33),
                        pady = 4, fg = 'white', bg = 'black', padx =
7, command=wizstr2)
wizsc1_inv.place(x = 1916, y = 890, anchor = 'ne')

wizsc1_ext = tk.Button(wizsc1, text = 'Exit', padx = 19, width = 5,
                        font = ('Enchanted Land', 33),
                        bg = 'black', fg = 'white', command =
end_game)
wizsc1_ext.place(x = 1916, y = 1076, anchor = 'se')

cur.execute('update progress set story_progress = "wizsc1";')
con.commit()

wizsc1.mainloop()

def wizstr2():

    global wizsc2

    try:
        wizsc1.after(500, lambda: wizsc1.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    wizsc2 = tk.Toplevel()
    wizsc2.attributes('-fullscreen', True)
    wizsc2.configure(bd = 0)

    wizsc2_can = tk.Canvas(wizsc2, width = 1920, height = 1080, bg =
'black')
    wizsc2_can.pack(expand = True, fill = 'both')

    wbg1 = ImageTk.PhotoImage(Image.open('{}Parchment
2.jpg'.format(wpath)))
    wizsc2_can.create_image(0, 0, image = wbg1, anchor = 'nw')

    wizsc2_pla = tk.Button(wizsc2, image = play_img, bg = 'black', bd =
0, command = play_bgm)
    wizsc2_pla.place(x = 1865, y = 5, anchor = 'ne')

    wizsc2_pau = tk.Button(wizsc2, image = pause_img, bg = 'black', bd
= 0, command = pause_bgm)
    wizsc2_pau.place(x = 1915, y = 5, anchor = 'ne')

    wizsc2_inv = tk.Button(wizsc2, text = 'Proceed', font = ('Enchanted
Land', 33),
```

```

        pady = 4, fg = 'white', bg = 'black', padx =
7,command=wizstr3)
    wizsc2_inv.place(x = 1916, y = 890, anchor = 'ne')

    wizsc2_ext = tk.Button(wizsc2, text = 'Exit', padx = 19, width = 5,
                           font = ('Enchanted Land', 33),
                           bg = 'black', fg = 'white', command =
end_game)
    wizsc2_ext.place(x = 1916, y = 1076, anchor = 'se')

    cur.execute('update progress set story_progress = "wizsc2";')
    con.commit()

    wizsc2.mainloop()

def wizstr3():

    global wizsc3

    try:
        wizsc2.after(500, lambda: wizsc2.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    wizsc3 = tk.Toplevel()
    wizsc3.attributes('-fullscreen', True)
    wizsc3.configure(bd = 0)

    wizsc3_can = tk.Canvas(wizsc3, width = 1920, height = 1080, bg =
'black')
    wizsc3_can.pack(expand = True, fill = 'both')

    wbg1 = ImageTk.PhotoImage(Image.open('{}Parchment
3.jpg'.format(wpath)))
    wizsc3_can.create_image(0, 0, image = wbg1, anchor = 'nw')

    wizsc3_pla = tk.Button(wizsc3, image = play_img, bg = 'black', bd =
0, command = play_bgm)
    wizsc3_pla.place(x = 1865, y = 5, anchor = 'ne')

    wizsc3_pau = tk.Button(wizsc3, image = pause_img, bg = 'black', bd
= 0, command = pause_bgm)
    wizsc3_pau.place(x = 1915, y = 5, anchor = 'ne')

    wizsc3_inv = tk.Button(wizsc3, text = 'Proceed', font = ('Enchanted
Land', 33),
                           pady = 4, fg = 'white', bg = 'black', padx =
7,command=wizstr4)
    wizsc3_inv.place(x = 1916, y = 890, anchor = 'ne')

    wizsc3_ext = tk.Button(wizsc3, text = 'Exit', padx = 19, width = 5,

```

```

        font = ('Enchanted Land', 33),
        bg = 'black', fg = 'white', command =
end_game)
    wizsc3_ext.place(x = 1916, y = 1076, anchor = 'se')

    cur.execute('update progress set story_progress = "wizsc3";')
    con.commit()

    wizsc3.mainloop()

def wizstr4():

    global wizsc4

    try:
        wizsc3.after(500, lambda: wizsc3.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    wizsc4 = tk.Toplevel()
    wizsc4.attributes('-fullscreen', True)
    wizsc4.configure(bd = 0)

    wizsc4_can = tk.Canvas(wizsc4, width = 1920, height = 1080, bg =
'black')
    wizsc4_can.pack(expand = True, fill = 'both')

    wbg1 = ImageTk.PhotoImage(Image.open('{}Parchment
4.jpg'.format(wpath)))
    wizsc4_can.create_image(0, 0, image = wbg1, anchor = 'nw')

    wizsc4_pla = tk.Button(wizsc4, image = play_img, bg = 'black', bd =
0, command = play_bgm)
    wizsc4_pla.place(x = 1865, y = 5, anchor = 'ne')

    wizsc4_pau = tk.Button(wizsc4, image = pause_img, bg = 'black', bd
= 0, command = pause_bgm)
    wizsc4_pau.place(x = 1915, y = 5, anchor = 'ne')

    wizsc4_inv = tk.Button(wizsc4, text = 'Proceed', font = ('Enchanted
Land', 33),
                        pady = 4, fg = 'white', bg = 'black', padx =
7, command=wizstr5)
    wizsc4_inv.place(x = 1916, y = 890, anchor = 'ne')

    wizsc4_ext = tk.Button(wizsc4, text = 'Exit', padx = 19, width = 5,
                        font = ('Enchanted Land', 33),
                        bg = 'black', fg = 'white', command =
end_game)
    wizsc4_ext.place(x = 1916, y = 1076, anchor = 'se')

```

```
cur.execute('update progress set story_progress = "wizsc4";')
con.commit()

cur.execute('insert into stats values (100, 000);')
con.commit()

cur.execute('insert into inventory (item_name, quantity) values
("Knife", 1)')
con.commit()

cur.execute('insert into inventory (item_name, quantity) values
("Leftover Bread", 1)')
con.commit()

cur.execute('insert into inventory (item_name, quantity) values
("Gold Coins", 100)')
con.commit()

wizsc4.mainloop()

def wizstr5():

    global wizsc5

    try:
        wizsc4.after(500, lambda: wizsc4.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    cur.execute('select health from stats;')
    health1 = cur.fetchall()
    health2 = health1[0]

    cur.execute('select armour from stats;')
    armour1 = cur.fetchall()
    armour2 = armour1[0]

    wizsc5 = tk.Toplevel()
    wizsc5.attributes('-fullscreen', True)
    wizsc5.configure(bd = 1)

    wizsc5_can = tk.Canvas(wizsc5, width = 1920, height = 1080, bg =
'black')
    wizsc5_can.pack(expand = True, fill = 'both')

    wizsc5_can.create_image(0, 0, image = main_bg, anchor = 'nw')

    wbg1 = ImageTk.PhotoImage(Image.open('{}Prot\'s
House.jpg'.format(ppath)))
    wizsc5_pic1 = tk.Label(wizsc5, image = wbg1, bd=5)
```



```
wizsc5_pic1.place(x = 0, y = 0, anchor = 'nw')

wbg2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
1.jpg'.format(wpath)))
wizsc5_pic2 = tk.Label(wizsc5, image = wbg2, bd=5)
wizsc5_pic2.place(x = 1320, y = 0, anchor = 'nw')

wizsc5_fr1 = tk.Frame(wizsc5, width = 555, height = 365, bg =
'red')
wizsc5_fr1.place(x = 15, y = 700, anchor = 'nw')
wizsc5_fr1.propagate(0)

wizsc5_opt1 = tk.Button(wizsc5_fr1, text = 'Horse \nCart',
                        font = ('Enchanted Land', 100),
                        bg = '#090D3A', fg =
'white',command=wizstr6)
wizsc5_opt1.pack(fill = 'both', expand = True)

wizsc5_fr2 = tk.Frame(wizsc5, width = 555, height = 365, bg =
'blue')
wizsc5_fr2.place(x = 575, y = 700, anchor = 'nw')
wizsc5_fr2.propagate(0)

wizsc5_opt2 = tk.Button(wizsc5_fr2, text = 'On \nFoot',
                        font = ('Enchanted Land', 100),
                        bg = '#090D3A', fg =
'white',command=wizstr7)
wizsc5_opt2.pack(fill = 'both', expand = True)

wizsc5_fr3 = tk.Frame(wizsc5, width = 550, height = 363, bg =
'green')
wizsc5_fr3.place(x = 1135, y = 700, anchor = 'nw')
wizsc5_fr3.propagate(0)

wizsc5_opt3 = tk.Button(wizsc5_fr3, text = 'Use a
Vast\nTeleportation\nSpell',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg =
'white',command=wizstr8)
wizsc5_opt3.pack(fill = 'both', expand = True)

wizsc5_pla = tk.Button(wizsc5, image = play_img, bg = 'black', bd =
0, command = play_bgm)
wizsc5_pla.place(x = 1865, y = 5, anchor = 'ne')

wizsc5_pau = tk.Button(wizsc5, image = pause_img, bg = 'black', bd
= 0, command = pause_bgm)
wizsc5_pau.place(x = 1915, y = 5, anchor = 'ne')

wizsc5_fr4 = tk.Frame(wizsc5, width = 125, height = 105, bg =
'red')
wizsc5_fr4.place(x = 1790, y = 690, anchor = 'nw')
wizsc5_fr4.propagate(0)

wizsc5_heli = tk.Label(wizsc5, image = health_icn, bd = 0, bg =
'white')
wizsc5_heli.place(x = 1790, y = 690, anchor = 'ne')
```

```

        wizsc5_helt = tk.Label(wizsc5_fr4, text = health2[0], font =
('Enchanted Land', 55),
                                bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
        wizsc5_helt.pack(fill = 'both', expand = True)

        wizsc5_fr5 = tk.Frame(wizsc5, width = 125, height = 105, bg =
'red')
        wizsc5_fr5.place(x = 1790, y = 790, anchor = 'nw')
        wizsc5_fr5.propagate(0)

        wizsc5_armi = tk.Label(wizsc5, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
        wizsc5_armi.place(x = 1790, y = 790, anchor = 'ne')

        wizsc5_armt = tk.Label(wizsc5_fr5, text = armour2[0], font =
('Enchanted Land', 55),
                                bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
        wizsc5_armt.pack(fill = 'both', expand = True)

        wizsc5_inv = tk.Button(wizsc5, text = 'Inventory', font =
('Enchanted Land', 33),
                                width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
        wizsc5_inv.place(x = 1916, y = 890, anchor = 'ne')

        wizsc5_ext = tk.Button(wizsc5, text = 'Exit', padx = 19, width =
10,
                                font = ('Enchanted Land', 33),
                                bg = '#272625', fg = 'white', command =
end_game)
        wizsc5_ext.place(x = 1916, y = 1076, anchor = 'se')

        cur.execute('update progress set story_progress = "wizsc5";')
        con.commit()

        wizsc5.mainloop()

def wizstr6():

    global wizsc6

    try:
        wizsc5.after(500, lambda: wizsc5.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    wizsc6 = tk.Toplevel()
    wizsc6.attributes('-fullscreen', True)
    wizsc6.configure(bd = 1)

```

```

wizsc6_can = tk.Canvas(wizsc6, width = 1920, height = 1080, bg =
'black')
wizsc6_can.pack(expand = True, fill = 'both')

wizsc6_can.create_image(0, 0, image = main_bg, anchor = 'nw')

wbg1 = ImageTk.PhotoImage(Image.open('{}Ogre in a
Jungle.jpg'.format(ppath)))
wizsc6_pic1 = tk.Label(wizsc6, image = wbg1, bd=5)
wizsc6_pic1.place(x = 0, y = 0, anchor = 'nw')

wbg2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
2.jpg'.format(wpath)))
wizsc6_pic2 = tk.Label(wizsc6, image = wbg2, bd=5)
wizsc6_pic2.place(x = 1320, y = 0, anchor = 'nw')

wizsc6_fr1 = tk.Frame(wizsc6, width = 555, height = 365, bg =
'red')
wizsc6_fr1.place(x = 15, y = 700, anchor = 'nw')
wizsc6_fr1.propagate(0)

wizsc6_opt1 = tk.Button(wizsc6_fr1, font = ('Enchanted Land', 80),
text = 'Get off the Cart\n and Ask the \nRider
to Leave',
bg = '#090D3A', fg = 'white', command =
wizstr9)
wizsc6_opt1.pack(fill = 'both', expand = True)

wizsc6_fr2 = tk.Frame(wizsc6, width = 555, height = 365, bg =
'blue')
wizsc6_fr2.place(x = 575, y = 700, anchor = 'nw')
wizsc6_fr2.propagate(0)

wizsc6_opt2 = tk.Button(wizsc6_fr2, font = ('Enchanted Land', 80),
text = 'Get off the Cart \nand Hide
Without\n Alerting the Rider',
bg = '#090D3A', fg = 'white', command =
wizstr10)
wizsc6_opt2.pack(fill = 'both', expand = True)

wizsc6_fr3 = tk.Frame(wizsc6, width = 550, height = 363, bg =
'green')
wizsc6_fr3.place(x = 1135, y = 700, anchor = 'nw')
wizsc6_fr3.propagate(0)

wizsc6_opt3 = tk.Button(wizsc6_fr3, text = 'Attempt to Fight\n the
Ogre',
font = ('Enchanted Land', 80),
bg = '#090D3A', fg = 'white', command =
wizstr11)
wizsc6_opt3.pack(fill = 'both', expand = True)

wizsc6_pla = tk.Button(wizsc6, image = play_img, bg = 'black', bd =
0, command = play_bgm)
wizsc6_pla.place(x = 1865, y = 5, anchor = 'ne')

```

```

wizsc6_pau = tk.Button(wizsc6, image = pause_img, bg = 'black', bd
= 0, command = pause_bgm)
wizsc6_pau.place(x = 1915, y = 5, anchor = 'ne')

wizsc6_heli = tk.Label(wizsc6, image = health_icn, bd = 0, bg =
'white')
wizsc6_heli.place(x = 1790, y = 690, anchor = 'ne')

wizsc6_helt = tk.Label(wizsc6, text = '100', font = ('Enchanted
Land', 55),
                        bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
wizsc6_helt.place(x = 1916, y = 690, anchor = 'ne')

wizsc6_armi = tk.Label(wizsc6, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
wizsc6_armi.place(x = 1790, y = 790, anchor = 'ne')

wizsc6_armt = tk.Label(wizsc6, text = '000', font = ('Enchanted
Land', 55),
                        bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
wizsc6_armt.place(x = 1916, y = 790, anchor = 'ne')

wizsc6_inv = tk.Button(wizsc6, text = 'Inventory', font =
('Enchanted Land', 33),
                        width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
wizsc6_inv.place(x = 1916, y = 890, anchor = 'ne')

wizsc6_ext = tk.Button(wizsc6, text = 'Exit', padx = 19, width =
10,
                        font = ('Enchanted Land', 33),
bg = '#272625', fg = 'white', command =
end_game)
wizsc6_ext.place(x = 1916, y = 1076, anchor = 'se')

cur.execute('update progress set story_progress = "wizsc6";')
con.commit()

wizsc6.mainloop()

```

```

def wizstr7():

    global wizsc7

    try:
        wizsc5.after(500, lambda: wizsc5.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

```

```

wizsc7 = tk.Toplevel()
wizsc7.attributes('-fullscreen', True)
wizsc7.configure(bd = 1)

wizsc7_can = tk.Canvas(wizsc7, width = 1920, height = 1080, bg =
'black')
wizsc7_can.pack(expand = True, fill = 'both')

wizsc7_can.create_image(0, 0, image = main_bg, anchor = 'nw')

wbg1 = ImageTk.PhotoImage(Image.open('{}Ogre in a
Jungle.jpg'.format(ppath)))
wizsc7_pic1 = tk.Label(wizsc7, image = wbg1, bd=5)
wizsc7_pic1.place(x = 0, y = 0, anchor = 'nw')

wbg2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
3.jpg'.format(wpath)))
wizsc7_pic2 = tk.Label(wizsc7, image = wbg2, bd=5)
wizsc7_pic2.place(x = 1320, y = 0, anchor = 'nw')

wizsc7_fr1 = tk.Frame(wizsc7, width = 555, height = 365, bg =
'red')
wizsc7_fr1.place(x = 15, y = 700, anchor = 'nw')
wizsc7_fr1.propagate(0)

wizsc7_opt1 = tk.Button(wizsc7_fr1, text = 'Attempt to\n Distract
the Ogre',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
wizstr12)
wizsc7_opt1.pack(fill = 'both', expand = True)

wizsc7_fr2 = tk.Frame(wizsc7, width = 555, height = 365, bg =
'blue')
wizsc7_fr2.place(x = 575, y = 700, anchor = 'nw')
wizsc7_fr2.propagate(0)

wizsc7_opt2 = tk.Button(wizsc7_fr2, text = 'Attempt to\n Fight the
Ogre',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
wizstr11)
wizsc7_opt2.pack(fill = 'both', expand = True)

wizsc7_fr3 = tk.Frame(wizsc7, width = 550, height = 363, bg =
'green')
wizsc7_fr3.place(x = 1135, y = 700, anchor = 'nw')
wizsc7_fr3.propagate(0)

wizsc7_opt3 = tk.Button(wizsc7_fr3, text = 'Hide and Hope\n that
the Ogre\n Goes Away',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
wizstr13)
wizsc7_opt3.pack(fill = 'both', expand = True)

```

```

    wizsc7_pla = tk.Button(wizsc7, image = play_img, bg = 'black', bd =
0, command = play_bgm)
    wizsc7_pla.place(x = 1865, y = 5, anchor = 'ne')

    wizsc7_pau = tk.Button(wizsc7, image = pause_img, bg = 'black', bd
= 0, command = pause_bgm)
    wizsc7_pau.place(x = 1915, y = 5, anchor = 'ne')

    wizsc7_heli = tk.Label(wizsc7, image = health_icn, bd = 0, bg =
'white')
    wizsc7_heli.place(x = 1790, y = 690, anchor = 'ne')

    wizsc7_helt = tk.Label(wizsc7, text = '100', font = ('Enchanted
Land', 55),
                        bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
    wizsc7_helt.place(x = 1916, y = 690, anchor = 'ne')

    wizsc7_armi = tk.Label(wizsc7, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
    wizsc7_armi.place(x = 1790, y = 790, anchor = 'ne')

    wizsc7_armt = tk.Label(wizsc7, text = '000', font = ('Enchanted
Land', 55),
                        bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
    wizsc7_armt.place(x = 1916, y = 790, anchor = 'ne')

    wizsc7_inv = tk.Button(wizsc7, text = 'Inventory', font =
('Enchanted Land', 33),
                        width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
    wizsc7_inv.place(x = 1916, y = 890, anchor = 'ne')

    wizsc7_ext = tk.Button(wizsc7, text = 'Exit', padx = 19, width =
10,
                        font = ('Enchanted Land', 33),
                        bg = '#272625', fg = 'white', command =
end_game)
    wizsc7_ext.place(x = 1916, y = 1076, anchor = 'se')

    cur.execute('update progress set story_progress = "wizsc7";')
    con.commit()

    wizsc7.mainloop()

```

```

def wizstr8():

    global wizsc8

    try:
        wizsc5.after(500, lambda: wizsc5.destroy())
    except NameError:
        pass

    try:

```

```
wizsc11.after(500, lambda: wizsc11.destroy())
except NameError:
    pass

try:
    wizsc12.after(500, lambda: wizsc12.destroy())
except NameError:
    pass

try:
    wizsc13.after(500, lambda: wizsc13.destroy())
except NameError:
    pass

try:
    wizsc14.after(500, lambda: wizsc14.destroy())
except NameError:
    pass

try:
    wizsc15.after(500, lambda: wizsc15.destroy())
except NameError:
    pass

try:
    wizsc17.after(500, lambda: wizsc17.destroy())
except NameError:
    pass

try:
    lodsc.after(500, lambda: lodsc.destroy())
    playsc.after(500, lambda: playsc.destroy())
except NameError:
    pass

wizsc8 = tk.Toplevel()
wizsc8.attributes('-fullscreen', True)
wizsc8.configure(bd = 0)

wizsc8_can = tk.Canvas(wizsc8, width = 1920, height = 1080, bg =
'black')
wizsc8_can.pack(expand = True, fill = 'both')

wbgl = ImageTk.PhotoImage(Image.open('{}Parchment
5.jpg'.format(wpath)))
wizsc8_can.create_image(0, 0, image = wbgl, anchor = 'nw')

wizsc8_pla = tk.Button(wizsc8, image = play_img, bg = 'black', bd =
0, command = play_bgm)
wizsc8_pla.place(x = 1865, y = 5, anchor = 'ne')

wizsc8_pau = tk.Button(wizsc8, image = pause_img, bg = 'black', bd
= 0, command = pause_bgm)
wizsc8_pau.place(x = 1915, y = 5, anchor = 'ne')

wizsc8_ext = tk.Button(wizsc8, text = 'Exit', padx = 19, width = 5,
font = ('Enchanted Land', 33),
```

```

        bg = 'black', fg = 'white', command =
end_game)
    wizsc8_ext.place(x = 1916, y = 1076, anchor = 'se')

    cur.execute('update progress set story_progress = "wizsc8";')
    con.commit()

    wizsc8.mainloop()

def wizstr9():

    global wizsc9

    try:
        wizsc6.after(500, lambda: wizsc6.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    wizsc9 = tk.Toplevel()
    wizsc9.attributes('-fullscreen', True)
    wizsc9.configure(bd = 1)

    wizsc9_can = tk.Canvas(wizsc9, width = 1920, height = 1080, bg =
'black')
    wizsc9_can.pack(expand = True, fill = 'both')

    wizsc9_can.create_image(0, 0, image = main_bg, anchor = 'nw')

    wbg1 = ImageTk.PhotoImage(Image.open('{}Horsecart
1.jpg'.format(ppath)))
    wizsc9_pic1 = tk.Label(wizsc9, image = wbg1, bd=5)
    wizsc9_pic1.place(x = 0, y = 0, anchor = 'nw')

    wbg2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
4.jpg'.format(wpath)))
    wizsc9_pic2 = tk.Label(wizsc9, image = wbg2, bd=5)
    wizsc9_pic2.place(x = 1320, y = 0, anchor = 'nw')

    wizsc9_fr1 = tk.Frame(wizsc9, width = 555, height = 365, bg =
'red')
    wizsc9_fr1.place(x = 15, y = 700, anchor = 'nw')
    wizsc9_fr1.propagate(0)

    wizsc9_opt1 = tk.Button(wizsc9_fr1, text = 'Attempt to\n Distract
the Ogre',
                           font = ('Enchanted Land', 80),
                           bg = '#090D3A', fg = 'white', command =
wizstr12)
    wizsc9_opt1.pack(fill = 'both', expand = True)
```



```

wizsc9_fr2 = tk.Frame(wizsc9, width = 555, height = 365, bg =
'blue')
wizsc9_fr2.place(x = 575, y = 700, anchor = 'nw')
wizsc9_fr2.propagate(0)

wizsc9_opt2 = tk.Button(wizsc9_fr2, text = 'Attempt to\n Fight the
Ogre',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
wizstr11)
wizsc9_opt2.pack(fill = 'both', expand = True)

wizsc9_fr3 = tk.Frame(wizsc9, width = 550, height = 363, bg =
'green')
wizsc9_fr3.place(x = 1135, y = 700, anchor = 'nw')
wizsc9_fr3.propagate(0)

wizsc9_opt3 = tk.Button(wizsc9_fr3, text = 'Hide and Hope\nthat the
Ogre\nGoes Away',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
wizstr13)
wizsc9_opt3.pack(fill = 'both', expand = True)

wizsc9_pla = tk.Button(wizsc9, image = play_img, bg = 'black', bd =
0, command = play_bgm)
wizsc9_pla.place(x = 1865, y = 5, anchor = 'ne')

wizsc9_pau = tk.Button(wizsc9, image = pause_img, bg = 'black', bd
= 0, command = pause_bgm)
wizsc9_pau.place(x = 1915, y = 5, anchor = 'ne')

wizsc9_heli = tk.Label(wizsc9, image = health_icn, bd = 0, bg =
'white')
wizsc9_heli.place(x = 1790, y = 690, anchor = 'ne')

wizsc9_helt = tk.Label(wizsc9, text = '100', font = ('Enchanted
Land', 55),
                        bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
wizsc9_helt.place(x = 1916, y = 690, anchor = 'ne')

wizsc9_armi = tk.Label(wizsc9, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
wizsc9_armi.place(x = 1790, y = 790, anchor = 'ne')

wizsc9_armt = tk.Label(wizsc9, text = '000', font = ('Enchanted
Land', 55),
                        bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
wizsc9_armt.place(x = 1916, y = 790, anchor = 'ne')

wizsc9_inv = tk.Button(wizsc9, text = 'Inventory', font =
('Enchanted Land', 33),
                        width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
wizsc9_inv.place(x = 1916, y = 890, anchor = 'ne')

```

```
wizsc9_ext = tk.Button(wizsc9, text = 'Exit', padx = 19, width =
10,
                        font = ('Enchanted Land', 33),
                        bg = '#272625', fg = 'white', command =
end_game)
wizsc9_ext.place(x = 1916, y = 1076, anchor = 'se')

cur.execute('update progress set story_progress = "wizsc9";')
con.commit()

wizsc9.mainloop()

def wizstr10():

    global wizsc10

    try:
        wizsc6.after(500, lambda: wizsc6.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    wizsc10 = tk.Toplevel()
    wizsc10.attributes('-fullscreen', True)
    wizsc10.configure(bd = 1)

    wizsc10_can = tk.Canvas(wizsc10, width = 1920, height = 1080, bg =
'black')
    wizsc10_can.pack(expand = True, fill = 'both')

    wizsc10_can.create_image(0, 0, image = main_bg, anchor = 'nw')

    wbg1 = ImageTk.PhotoImage(Image.open('{}Wagon.jpg'.format(ppath)))
    wizsc10_pic1 = tk.Label(wizsc10, image = wbg1, bd=5)
    wizsc10_pic1.place(x = 0, y = 0, anchor = 'nw')

    wbg2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
5.jpg'.format(wpath)))
    wizsc10_pic2 = tk.Label(wizsc10, image = wbg2, bd=5)
    wizsc10_pic2.place(x = 1320, y = 0, anchor = 'nw')

    wizsc10_fr1 = tk.Frame(wizsc10, width = 555, height = 365, bg =
'red')
    wizsc10_fr1.place(x = 15, y = 700, anchor = 'nw')
    wizsc10_fr1.propagate(0)

    wizsc10_opt1 = tk.Button(wizsc10_fr1, text = 'Attempt to\n Distract
the Ogre',
                            font = ('Enchanted Land', 80),
                            bg = '#090D3A', fg = 'white', command =
wizstr12)
```

```

wizsc10_opt1.pack(fill = 'both', expand = True)

wizsc10_fr2 = tk.Frame(wizsc10, width = 555, height = 365, bg =
'blue')
wizsc10_fr2.place(x = 575, y = 700, anchor = 'nw')
wizsc10_fr2.propagate(0)

wizsc10_opt2 = tk.Button(wizsc10_fr2, text = 'Attempt to\n Fight
the Ogre',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
wizstr11)
wizsc10_opt2.pack(fill = 'both', expand = True)

wizsc10_fr3 = tk.Frame(wizsc10, width = 550, height = 363, bg =
'green')
wizsc10_fr3.place(x = 1135, y = 700, anchor = 'nw')
wizsc10_fr3.propagate(0)

wizsc10_opt3 = tk.Button(wizsc10_fr3, text = 'Hide and Hope\n that
the Ogre\n Goes Away',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
wizstr13)
wizsc10_opt3.pack(fill = 'both', expand = True)

wizsc10_pla = tk.Button(wizsc10, image = play_img, bg = 'black', bd
= 0, command = play_bgm)
wizsc10_pla.place(x = 1865, y = 5, anchor = 'ne')

wizsc10_pau = tk.Button(wizsc10, image = pause_img, bg = 'black',
bd = 0, command = pause_bgm)
wizsc10_pau.place(x = 1915, y = 5, anchor = 'ne')

wizsc10_heli = tk.Label(wizsc10, image = health_icn, bd = 0, bg =
'white')
wizsc10_heli.place(x = 1790, y = 690, anchor = 'ne')

wizsc10_helt = tk.Label(wizsc10, text = '100', font = ('Enchanted
Land', 55),
                        bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
wizsc10_helt.place(x = 1916, y = 690, anchor = 'ne')

wizsc10_armi = tk.Label(wizsc10, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
wizsc10_armi.place(x = 1790, y = 790, anchor = 'ne')

wizsc10_armt = tk.Label(wizsc10, text = '000', font = ('Enchanted
Land', 55),
                        bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
wizsc10_armt.place(x = 1916, y = 790, anchor = 'ne')

wizsc10_inv = tk.Button(wizsc10, text = 'Inventory', font =
('Enchanted Land', 33),
                        width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)

```

```
wizsc10_inv.place(x = 1916, y = 890, anchor = 'ne')

wizsc10_ext = tk.Button(wizsc10, text = 'Exit', padx = 19, width =
10,
                        font = ('Enchanted Land', 33),
                        bg = '#272625', fg = 'white', command =
end_game)
wizsc10_ext.place(x = 1916, y = 1076, anchor = 'se')

cur.execute('update progress set story_progress = "wizsc10";')
con.commit()

wizsc10.mainloop()

def wizstr11():

    global wizsc11

    try:
        wizsc6.after(500, lambda: wizsc6.destroy())
    except NameError:
        pass

    try:
        wizsc7.after(500, lambda: wizsc7.destroy())
    except NameError:
        pass

    try:
        wizsc9.after(500, lambda: wizsc9.destroy())
    except NameError:
        pass

    try:
        wizsc10.after(500, lambda: wizsc10.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    wizsc11 = tk.Toplevel()
    wizsc11.attributes('-fullscreen', True)
    wizsc11.configure(bd = 1)

    wizsc11_can = tk.Canvas(wizsc11, width = 1920, height = 1080, bg =
'black')
    wizsc11_can.pack(expand = True, fill = 'both')

    wizsc11_can.create_image(0, 0, image = main_bg, anchor = 'nw')

    wbg1 = ImageTk.PhotoImage(Image.open('{}Ogre
Fight.jpg'.format(ppath)))
```

```

wizsc11_pic1 = tk.Label(wizsc11, image = wbg1, bd=5)
wizsc11_pic1.place(x = 0, y = 0, anchor = 'nw')

wbg2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
6.jpg'.format(wpath)))
wizsc11_pic2 = tk.Label(wizsc11, image = wbg2, bd=5)
wizsc11_pic2.place(x = 1320, y = 0, anchor = 'nw')

wizsc11_fr1 = tk.Frame(wizsc11, width = 555, height = 365, bg =
'red')
wizsc11_fr1.place(x = 15, y = 700, anchor = 'nw')
wizsc11_fr1.propagate(0)

wizsc11_opt1 = tk.Button(wizsc11_fr1, text = 'Poison\nthe Ogre',
                        font = ('Enchanted Land', 100),
                        bg = '#090D3A', fg = 'white', command =
wizstr14)
wizsc11_opt1.pack(fill = 'both', expand = True)

wizsc11_fr2 = tk.Frame(wizsc11, width = 555, height = 365, bg =
'blue')
wizsc11_fr2.place(x = 575, y = 700, anchor = 'nw')
wizsc11_fr2.propagate(0)

wizsc11_opt2 = tk.Button(wizsc11_fr2, text = 'Paralyze\nthe Ogre',
                        font = ('Enchanted Land', 100),
                        bg = '#090D3A', fg = 'white', command =
wizstr15)
wizsc11_opt2.pack(fill = 'both', expand = True)

wizsc11_fr3 = tk.Frame(wizsc11, width = 550, height = 363, bg =
'green')
wizsc11_fr3.place(x = 1135, y = 700, anchor = 'nw')
wizsc11_fr3.propagate(0)

wizsc11_opt3 = tk.Button(wizsc11_fr3, text = 'Use Your Knife\n to
Attack',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
wizstr8)
wizsc11_opt3.pack(fill = 'both', expand = True)

wizsc11_pla = tk.Button(wizsc11, image = play_img, bg = 'black', bd
= 0, command = play_bgm)
wizsc11_pla.place(x = 1865, y = 5, anchor = 'ne')

wizsc11_pau = tk.Button(wizsc11, image = pause_img, bg = 'black',
bd = 0, command = pause_bgm)
wizsc11_pau.place(x = 1915, y = 5, anchor = 'ne')

wizsc11_heli = tk.Label(wizsc11, image = health_icn, bd = 0, bg =
'white')
wizsc11_heli.place(x = 1790, y = 690, anchor = 'ne')

wizsc11_helt = tk.Label(wizsc11, text = '100', font = ('Enchanted
Land', 55),
                        bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)

```

```

wizsc11_helt.place(x = 1916, y = 690, anchor = 'ne')

wizsc11_armi = tk.Label(wizsc11, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
wizsc11_armi.place(x = 1790, y = 790, anchor = 'ne')

wizsc11_armt = tk.Label(wizsc11, text = '000', font = ('Enchanted
Land', 55),
                                bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
wizsc11_armt.place(x = 1916, y = 790, anchor = 'ne')

wizsc11_inv = tk.Button(wizsc11, text = 'Inventory', font =
('Enchanted Land', 33),
                                width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
wizsc11_inv.place(x = 1916, y = 890, anchor = 'ne')

wizsc11_ext = tk.Button(wizsc11, text = 'Exit', padx = 19, width =
10,
                                font = ('Enchanted Land', 33),
                                bg = '#272625', fg = 'white', command =
end_game)
wizsc11_ext.place(x = 1916, y = 1076, anchor = 'se')

cur.execute('update progress set story_progress = "wizsc11";')
con.commit()

wizsc11.mainloop()

def wizstr12():

    global wizsc12

    try:
        wizsc7.after(500, lambda: wizsc7.destroy())
    except NameError:
        pass

    try:
        wizsc9.after(500, lambda: wizsc9.destroy())
    except NameError:
        pass

    try:
        wizsc10.after(500, lambda: wizsc10.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    wizsc12 = tk.Toplevel()

```

```

wizsc12.attributes('-fullscreen', True)
wizsc12.configure(bd = 1)

wizsc12_can = tk.Canvas(wizsc12, width = 1920, height = 1080, bg =
'black')
wizsc12_can.pack(expand = True, fill = 'both')

wizsc12_can.create_image(0, 0, image = main_bg, anchor = 'nw')

wbg1 = ImageTk.PhotoImage(Image.open('{}Wizard
Story.jpg'.format(ppath)))
wizsc12_pic1 = tk.Label(wizsc12, image = wbg1, bd=5)
wizsc12_pic1.place(x = 0, y = 0, anchor = 'nw')

wbg2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
7.jpg'.format(wpath)))
wizsc12_pic2 = tk.Label(wizsc12, image = wbg2, bd=5)
wizsc12_pic2.place(x = 1320, y = 0, anchor = 'nw')

wizsc12_fr1 = tk.Frame(wizsc12, width = 555, height = 365, bg =
'red')
wizsc12_fr1.place(x = 15, y = 700, anchor = 'nw')
wizsc12_fr1.propagate(0)

wizsc12_opt1 = tk.Button(wizsc12_fr1, font = ('Enchanted Land',
55),
                        text = 'Make a Clone of Yourself\nand Have
it Distract\n the Ogre by Running\n Away from You',
                        bg = '#090D3A', fg = 'white', command =
wizstr16)
wizsc12_opt1.pack(fill = 'both', expand = True)

wizsc12_fr2 = tk.Frame(wizsc12, width = 555, height = 365, bg =
'blue')
wizsc12_fr2.place(x = 575, y = 700, anchor = 'nw')
wizsc12_fr2.propagate(0)

wizsc12_opt2 = tk.Button(wizsc12_fr2, text = 'Cast a Spell to
Cover\nthe Surroundings\n in Smoke',
                        font = ('Enchanted Land', 70),
                        bg = '#090D3A', fg = 'white', command =
wizstr17)
wizsc12_opt2.pack(fill = 'both', expand = True)

wizsc12_fr3 = tk.Frame(wizsc12, width = 550, height = 363, bg =
'green')
wizsc12_fr3.place(x = 1135, y = 700, anchor = 'nw')
wizsc12_fr3.propagate(0)

wizsc12_opt3 = tk.Button(wizsc12_fr3, text = 'Throw a Big Rock\n in
the Lake Nearby',
                        font = ('Enchanted Land', 75),
                        bg = '#090D3A', fg = 'white', command =
wizstr8)
wizsc12_opt3.pack(fill = 'both', expand = True)

wizsc12_pla = tk.Button(wizsc12, image = play_img, bg = 'black', bd
= 0, command = play_bgm)

```

```

wizsc12_pla.place(x = 1865, y = 5, anchor = 'ne')

wizsc12_pau = tk.Button(wizsc12, image = pause_img, bg = 'black',
bd = 0, command = pause_bgm)
wizsc12_pau.place(x = 1915, y = 5, anchor = 'ne')

wizsc12_heli = tk.Label(wizsc12, image = health_icn, bd = 0, bg =
'white')
wizsc12_heli.place(x = 1790, y = 690, anchor = 'ne')

wizsc12_helt = tk.Label(wizsc12, text = '100', font = ('Enchanted
Land', 55),
                                bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
wizsc12_helt.place(x = 1916, y = 690, anchor = 'ne')

wizsc12_armi = tk.Label(wizsc12, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
wizsc12_armi.place(x = 1790, y = 790, anchor = 'ne')

wizsc12_armt = tk.Label(wizsc12, text = '000', font = ('Enchanted
Land', 55),
                                bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
wizsc12_armt.place(x = 1916, y = 790, anchor = 'ne')

wizsc12_inv = tk.Button(wizsc12, text = 'Inventory', font =
('Enchanted Land', 33),
                                width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
wizsc12_inv.place(x = 1916, y = 890, anchor = 'ne')

wizsc12_ext = tk.Button(wizsc12, text = 'Exit', padx = 19, width =
10,
                                font = ('Enchanted Land', 33),
                                bg = '#272625', fg = 'white', command =
end_game)
wizsc12_ext.place(x = 1916, y = 1076, anchor = 'se')

cur.execute('update progress set story_progress = "wizsc12";')
con.commit()

wizsc12.mainloop()

```

```

def wizstr13():

    global wizsc13

    try:
        wizsc7.after(500, lambda: wizsc7.destroy())
    except NameError:
        pass

    try:
        wizsc9.after(500, lambda: wizsc9.destroy())
    except NameError:
        pass

```



```
except NameError:
    pass

try:
    wizsc10.after(500, lambda: wizsc10.destroy())
except NameError:
    pass

try:
    lodsc.after(500, lambda: lodsc.destroy())
    playsc.after(500, lambda: playsc.destroy())
except NameError:
    pass

wizsc13 = tk.Toplevel()
wizsc13.attributes('-fullscreen', True)
wizsc13.configure(bd = 1)

wizsc13_can = tk.Canvas(wizsc13, width = 1920, height = 1080, bg =
'black')
wizsc13_can.pack(expand = True, fill = 'both')

wizsc13_can.create_image(0, 0, image = main_bg, anchor = 'nw')

wbg1 = ImageTk.PhotoImage(Image.open('{}Ogre
Fight.jpg'.format(ppath)))
wizsc13_pic1 = tk.Label(wizsc13, image = wbg1, bd=5)
wizsc13_pic1.place(x = 0, y = 0, anchor = 'nw')

wbg2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
8.jpg'.format(wpath)))
wizsc13_pic2 = tk.Label(wizsc13, image = wbg2, bd=5)
wizsc13_pic2.place(x = 1320, y = 0, anchor = 'nw')

wizsc13_fr1 = tk.Frame(wizsc13, width = 555, height = 365, bg =
'red')
wizsc13_fr1.place(x = 15, y = 700, anchor = 'nw')
wizsc13_fr1.propagate(0)

wizsc13_opt1 = tk.Button(wizsc13_fr1, text = 'Poison\nthe Ogre',
                        font = ('Enchanted Land', 100),
                        bg = '#090D3A', fg = 'white', command =
wizstr14)
wizsc13_opt1.pack(fill = 'both', expand = True)

wizsc13_fr2 = tk.Frame(wizsc13, width = 555, height = 365, bg =
'blue')
wizsc13_fr2.place(x = 575, y = 700, anchor = 'nw')
wizsc13_fr2.propagate(0)

wizsc13_opt2 = tk.Button(wizsc13_fr2, text = 'Paralyze\nthe Ogre',
                        font = ('Enchanted Land', 100),
                        bg = '#090D3A', fg = 'white', command =
wizstr15)
wizsc13_opt2.pack(fill = 'both', expand = True)

wizsc13_fr3 = tk.Frame(wizsc13, width = 550, height = 363, bg =
'green')
```

```
wizsc13_fr3.place(x = 1135, y = 700, anchor = 'nw')
wizsc13_fr3.propagate(0)

wizsc13_opt3 = tk.Button(wizsc13_fr3, text = 'Try to Stab\n the
Ogre with\n Your Knife',
                        font = ('Enchanted Land', 70),
                        bg = '#090D3A', fg = 'white', command =
wizstr8)
wizsc13_opt3.pack(fill = 'both', expand = True)

wizsc13_pla = tk.Button(wizsc13, image = play_img, bg = 'black', bd
= 0, command = play_bgm)
wizsc13_pla.place(x = 1865, y = 5, anchor = 'ne')

wizsc13_pau = tk.Button(wizsc13, image = pause_img, bg = 'black',
bd = 0, command = pause_bgm)
wizsc13_pau.place(x = 1915, y = 5, anchor = 'ne')

wizsc13_heli = tk.Label(wizsc13, image = health_icn, bd = 0, bg =
'white')
wizsc13_heli.place(x = 1790, y = 690, anchor = 'ne')

wizsc13_helt = tk.Label(wizsc13, text = '100', font = ('Enchanted
Land', 55),
                    bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
wizsc13_helt.place(x = 1916, y = 690, anchor = 'ne')

wizsc13_armi = tk.Label(wizsc13, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
wizsc13_armi.place(x = 1790, y = 790, anchor = 'ne')

wizsc13_armt = tk.Label(wizsc13, text = '000', font = ('Enchanted
Land', 55),
                    bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
wizsc13_armt.place(x = 1916, y = 790, anchor = 'ne')

wizsc13_inv = tk.Button(wizsc13, text = 'Inventory', font =
('Enchanted Land', 33),
                    width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
wizsc13_inv.place(x = 1916, y = 890, anchor = 'ne')

wizsc13_ext = tk.Button(wizsc13, text = 'Exit', padx = 19, width =
10,
                    font = ('Enchanted Land', 33),
                    bg = '#272625', fg = 'white', command =
end_game)
wizsc13_ext.place(x = 1916, y = 1076, anchor = 'se')

cur.execute('update progress set story_progress = "wizsc13";')
con.commit()

wizsc13.mainloop()
```

```
def wizstr14():

    global wizsc14

    try:
        wizsc11.after(500, lambda: wizsc11.destroy())
    except NameError:
        pass

    try:
        wizsc13.after(500, lambda: wizsc13.destroy())
    except NameError:
        pass

    try:
        wizsc17.after(500, lambda: wizsc17.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    wizsc14 = tk.Toplevel()
    wizsc14.attributes('-fullscreen', True)
    wizsc14.configure(bd = 1)

    wizsc14_can = tk.Canvas(wizsc14, width = 1920, height = 1080, bg =
'black')
    wizsc14_can.pack(expand = True, fill = 'both')

    wizsc14_can.create_image(0, 0, image = main_bg, anchor = 'nw')

    wbg1 = ImageTk.PhotoImage(Image.open('{}Poison.jpg'.format(ppath)))
    wizsc14_pic1 = tk.Label(wizsc14, image = wbg1, bd=5)
    wizsc14_pic1.place(x = 0, y = 0, anchor = 'nw')

    wbg2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
9.jpg'.format(wpath)))
    wizsc14_pic2 = tk.Label(wizsc14, image = wbg2, bd=5)
    wizsc14_pic2.place(x = 1320, y = 0, anchor = 'nw')

    wizsc14_fr1 = tk.Frame(wizsc14, width = 555, height = 365, bg =
'red')
    wizsc14_fr1.place(x = 15, y = 700, anchor = 'nw')
    wizsc14_fr1.propagate(0)

    wizsc14_opt1 = tk.Button(wizsc14_fr1, text = 'Knock
it\nUnconscious\n with Your Staff',
                            font = ('Enchanted Land', 80),
                            bg = '#090D3A', fg = 'white', command =
wizstr16)
    wizsc14_opt1.pack(fill = 'both', expand = True)

    wizsc14_fr2 = tk.Frame(wizsc14, width = 555, height = 365, bg =
'blue')
```

```

wizsc14_fr2.place(x = 575, y = 700, anchor = 'nw')
wizsc14_fr2.propagate(0)

wizsc14_opt2 = tk.Button(wizsc14_fr2, text = 'Use Your Knife
to\nPut an End to\n the Ogre',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
wizstr16)
wizsc14_opt2.pack(fill = 'both', expand = True)

wizsc14_fr3 = tk.Frame(wizsc14, width = 550, height = 363, bg =
'green')
wizsc14_fr3.place(x = 1135, y = 700, anchor = 'nw')
wizsc14_fr3.propagate(0)

wizsc14_opt3 = tk.Button(wizsc14_fr3, text = 'Leave the Ogre\n and
Let Time Put\n an End to it',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
wizstr8)
wizsc14_opt3.pack(fill = 'both', expand = True)

wizsc14_pla = tk.Button(wizsc14, image = play_img, bg = 'black', bd
= 0, command = play_bgm)
wizsc14_pla.place(x = 1865, y = 5, anchor = 'ne')

wizsc14_pau = tk.Button(wizsc14, image = pause_img, bg = 'black',
bd = 0, command = pause_bgm)
wizsc14_pau.place(x = 1915, y = 5, anchor = 'ne')

wizsc14_heli = tk.Label(wizsc14, image = health_icn, bd = 0, bg =
'white')
wizsc14_heli.place(x = 1790, y = 690, anchor = 'ne')

wizsc14_helt = tk.Label(wizsc14, text = '100', font = ('Enchanted
Land', 55),
                        bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
wizsc14_helt.place(x = 1916, y = 690, anchor = 'ne')

wizsc14_armi = tk.Label(wizsc14, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
wizsc14_armi.place(x = 1790, y = 790, anchor = 'ne')

wizsc14_armt = tk.Label(wizsc14, text = '000', font = ('Enchanted
Land', 55),
                        bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
wizsc14_armt.place(x = 1916, y = 790, anchor = 'ne')

wizsc14_inv = tk.Button(wizsc14, text = 'Inventory', font =
('Enchanted Land', 33),
                        width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
wizsc14_inv.place(x = 1916, y = 890, anchor = 'ne')

wizsc14_ext = tk.Button(wizsc14, text = 'Exit', padx = 19, width =
10,

```

```
        font = ('Enchanted Land', 33),
        bg = '#272625', fg = 'white', command =
end_game)
    wizsc14_ext.place(x = 1916, y = 1076, anchor = 'se')

    cur.execute('update progress set story_progress = "wizsc14";')
    con.commit()

    wizsc14.mainloop()

def wizstr15():

    global wizsc15

    try:
        wizsc11.after(500, lambda: wizsc11.destroy())
    except NameError:
        pass

    try:
        wizsc13.after(500, lambda: wizsc13.destroy())
    except NameError:
        pass

    try:
        wizsc17.after(500, lambda: wizsc17.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    wizsc15 = tk.Toplevel()
    wizsc15.attributes('-fullscreen', True)
    wizsc15.configure(bd = 1)

    wizsc15_can = tk.Canvas(wizsc15, width = 1920, height = 1080, bg =
'black')
    wizsc15_can.pack(expand = True, fill = 'both')

    wizsc15_can.create_image(0, 0, image = main_bg, anchor = 'nw')

    wbg1 = ImageTk.PhotoImage(Image.open('{}Chains.jpg'.format(ppath)))
    wizsc15_pic1 = tk.Label(wizsc15, image = wbg1, bd=5)
    wizsc15_pic1.place(x = 0, y = 0, anchor = 'nw')

    wbg2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
10.jpg'.format(wpath)))
    wizsc15_pic2 = tk.Label(wizsc15, image = wbg2, bd=5)
    wizsc15_pic2.place(x = 1320, y = 0, anchor = 'nw')

    wizsc15_fr1 = tk.Frame(wizsc15, width = 555, height = 365, bg =
'red')
```

```
wizsc15_fr1.place(x = 15, y = 700, anchor = 'nw')
wizsc15_fr1.propagate(0)

wizsc15_opt1 = tk.Button(wizsc15_fr1, text = 'Knock
it\nUnconscious\n with Your Staff',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
wizstr16)
wizsc15_opt1.pack(fill = 'both', expand = True)

wizsc15_fr2 = tk.Frame(wizsc15, width = 555, height = 365, bg =
'blue')
wizsc15_fr2.place(x = 575, y = 700, anchor = 'nw')
wizsc15_fr2.propagate(0)

wizsc15_opt2 = tk.Button(wizsc15_fr2, text = 'Use Your Knife\nto
Put an End\nto the Ogre',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
wizstr16)
wizsc15_opt2.pack(fill = 'both', expand = True)

wizsc15_fr3 = tk.Frame(wizsc15, width = 550, height = 363, bg =
'green')
wizsc15_fr3.place(x = 1135, y = 700, anchor = 'nw')
wizsc15_fr3.propagate(0)

wizsc15_opt3 = tk.Button(wizsc15_fr3, text = 'Make a\nRun for it',
                        font = ('Enchanted Land', 100),
                        bg = '#090D3A', fg = 'white', command =
wizstr8)
wizsc15_opt3.pack(fill = 'both', expand = True)

wizsc15_pla = tk.Button(wizsc15, image = play_img, bg = 'black', bd
= 0, command = play_bgm)
wizsc15_pla.place(x = 1865, y = 5, anchor = 'ne')

wizsc15_pau = tk.Button(wizsc15, image = pause_img, bg = 'black',
bd = 0, command = pause_bgm)
wizsc15_pau.place(x = 1915, y = 5, anchor = 'ne')

wizsc15_heli = tk.Label(wizsc15, image = health_icn, bd = 0, bg =
'white')
wizsc15_heli.place(x = 1790, y = 690, anchor = 'ne')

wizsc15_helt = tk.Label(wizsc15, text = '100', font = ('Enchanted
Land', 55),
                        bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)
wizsc15_helt.place(x = 1916, y = 690, anchor = 'ne')

wizsc15_armi = tk.Label(wizsc15, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
wizsc15_armi.place(x = 1790, y = 790, anchor = 'ne')

wizsc15_armt = tk.Label(wizsc15, text = '000', font = ('Enchanted
Land', 55),
```

```

        bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
    wizsc15_armt.place(x = 1916, y = 790, anchor = 'ne')

    wizsc15_inv = tk.Button(wizsc15, text = 'Inventory', font =
('Enchanted Land', 33),
        width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
    wizsc15_inv.place(x = 1916, y = 890, anchor = 'ne')

    wizsc15_ext = tk.Button(wizsc15, text = 'Exit', padx = 19, width =
10,
        font = ('Enchanted Land', 33),
        bg = '#272625', fg = 'white', command =
end_game)
    wizsc15_ext.place(x = 1916, y = 1076, anchor = 'se')

    cur.execute('update progress set story_progress = "wizsc15";')
    con.commit()

    wizsc15.mainloop()

def wizstr16():

    global wizsc16

    try:
        wizsc12.after(500, lambda: wizsc12.destroy())
    except NameError:
        pass

    try:
        wizsc14.after(500, lambda: wizsc14.destroy())
    except NameError:
        pass

    try:
        wizsc15.after(500, lambda: wizsc15.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    wizsc16 = tk.Toplevel()
    wizsc16.attributes('-fullscreen', True)
    wizsc16.configure(bd = 0)

    wizsc16_can = tk.Canvas(wizsc16, width = 1920, height = 1080, bg =
'black')
    wizsc16_can.pack(expand = True, fill = 'both')
```

```

        wbg1 = ImageTk.PhotoImage(Image.open('{}Parchment
6.jpg'.format(wpath)))
        wizsc16_can.create_image(0, 0, image = wbg1, anchor = 'nw')

        wizsc16_pla = tk.Button(wizsc16, image = play_img, bg = 'black', bd
= 0, command = play_bgm)
        wizsc16_pla.place(x = 1865, y = 5, anchor = 'ne')

        wizsc16_pau = tk.Button(wizsc16, image = pause_img, bg = 'black',
bd = 0, command = pause_bgm)
        wizsc16_pau.place(x = 1915, y = 5, anchor = 'ne')

        wizsc16_inv = tk.Button(wizsc16, text = 'Proceed', font =
('Enchanted Land', 33),
                                pady = 4, fg = 'white', bg = 'black', padx =
7)
        wizsc16_inv.place(x = 1916, y = 890, anchor = 'ne')

        wizsc16_ext = tk.Button(wizsc16, text = 'Exit', padx = 19, width =
5,
                                font = ('Enchanted Land', 33),
                                bg = 'black', fg = 'white', command =
end_game)
        wizsc16_ext.place(x = 1916, y = 1076, anchor = 'se')

        cur.execute('update progress set story_progress = "wizsc16";')
        con.commit()

        wizsc16.mainloop()

def wizstr17():

    global wizsc17

    try:
        wizsc12.after(500, lambda: wizsc12.destroy())
    except NameError:
        pass

    try:
        lodsc.after(500, lambda: lodsc.destroy())
        playsc.after(500, lambda: playsc.destroy())
    except NameError:
        pass

    wizsc17 = tk.Toplevel()
    wizsc17.attributes('-fullscreen', True)
    wizsc17.configure(bd = 1)

    wizsc17_can = tk.Canvas(wizsc17, width = 1920, height = 1080, bg =
'black')
    wizsc17_can.pack(expand = True, fill = 'both')

    wizsc17_can.create_image(0, 0, image = main_bg, anchor = 'nw')

    wbg1 = ImageTk.PhotoImage(Image.open('{}Smoke.jpg'.format(ppath)))

```



```

wizsc17_pic1 = tk.Label(wizsc17, image = wbg1, bd=5)
wizsc17_pic1.place(x = 0, y = 0, anchor = 'nw')

wbg2 = ImageTk.PhotoImage(Image.open('{}Parchment Window
11.jpg'.format(wpath)))
wizsc17_pic2 = tk.Label(wizsc17, image = wbg2, bd=5)
wizsc17_pic2.place(x = 1320, y = 0, anchor = 'nw')

wizsc17_fr1 = tk.Frame(wizsc17, width = 555, height = 365, bg =
'red')
wizsc17_fr1.place(x = 15, y = 700, anchor = 'nw')
wizsc17_fr1.propagate(0)

wizsc17_opt1 = tk.Button(wizsc17_fr1, text = 'Poison\nthe Ogre',
                        font = ('Enchanted Land', 100),
                        bg = '#090D3A', fg = 'white', command =
wizstr14)
wizsc17_opt1.pack(fill = 'both', expand = True)

wizsc17_fr2 = tk.Frame(wizsc17, width = 555, height = 365, bg =
'blue')
wizsc17_fr2.place(x = 575, y = 700, anchor = 'nw')
wizsc17_fr2.propagate(0)

wizsc17_opt2 = tk.Button(wizsc17_fr2, text = 'Paralyze\nthe Ogre',
                        font = ('Enchanted Land', 100),
                        bg = '#090D3A', fg = 'white', command =
wizstr15)
wizsc17_opt2.pack(fill = 'both', expand = True)

wizsc17_fr3 = tk.Frame(wizsc17, width = 550, height = 363, bg =
'green')
wizsc17_fr3.place(x = 1135, y = 700, anchor = 'nw')
wizsc17_fr3.propagate(0)

wizsc17_opt3 = tk.Button(wizsc17_fr3, text = 'Attack the Ogre\n
with Your Knife',
                        font = ('Enchanted Land', 80),
                        bg = '#090D3A', fg = 'white', command =
wizstr8)
wizsc17_opt3.pack(fill = 'both', expand = True)

wizsc17_pla = tk.Button(wizsc17, image = play_img, bg = 'black', bd
= 0, command = play_bgm)
wizsc17_pla.place(x = 1865, y = 5, anchor = 'ne')

wizsc17_pau = tk.Button(wizsc17, image = pause_img, bg = 'black',
bd = 0, command = pause_bgm)
wizsc17_pau.place(x = 1915, y = 5, anchor = 'ne')

wizsc17_heli = tk.Label(wizsc17, image = health_icn, bd = 0, bg =
'white')
wizsc17_heli.place(x = 1790, y = 690, anchor = 'ne')

wizsc17_helt = tk.Label(wizsc17, text = '100', font = ('Enchanted
Land', 55),
                        bg = 'red', fg = 'white', bd = 0, padx = 30,
pady = 9)

```

```
wizsc17_helt.place(x = 1916, y = 690, anchor = 'ne')

wizsc17_armi = tk.Label(wizsc17, image = armour_icn, bd = 0, bg =
'white', padx = 5, pady = 5)
wizsc17_armi.place(x = 1790, y = 790, anchor = 'ne')

wizsc17_armt = tk.Label(wizsc17, text = '000', font = ('Enchanted
Land', 55),
                    bg = 'blue', fg = 'white', bd = 0, padx =
30, pady = 9)
wizsc17_armt.place(x = 1916, y = 790, anchor = 'ne')

wizsc17_inv = tk.Button(wizsc17, text = 'Inventory', font =
('Enchanted Land', 33),
                    width = 12, pady = 4, fg = 'white', bg =
'#272625', command = inventory)
wizsc17_inv.place(x = 1916, y = 890, anchor = 'ne')

wizsc17_ext = tk.Button(wizsc17, text = 'Exit', padx = 19, width =
10,
                    font = ('Enchanted Land', 33),
                    bg = '#272625', fg = 'white', command =
end_game)
wizsc17_ext.place(x = 1916, y = 1076, anchor = 'se')

cur.execute('update progress set story_progress = "wizsc17";')
con.commit()

wizsc17.mainloop()

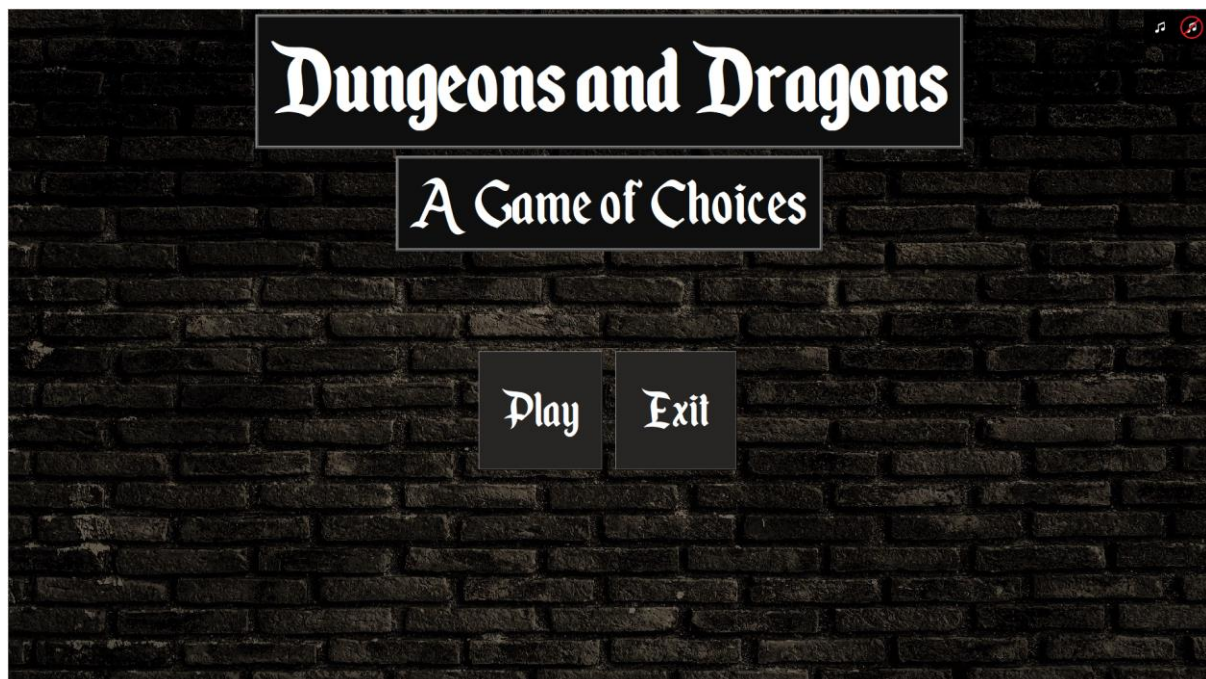
sqlsc_win()
```

OUTPUT

1. MySQL Connectivity Gateway



2. Home Screen

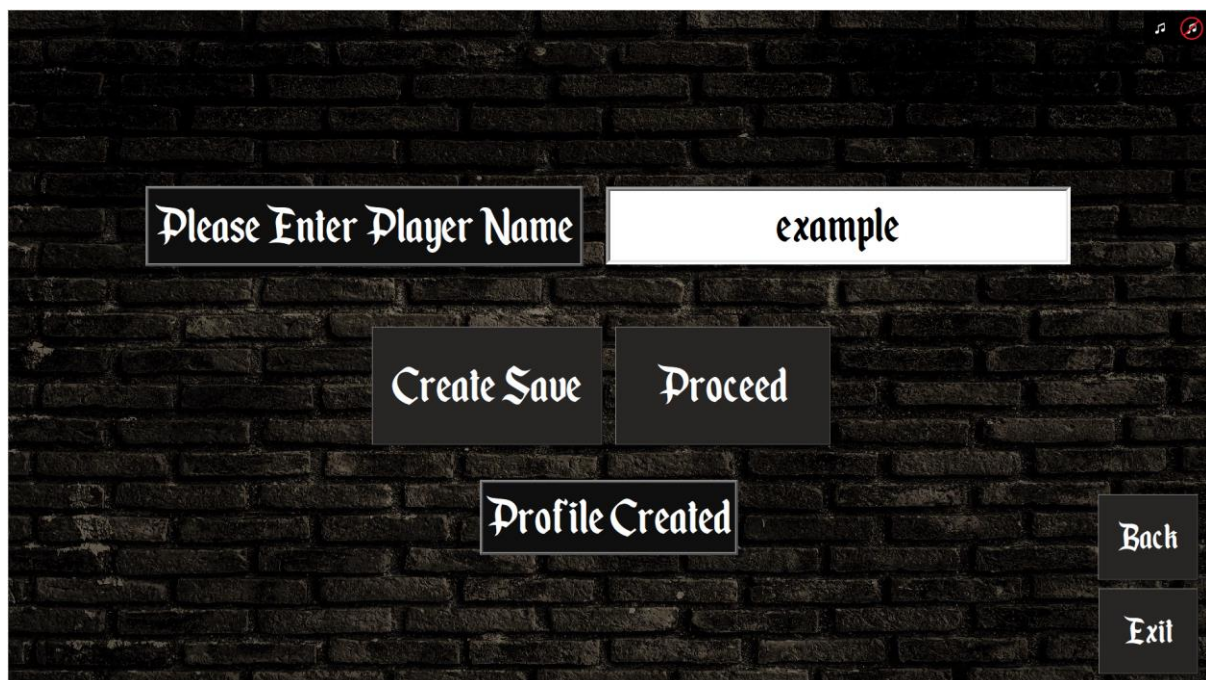


2.1. Play



2.1.1.New Game

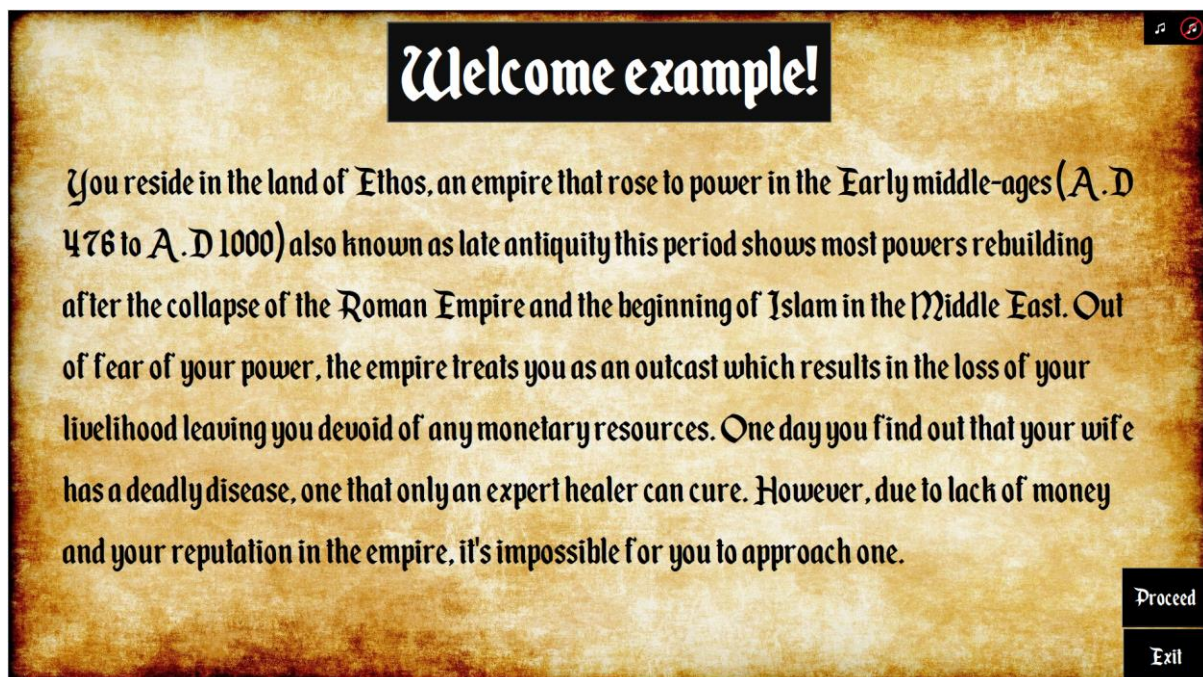
2.1.1.1. Create New Save Profile



2.1.1.1.1. Character Selection



2.1.1.1.1. Game Begins

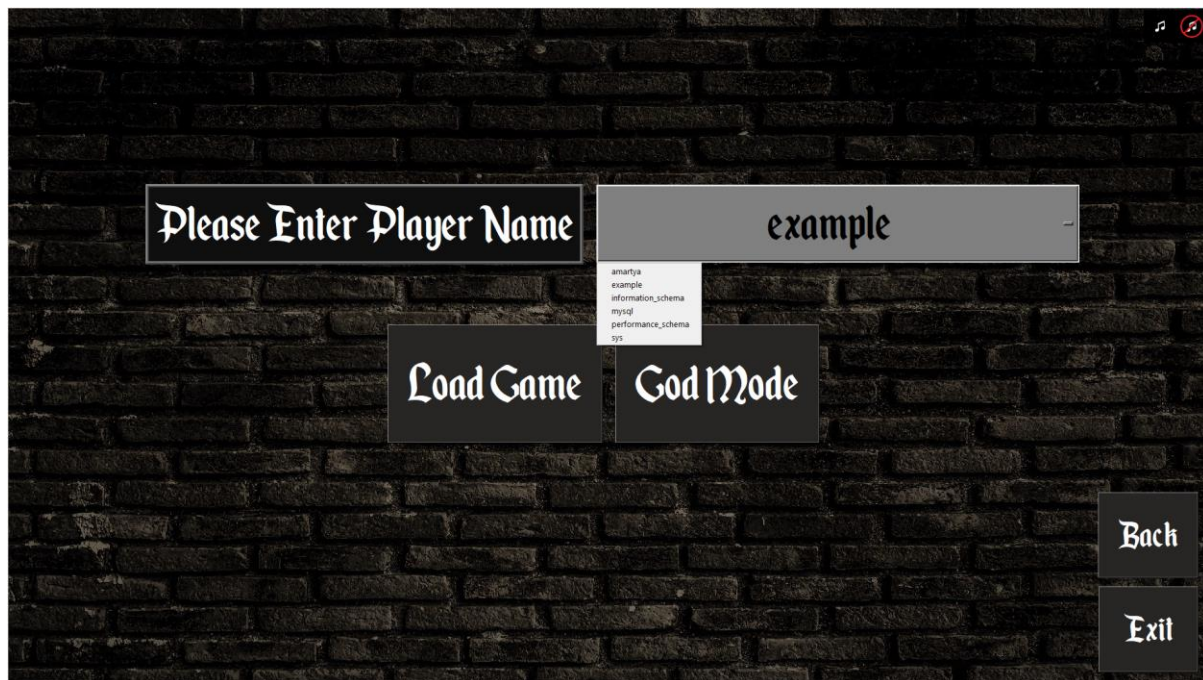




2.1.2. Load Game



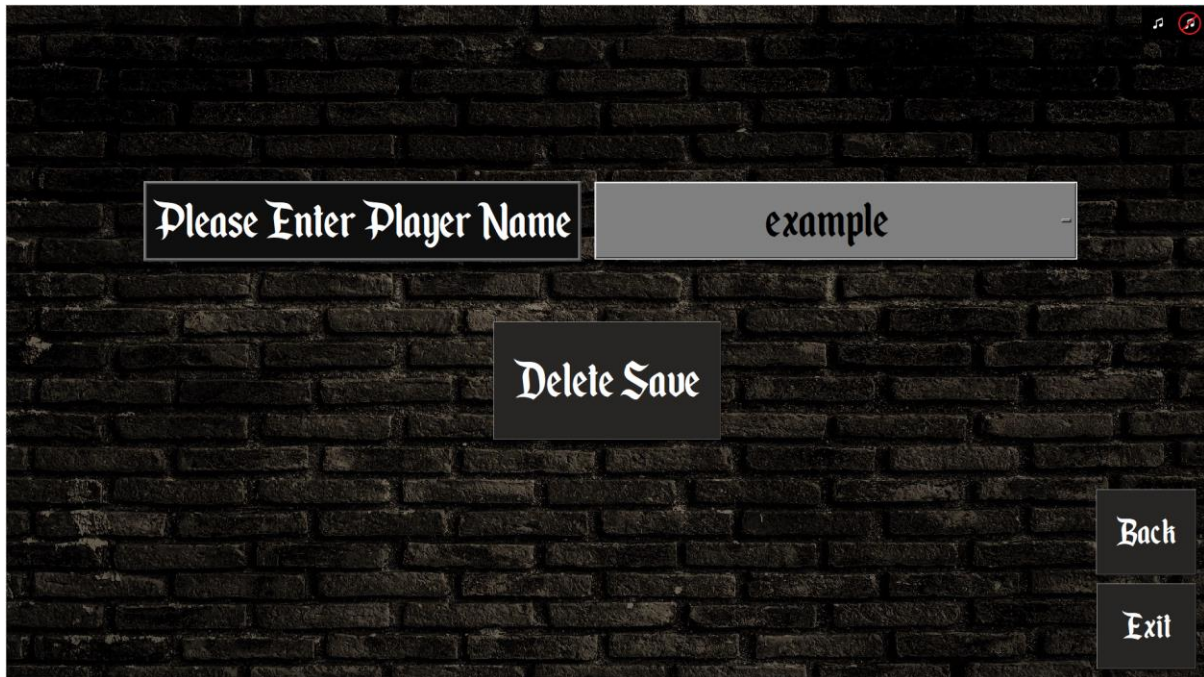
2.1.2.1. Select Save from the Existing Profiles



2.1.2.1.1. The Game Continues from Where Left Off



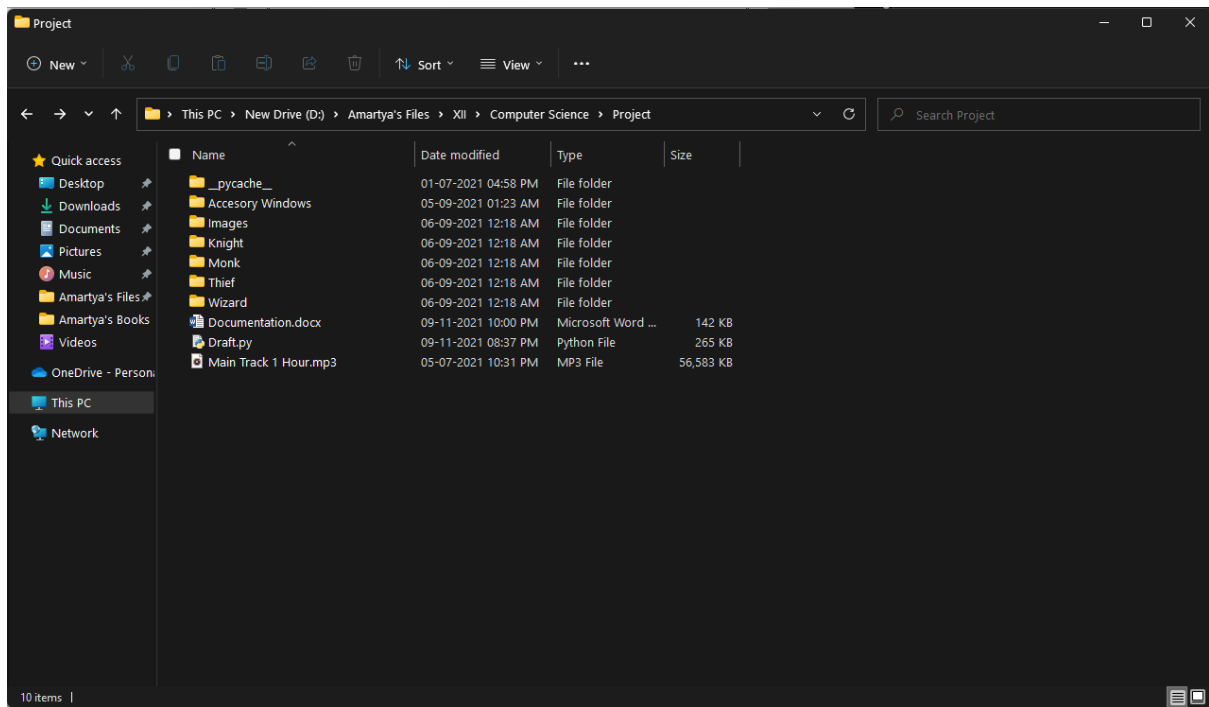
2.1.3. Delete Game



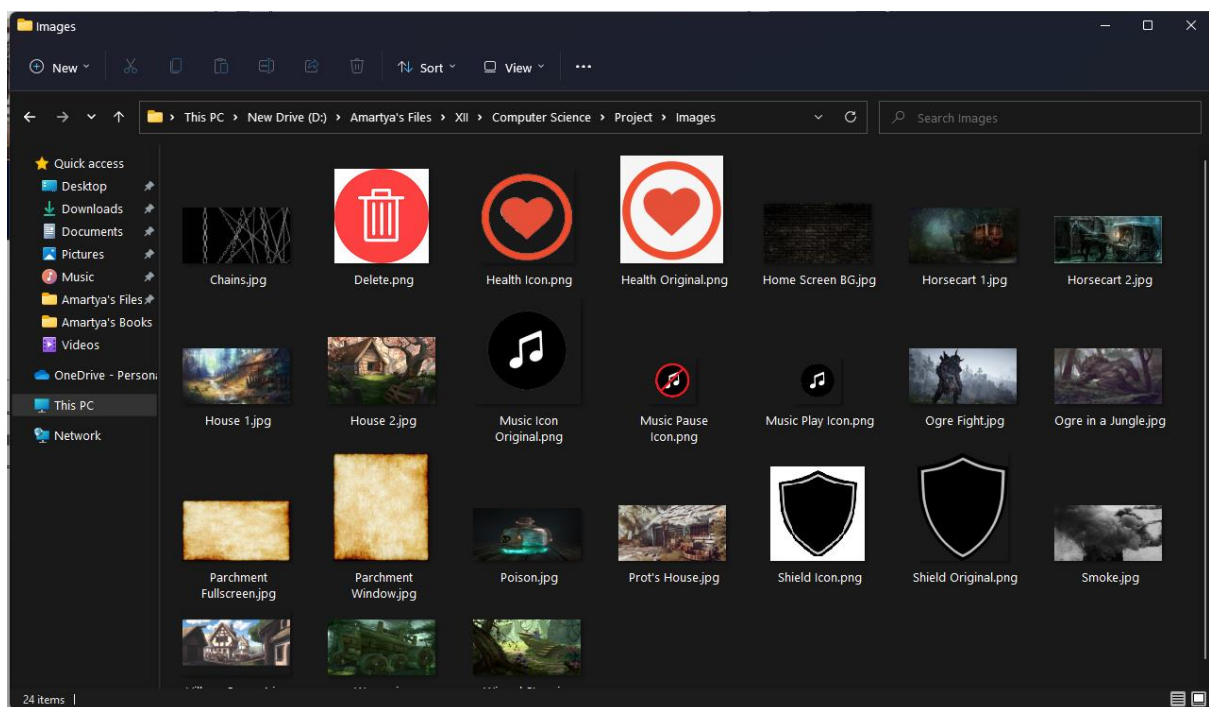
2.1.3.1. Select Save to be Deleted from the Existing Profiles



2.2. Exit



Images Used:



CONCLUSION

The entire project has been displayed before this place. The thousands of lines of code written and the tremendous amount of time and energy spent by the group on this project has successfully borne fruit and the game works quite well.

This project shows the working of SQL and Python, and also provides a moderately well game that people can spend their time playing.

FURTHER ENHANCEMENTS

Due to time constraints, we weren't able to make the story as long as we wanted it to be. We can release more chapters which add on in our game and enhance the player experience. Further, we can add video clips instead of photographs for a more enjoyable gameplay.

BIBLIOGRAPHY

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