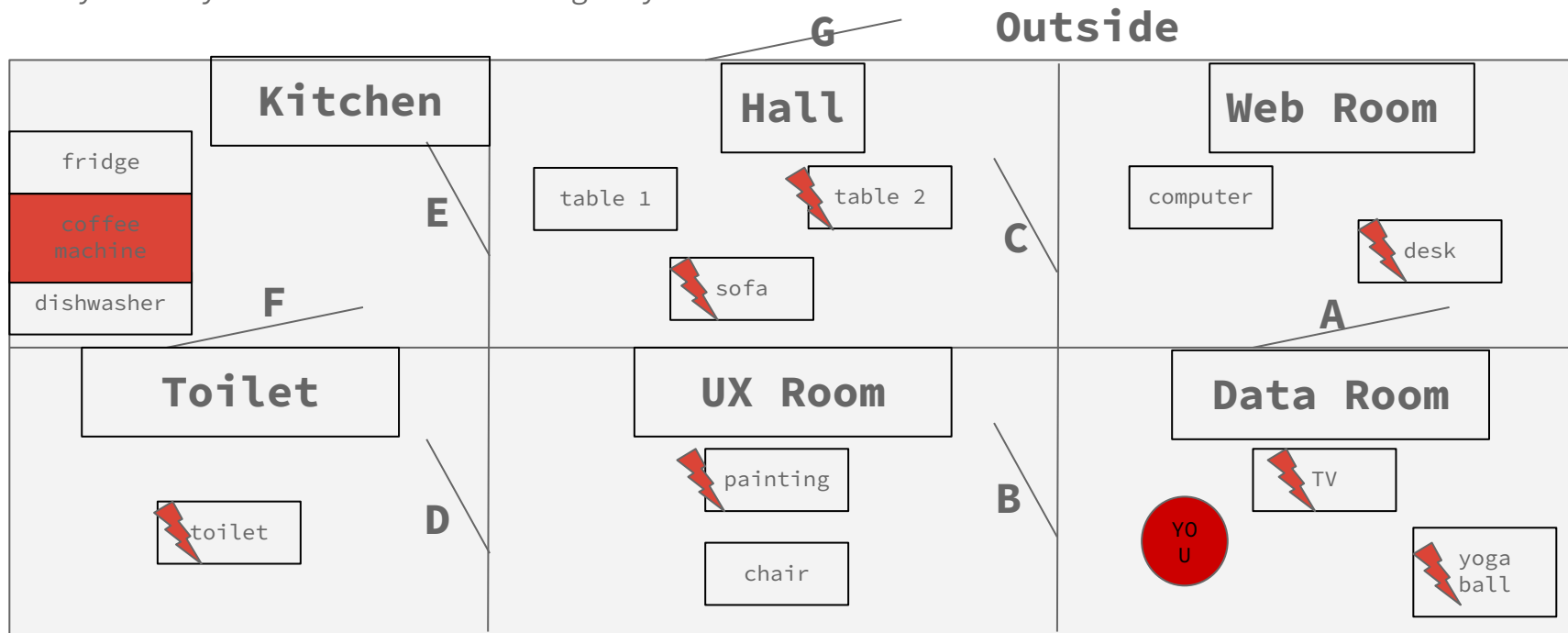# Quest
"I need my Coffee"

Team 3 (aka Team Twelve)

Project overview

It's break time!! You are tired and you don't know why your code does not work, it's been a long day at Ironhack. You find yourself in the Data Room and you need coffee really bad! Make your way to the kitchen and get yourself some coffee.

Outside

Kitchen

fridge

coffee machine

dishwasher

E

F

Hall

table 1

table 2

sofa

G

C

Web Room

computer

desk

A

Toilet

toilet

D

UX Room

painting

chair

B

Data Room

TV

YOU

yoga ball

How does it work

```python
def play_room(room):
    """
    Play a room. First check if the room being played is the target room.
    If it is, the game will end with success. Otherwise, let player either
    explore (list all items in this room) or examine an item found here.
    """

    game_state["current_room"] = room
    if(game_state["current_room"] == game_state["target_room"]):
        print("Congrats! You escaped the room!")
    else:
        print("You are now in " + room["name"])
        intended_action = input("What would you like to do? Type 'explore' or 'examine'?").strip()
        if intended_action == "explore":
            explore_room(room)
            play_room(room)
        elif intended_action == "examine":
            examine_item(input("What would you like to examine?").strip())
        else:
            print("Not sure what you mean. Type 'explore' or 'examine'.")
            play_room(room)
        linebreak()
```

How does it work

```python
def examine_item(item_name):
    """
    Examine an item which can be a door or furniture.
    First make sure the intended item belongs to the current room.
    Then check if the item is a door. Tell player if key hasn't been
    collected yet. Otherwise ask player if they want to go to the next
    room. If the item is not a door, then check if it contains keys.
    Collect the key if found and update the game state. At the end,
    play either the current or the next room depending on the game state
    to keep playing.
    """
    current_room = game_state["current_room"]
    next_room = ""
    output = None

    for item in object_relations[current_room["name"]]:
        if(item["name"] == item_name):
            output = "You examine " + item_name + ". "
            if(item["type"] == "door"):
                have_key = False
                for key in game_state["keys_collected"]:
                    if(key["target"] == item):
                        have_key = True
                if(have_key):
                    output += "You unlock it with a key you have."
                    next_room = get_next_room_of_door(item, current_room)
                else:
                    output += "It is locked but you don't have the key."
            else:
                if(item["name"] in object_relations and len(object_relations[item["name"]])>0):
                    item_found = object_relations[item["name"]].pop()
                    game_state["keys_collected"].append(item_found)
                    output += "You find " + item_found["name"] + "."
                else:
                    output += "There isn't anything interesting about it."
            print(output)
            break

    if(output is None):
        print("The item you requested is not found in the current room.")

    if(next_room and input("Do you want to go to the next room? Enter 'yes' or 'no'").strip() == 'yes'):
        play_room(next_room)
```

What did we change?

We eliminated the "explore" function.

```python
# Step 2: Display information about the room and ask to examine it
def play_room(room):
    """
    Play a room. Let player examine the items in the room.
    """
    game_state["current_room"] = room

    print("You are now in " + room["name"])

    # Display information about the items in the room
    items = [i["name"] for i in object_relations[room["name"]]]
    print("You can see " + ", ".join(items))

    examine_item(input("What would you like to examine?").strip())

    linebreak()
```

What did we change?

```python
for item in object_relations[current_room["name"]]:
    if(item["name"] == item_name):
        output = "You examine " + item_name + ". "
        if(item["type"] == "target"):
            output += "You drink a cup of coffee."
        elif(item["type"] == "door"):
            have_key = False
            for key in game_state["keys_collected"]:
                if(key["target"] == item):
                    have_key = True
            if(have_key):
                output += "You unlock it with a key you have."
                next_room = get_next_room_of_door(item, current_room)
            else:
                output += "It is locked but you don't have the key."
        else:
            if(item["name"] in object_relations and len(object_relations[item["name"]])>0):
                item_found = object_relations[item["name"]].pop()
                game_state["keys_collected"].append(item_found)
                output += "You find " + item_found["name"] + "."
            else:
                output += "There isn't anything interesting about it."
        print(output)
        break

if(output is None):
    print("The item you requested is not found in the current room.")

# Win the game
# if player interacts with coffee machine : "Congrats ! you've won the game !"
if(item_name == "coffee machine"):
    print("Congrats! You've won the game !")
elif(next_room and input("Do you want to go to the next room? Enter 'yes' or 'no'").strip() == 'yes'):
    play_room(next_room)
else:
    play_room(current_room)
```

Quick

Demo

Play Time!

Thank you