

ModuleSixMilestone.py

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# Cathrine Karangi
# A dictionary for the simplified dragon text game
# The dictionary links a room to other rooms.
rooms = {
    'Great Hall': {'South': 'Bedroom'},
    'Bedroom': {'North': 'Great Hall', 'East': 'Cellar'},
    'Cellar': {'West': 'Bedroom'}
}

# Start the game in the Great Hall
current_room = 'Great Hall'

# Show initial instructions
print("Welcome to the Dragon Text Game!")
print("Commands: go north, go south, go east, go west, or exit")
print("You are currently in the", current_room)

# Gameplay loop
while current_room != 'exit':
    # Show player's status
    print("\nYou are in the", current_room)
    command = input("Enter your command: ").lower().strip()

    if command == 'exit':
        current_room = 'exit'
    elif command in ['go north', 'go south', 'go east', 'go west']:
        direction = command[3:].capitalize()
        if direction in rooms[current_room]:
            current_room = rooms[current_room][direction]
        else:
            print("You can't go that way!")
    else:
        print("Invalid command! Use go north, go south, go east, go west, or exit.")

# End game message
if current_room == 'exit':
    print("Thanks for playing the game. Hope you enjoyed it!")
```

What you will run or how to type the commands in the terminal:

Testing the Code:

- Enter "go south" from Great Hall to move to Bedroom.
- Enter "go east" from Bedroom to move to Cellar.
- Enter "go west" from Cellar to return to Bedroom.
- Enter "go north" from Great Hall to see the "You can't go that way!" message.
- Enter "exit" to end the game and see the farewell message.
- Enter an invalid command (e.g., "get item") to see the error message.