STRANDED IN THE JUNGLE

**main()**

Call main() to start the game

Print statement: "You are stranded in the jungle!"

Call getGame()

End program when quit is chosen

Play background music "birdsong.mp3"

Stop background music after the game ends

**getGame()**

Define gameNodes dictionary for the game scenarios (with descriptions, options, and outcomes)

Initialize health = 100, score = 0, timer = 300 (5 minutes)

Initialize currentNode = "start"

While currentNode is not "quit" and timer > 0:

Display health, score, and remaining time

Decrement timer by 1

Call playNode(currentNode) to process the current scenario

If timer reaches 0:

Print "Time's up!" and end the game

Play game over sound effect

Return "quit"

If currentNode is "quit":

End the game

**gameNodes** = {

"start": ("You are stranded in the jungle. What will you do?",

["Build a Shelter", "Explore the Jungle"],

["shelter", "explore"]),

"shelter": ("You build a lean-to shelter and rest.",

["Continue exploring", "Quit"],

["explore", "quit"]),

"explore": ("You venture into the jungle and face obstacles.",

["Cross the river", "Face a wild animal"],

["river", "animal"]),

"river": ("You approach a river. It looks dangerous to cross.",

["Find a rope", "Attempt to cross"],

["rope", "drown"]),

"rope": ("You find a rope and successfully cross the river.",

["Continue exploring", "Quit"],

["explore", "quit"]),

"animal": ("A jaguar is watching you closely.",

["Fight with your machete", "Run away"],

["fight", "quit"]),

"fight": ("You fight the jaguar with your machete and survive. You're safe for now.",

["Continue exploring", "Quit"],

["explore", "quit"]),

"drown": ("You tried to cross the river but were swept away. You drowned. Game Over.", [], []),

"quit": ("Game Over. Thanks for playing!"),

}

Initialize `currentNode` as "start"

While `currentNode` is not "quit":

Set `currentNode` to the result of playNode(currentNode)

Return (Game loop ends when the player chooses quit)

**playNode(node)**

Extract description, options, and outcomes from gameNodes[node]

Print the description of the current scenario

If options list is empty:

Return "quit"

Else:

Print numbered choices dynamically (like "1. Build a Shelter", "2. Explore the Jungle")

Prompt: "Your choice (1-{number of options}):"

Take user input for the choice

If input is valid (corresponds to a choice):

Return the corresponding outcome

Else:

Print "Please choose a valid option"

Return the current node (allow retry)