```python
# Name: Colby Washburn
# Date: September 1st 2020
# An integration of everything I have learned
# Along with some research I have done about programming
# The Import random allows for random number generation
# Time allows for text over time
# ** does exponents, * does multiplication, / divides
# + adds, % does modulus, // does floor division
# I intend to add to this project even after being finished with the class
# If there are unused classes or objects please ignore
# Enjoy
import random
import time

print("Welcome to my Integration Project!", sep='\n')


# Classes
class Fighter(object):
    health = 100
    strength = 9
    defence = 8
    fire_magic = 1
    lightning_magic = 1


class Fire_Mage(object):
    health = 85
    strength = 3
    defence = 5
    fire_magic = 9
    lightning_magic = 5


class Lightning_Mage(object):
    health = 85
    strength = 3
    defence = 5
    fire_magic = 5
    lightning_magic = 9


class Rouge(object):
    health = 75
    strength = 7
    defence = 10
    fire_magic = 2
    lightning_magic = 2


# Enemy Classes

class Guard(object):
    name = "Guard"
    health = 30
    strength = 5
    defence = 5


class Warden(object):
    name = "Leon the Warden"
    health = 100
    strength = 8
    defence = 6
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class Guard_dog(object):
    name = "Zeus THE Guard Dog"
    health = 55
    strength = 8
    defence = 2


def game_over(contestant):
    if contestant.health < 1:
        print("You have died, Restart.")
        exit()


def hero_select():
    print("Select your class!")
    selection = input(
        "1. Fighter \n2. Fire Mage \n3. Lightning Mage \n4. Rouge \n")

    if selection == "1":
        contestant = Fighter
        print("Hmmm Fighter, strong and straight forward, I like your choice")
        return contestant

    elif selection == "2":
        contestant = Fire_Mage
        print("Aye, a Fire Mage, fury of flame and destruction")
        return contestant

    elif selection == "3":
        contestant = Lightning_Mage
        print("Okay,good luck")
        return contestant

    elif selection == "4":
        contestant = Rouge
        print("Rouge.... so you have chosen hard mode? Yes?")
        return contestant

    else:
        print("Please select a class. 1 2 3 or 4 ")
        hero_select()


character = hero_select()


def enemy_select(guard):
    enemylist = [guard]
    chance = random.randint(0, 0)
    enemy = enemylist[chance]
    return enemy


def battlestate():
    enemy = enemy_select(Guard)
    print("He says 'You will die by my blade!'\n")
    while enemy.health > 0:
        combat = input("1. Dagger\n2. Fire Spell\n3. Electric Spell\n")

        if combat == "1":
            print("You swing your trusty dagger at the", enemy.name, )
            hit_Chance = random.randint(0, 10)
            if hit_Chance > 0:
                enemy.health = enemy.health - character.strength
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            print("You swing and slash , you hit them!")

            if enemy.health > 0:
                character.health = character.health - (
                        enemy.strength / character.defence)
                print("The", enemy.name,
                      "swipes their sword at you, you now have",
                      character.health, "left")
                print("Quick! Attack again!")
            else:
                if enemy.name == "Guard":
                    enemy.health = 30
                    print("You have defeated the", enemy.name, "\n")
                    break
        else:
            print("You swing too low, YOU MISS!")
            character.health = character.health - (
                    enemy.strength / character.defence)
            print("The", enemy.name,
                  "swipes their sword at you, you now have",
                  character.health, "left")
            print("Quick! Hit them again!")

    elif combat == "2":
        print("You focus on your power, and hurl a fireball at",
              enemy.name)
        hit_Chance = random.randint(0, 10)
        if hit_Chance > 0:
            enemy.health = enemy.health - character.fire_magic
            print("Your fireball gets thrown , you hit them!")

            if enemy.health > 0:
                character.health = character.health - (
                        enemy.strength / character.defence)
                print("The", enemy.name,
                      "swipes their sword at you, you now have",
                      character.health, "left")
                print("Quick! Hit them again!")
            else:
                if enemy.name == "Guard":
                    enemy.health = 30
                    print("You have BURNT the", enemy.name, "\n")
                    break
        else:
            print("You fly that ball of fire too far, YOU MISS!")
            character.health = character.health - (
                    enemy.strength / character.defence)
            print("The", enemy.name,
                  "swipes their sword at you, you now have",
                  character.health, "left")
            print("Quick! Hit them again!")

    elif combat == "3":
        print("You use your rage, and conduct a lightning bolt at",
              enemy.name)
        hit_Chance = random.randint(0, 10)
        if hit_Chance > 0:
            enemy.health = enemy.health - character.lightning_magic
            print("Your bolt gets shot , you hit them!")

            if enemy.health > 0:
                character.health = character.health - (
                        enemy.strength / character.defence)
                print("The", enemy.name,
                      "swipes their sword at you, you now have",
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                        character.health, "left")
                    print("Quick! Hit them again!")
                else:
                    if enemy.name == "Guard":
                        enemy.health = 30
                        print("You have ELECTROCUTED the", enemy.name, "\n")
                        break
            else:
                print("You sweep your bolt too far, YOU MISS!")
                character.health = character.health - (
                        enemy.strength / character.defence)
                print("The", enemy.name,
                      "swipes their sword at you, you now have",
                      character.health, "left")
                print("Quick! Hit them again!")

        else:
            print("Number not valid, pres 1, 2, or 3,")


print("\n")
intro_1 = "This is an adventure game, that depends on your choices"
intro_2 = "The game adapts to the way you play"
print(intro_1, end='\n')
print(intro_2)
time.sleep(4)
print("\n")


def display_intro():
    print("You awake in a small cell, barred doors and walls")
    time.sleep(3)
    print("There is a guard, he is guarding your door")
    time.sleep(3)
    print("He says to you 'Finally, you're awake'")


display_intro()


def Choice_1():
    print("\n What do you choose to do? \n")
    choice_1 = input(
        "1. Punch the guard \n2. Grab his keys \n3. Talk to the guard \n")

    if choice_1 == "1":
        print(
            "The guard opens the door and draws their sword, Prepare! \n")
        battlestate()

    elif choice_1 == "2":
        print("You try to take the guard's keys")
        keyChance = random.randint(0, 5)
        if keyChance > 2:
            print(
                "You open the door,but the guard looks over and attacks")
            battlestate()
        else:
            print("The guard notices!\n He opens the door and attacks!")
            battlestate()
    elif choice_1 == "3":
        print("You talk to the guard, what do you say \n")
        print(
            "When you open your mouth, the guard gets irritated and walks off")
        print("You notice, the door was actually broken")
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        print("The guard was just holding the door closed")
        print("You leave the cell")


Choice_1()


def first_Puzzle():
    print("\n Good you're out of the cell""\n""Now find the key!""\n")
    print("Where do you look for the key?")
    key_spot = ["Drawer or Key Rack"]
    for x in key_spot:
        print(x)
        puzzle_choice = input("1 or 2\n")
        if puzzle_choice == 1:
            drawer_puzzle()
        elif puzzle_choice == 2:
            key_rack()
        elif puzzle_choice != 1 or 2:
            print("Invalid Choice")


first_Puzzle()


def drawer_puzzle():
    print("You see a locked drawer you spot plates lock down when pressed")
    print("You see these plates with these numbers")
    for x in range(2, 20):
        print(x)
    print("What do you do?")
    button_press = input(
        "1. Press all the even numbers \n 2. Press all of the Odd numbers")
    if button_press == 2:
        print("The drawer opens and you find the key")
        Ending_1()
    elif button_press == 1:
        print("The drawer locks, you approach the key rack instead")
        key_rack()


def key_rack():
    print("You walk over to the key rack and see the keys to the gate")
    Leaving_1()


def Ending_1():
    print("You've escaped your holdings, and there is a riddle at the exit")
    riddle = random.randint(1, 5)
    if riddle == 1:
        print("What is")
        print(int(2 * 2))
        print("+")
        print(int(2 * 2))
        print("?")
        answer = input()
        if answer == 8:
            Leaving_1()
    elif riddle == 2:
        print("what is")
        print(int(20 % 30))
        print("+")
        print(int(20 % 30))
        print("?")
        answer = input()
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        if answer == 40:
            Leaving_1()
    elif riddle == 3:
        print("what is")
        print(int(2 ** 2))
        print("+")
        print(int(2 ** 2))
        print("?")
        answer = input()
        if answer == 8:
            Leaving_1()
    elif riddle == 4:
        print("what is")
        print(int(8 // 8))
        print("+")
        print(int(8 // 8))
        print("?")
        answer = input()
        if answer == 2:
            Leaving_1()
    elif riddle == 5:
        print("What is larger?")
        print("200 or 2001?")
        print("Please use < or >")
        answer = input()
        if answer == "<":
            Leaving_1()


Ending_1()


def Leaving_1():
    print("You escape! Congrats")
    exit()


Leaving_1()
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