CPSC 230: Computer Science I
Spring 2017
Programming Assignment 3: Adventure Game
Due: March 4th, 2018 @ 11:59pm

The Assignment

This assignment will require you to combine your knowledge of conditionals and loops by writing your own adventure game! The premise of the game is simple. You are a brave adventurer exploring a castle full of unknowns in search of treasure. At each step you must choose where to visit next. But be careful…surprises await!

The structure of the program is simple. The player starts at the entrance to the castle. They are then asked what room they would like to visit. When they visit that room, a brief description of the room and what they found there is printed, and then they are asked to choose another room to visit next. If the player chooses to visit the exit at any point, the game ends. Similarly, if the player finds the treasure, the game ends. You may have as many rooms as you like, within the following constraints:

1) You must have at least 6 rooms, one of which will contain the treasure
2) Not every room should be reachable from every other room.

Basically, the program will be a large loop with several conditionals corresponding to each room that can be visited. Those conditionals will handle what happens in each room when the user "enters".

Because the world is a scary place, and nobody lives forever, you will also incorporate a random number generator that will introduce the potential of death at any step. A random number can be simulated with a call to random.randint(1,100) which generates a uniform random number in [1,100]. (If you assume values > 98 mean death, then you will have a 1/50 chance of dying with every new room entered.) Make sure to import the random module at the top of your program (i.e. import random).

This assignment is purposefully open ended. Be creative and have fun!

You may work with a partner (i.e. – one other person) to complete this assignment. However, you EACH must submit a copy, even if they are the same. Please write both of your names at the top of your program in a comment, as well as in your README. You will both be assigned the same grade. If one forgets to submit, only that person will receive a zero.

Due Date

This assignment is due at 11:59pm on 2-4-2018. Submit via Blackboard; create a zip file with all your files in it. It should be labeled firstinitiallastname_PA3. Please make sure to include all the required files (README, source files).

Grading

Assignments will be graded on correctness, adherence to style, and the inclusion of meaningful comments.