Zork is one of the earliest interactive computer games. The first version of Zork was written between 1977 and 1979. It continues to entertain us today. We continue the tradition with our own version using Python. Our version of Zork will be like the original where the user's imagination guides them through various rooms containing various objects. As did the original, our application shall also allow the user to navigate by entering only text commands.

The application shall ask the user what direction they wish to travel in.

Once they enter the direction, move them to the next room and tell them

what is in that room and in what direction the other exits are.

Continue asking where they want to go until the user presses the option for exit.

To determine which rooms exist and which directions are available imagine the user is traversing a haunted house which contains the rooms listed below. In each room there are both things and exits. After displaying the options for each room your application shall wait for the user to input the direction of travel.

|  |  |  |  |
| --- | --- | --- | --- |
|  | **room** | **contains** | **doors to (direction & room #)** |
| #1 | foyer | dead scorpion | room n2 |
| #2 | front room | piano | rooms s1,w3, e4 |
| #3 | library | spiders | rooms e2 & n7 |
| #4 | kitchen | bats | rooms w2 & n5 |
| #5 | dining room | dust  empty box | room s4 |
| #6 | vault | 3 walking skeletons | room e7 |
| #7 | parlor | treasure chest | rooms e6, s3 |

The best way to write any program is to plan it first. That means making a map of the house. The rooms are all square so they only have four sides. Each side corresponds to a cardinal direction: North, South, East or West. Not every side contains a passage to another room.

Think about what control structures you will need. Start with your main loop in place then add to it allowing the user to work with one room at a time. So ask the user for input. If the user enters the option to quit then they will exit the program and see the good bye message.

This is what the user sees:

You are standing in the front room of an old house.

You see a dead scorpion.

{You can (E) exit to the east, (W) exit to the west. Press Q to quit}

You are standing in a library.

You see spiders.

{ You can (N) exit to the north, (E) exit to the east. Press Q to quit}