# Assignment: Chatbot or Combat Simulator

Name      .....................................................................................

Class     .....................................................................................

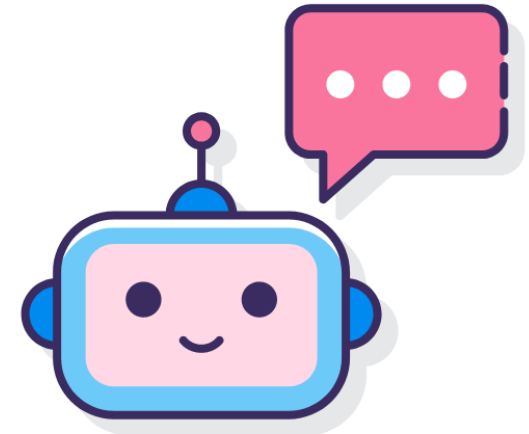**Recommended working duration:** 2 weeks

You are to code an interactive program that is either a simple chatbot or combat simulator **(pick one)** similar to these examples below:
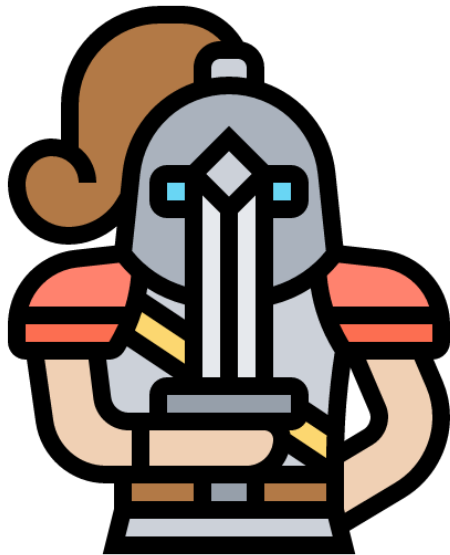
- [Botty the Chatbot](#)
- [Code Combat Simulator](#)

Your program will need to demonstrate the use of various programming concepts that you've learnt throughout this unit.

Using colours in your interactions is encouraged. You could also optionally draw ASCII graphics and use other visual ideas to make your interaction appealing.

|  | High (3) | Medium (2) | Low (1) | Not Shown(0) |
|---|---|---|---|---|
| **Number of Interactions**<br><br>**(chatbot questions, or combat opponents)** | For the chatbot, there are at least 10 questions.<br><br>For the combat simulator, there are at least 3 opponents. | For the chatbot, there are 5 - 9 questions.<br><br>For the combat simulator, there are at least 1 - 2 opponents. | For the chatbot, there are 4 or fewer questions.<br><br>For the combat simulator, there was an attempt at 1 - 2 opponents. | No program submitted |
| **Use of `if`, `elif` and `else` statements** | 2 or more sets of `if`, `elif` and `else` statements used | 1 set of `if`, `elif` and `else` statements used | An attempt was made to use 1 set of `if`, `elif` and `else` statements | No `if`, `elif` and `else` statements used |
| **Use of >, <, <= or >= comparisons** | 2 or more uses of >, <, >= or <= comparisons | 1 use of >, <, >= or <= comparisons | An attempt was made to use >, <, >= or <= comparisons | No >, <, >= or <= comparisons used |
| **Use of `or` operator in `if` condition** | 2 or more `if` statements used the `or` operator | 1 `if` statement used the `or` operator | An attempt was made to use the `or` operator | The `or` operator was not used |
| **Use of `while` loops** | 2 or more `while` loops used | 1 `while` loop was used | An attempt was made to use a `while` loop | No `while` loops were used |
| **Use of boolean variables** | 2 or more boolean variables were used | 1 boolean variable was used | An attempt was made to use a boolean variable | No boolean variable was used |
| **Use of integer variables** | 2 or more integer variables were used | 1 integer variable was used | An attempt was made to use an integer variable | No integer variable was used |
| **Use of the `in` operator, the `.islower()` method or the `.isupper()` method** | 2 or more uses of the `in` operator, the `.islower()` method, or the `.isupper()` method | 1 use of the `in` operator, the `.islower()` method, or the `.isupper()` method | An attempt was made to use the `in` operator, the `.islower()` method, or the `.isupper()` method | No uses of the `in` operator, the `.islower()` method, or the `.isupper()` method |
| **Creativity - Interaction** | A highly creative and original interaction was demonstrated | A standard and working interaction was demonstrated | The interaction was difficult to understand | The program did not run |
| **Creativity - Presentation** | Colours and screen effects were used and were suited to the interaction | Some colours and screen effects were used but more would have been appropriate | The interaction did not use colour or other effects at all | The program did not run |

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