Gamebook

Introduction:

In this program we want to create a maze/decision style game that has different outcomes based on the decisions that the user makes. We will be again using print and input methods, but now we will combine conditional checks and input statements to determine how the game will play out. This program can be as complex as you want, but feel free to make it a rather linear decision-based game with even only one correct outcome and incorrect choices resulting in a “Game Over” scenario.

Useful Functions:

* print() – displays output to the user of the program through the Python IDLE shell.
* input() – gathers input from the user of the program and can be stored in a variable or used directly.
* if <condition> – checks whether a desired condition is true and controls the flow of the program based on conditions and states of variables

Objectives:

* First, we will want to create a scenario for our game. Come up with a theme and create path of decisions that will lead you to a successful outcome in the game. Each decision will be a “step” in out game and we want to try to have at least **6 decisions** in our game.
* Then, we should come up with scenarios for when the user makes a bad decision in the game. In this case we can either lead straight into a “Game Over” by telling the user a short description of what happened, and then the program will terminate.
  + This means that our program can be formatted in a linear way with if statements and only one successful way to get to the ideal ending of the program.
* Once we have a general plan of our story that we want to tell, let’s get to work on coding out the story. Remember, planning on paper is always a good idea so you have a physical reminder of what you are trying to program and can easily keep track of where you are at.
* So let’s get started and reference the skeleton code through following the directions on the screen at the front. As usual, ask as many questions as you need!