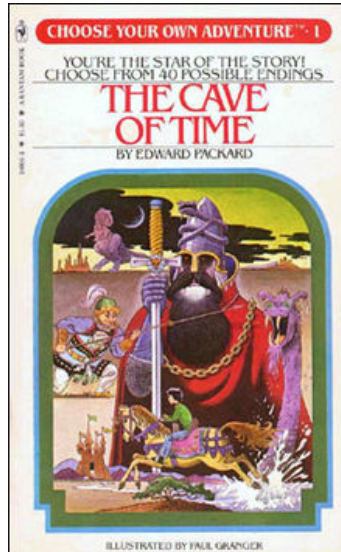


TEXT ADVENTURE

LANGUAGE: Python

TOPICS: User input, Conditionals and Nested Conditionals, Case Testing, Variables



OVERVIEW

In pairs, you will work to write and code a dynamic, text-based adventure using what you have learned so far, with a focus on loops and conditionals. In this adventure, the person reading the story will get to decide the choices the character will make.

HISTORY

This type of choice-based adventure is common in pop culture. One example is the **Voter Suppression Trail** animation that you walked through as a class. Other examples include **Choose Your Own Adventure** books that were popular with young kids in the 90s.

INSTRUCTIONS

- **Part 1:** Create a flowchart of your story. For examples of flow charts, check the reference section of this document. In your flow chart, be sure to clearly note decision points.
- **Part 2:** Learn to retrieve user input from the terminal and how to best handle edge case situations.
- **Part 3:** Use conditionals to control the flow of your program and finish coding your project.

REQUIREMENTS

Your project must:

- Take user input.
- Respond if a user does not give correct input.
- Allow the reader to make at least two choices.

EXTENSIONS

If you finish early:

- Extend your story by adding more decision points.
- Create illustrations that you might add to your story.
- Create a “code skeleton” that could be used by non-coders (like your parents, younger siblings, or other friends) to tell their own story.
- Innovate in any other way you might want to!

REFERENCE

FLOW-CHART: SUGGESTED STRUCTURE FOR YOUR PROJECT

Key:

Ovals - Start and end points.

Diamonds - Decision points or conditionals.

Arrows - Decisions made by users.

Rectangles - Outcome of a decision

