TextBasedGameFix

**Title : Into the Forest**

#This game was created by Gabrian Granito Yosia

**while True**:

answer = input("Would you like to play? (Yes/No) ")

print(" ")

**if** answer == "No":

print("Come back anytime")

**elif** answer == "Yes":

print("You wanted to visit your sister who gave birth recently. She lives across the forest. You have prepared a gift for her. There are paths all across the forest. Nonetheless danger might still come to meet you. Yet you are determined.")

print(" ")

print("You walks into the forest and face an intersection")

answer = input("Where will you go? (Left/Right)")

print(" ")

**if** answer == "Left":

print("You carelessly got caught in a trap made by hunters and can't proceed with the journey")

print(" ")

print("GAME OVER")

**elif** answer == "Right":

print("You walk through the forest while enjoying the view until you find yourself on a river bed. You looked around for a way to cross it and noticed a bridge to the left of the bridge. A little bit farther to the right you spotted a worn down raft.")

print(" ")

answer = input("What will you do? (Use the bridge/Use the raft)")

print(" ")

**if** answer == "Use the raft":

print("You managed to get to the center of the river when a crocodile suddenly jumped out and pull you down to the riverbed. You died")

print(" ")

print("GAME OVER")

**elif** answer == "Use the bridge":

print("You walk over a bridge and while looking on the river you spotted what you thought to be a log in the river moved. It is a crocodile!")

print(" ")

print("You continued your journey and met a man. You walked with the man until you found yourself in an intersection. The man said goodbye and went right. The street to the right is neatly paved. While the street to the right are covered with thorn bushes.")

print(" ")

answer = input("Where will you go? (Left/Right)")

print(" ")

**if** answer == "Right":

print("You go to the right and accompany the man. You've walked for a couple of minutes when a group of bandit came and beat both of you and the man to death.")

print(" ")

print("GAME OVER")

**elif** answer == "Left":

print("You keep walking while ignoring the thorns which keep poking you when suddenly you heard a scream. You push away the bushes until you noticed the man that walked with you laying on the street surrounded by a group of bandits. Deciding that it's wiser to not help the man, you decided to continue your journey.")

print(" ")

print("You managed to walk out of the bushes. You looked around and spotted the house which you recognized to belong to your sister. You spotted your sister on her backyard.")

print(" ")

print("You thought of going to the front door and knock politely. But you noticed a small pathway covered in mud which leads to your sister's backyard. You could as well try to surprise her")

print(" ")

answer = input("What will you do? (Knock politely/Surprise her)")

print(" ")

**if** answer == "Knock politely":

print("You walked to her front door and knocked politely. Your sister opened the door a bit later and notice you. She then greeted you warmly. You gave her the gift and stayed at her house that night.")

print(" ")

print("CONGRATULATIONS YOU FINISHED THE GAME!")

**else:**

print("You carefully walked over the muddy path but unfortunately you slipped while loudly screaming. Your sister noticed your scream and ran toward you to find yourself covered in mud, yet managed to safe the gift from the mud. Nonetheless, she invited you to her house and you managed to give her the gift.")

print(" ")

print("CONGRATULATIONS YOU FINISHED THE GAME!")

**else:**

print("You got lost")

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print("You got lost")

**else:**

print("You got lost")

**else:**

print("Invalid choice")

**break**

This game was created by using the basic functions. The function used are primarily the 'while' function and 'if', 'elif', and 'else' function which act as the key functions in order for the game to run.

The idea of this game is that the player is tasked with leading the character to somewhere. Players will be given multiple choices and the player will have to choose one of those choices. The choice choosen would determine whether the player would advance in game or be met with game over.

answer = input("Would you like to play? (Yes/No) ").

'answer' is used as variable, then by typing 'input' means that the player would have to input the variable. "Would you like to play? (Yes/No) " would then be printed and it would act as the guiding questions in the game while the game is running.

The functions, 'if, elif, else' works as the deciding factor so as the game keeps running. It works in this way, that if an action which was done matched as the requirements stated in the 'if, elif, else' function, then an action would proceed to run.

**if** answer == "No":

print("Come back anytime")

**elif** answer == "Yes":

print("You wanted to visit your sister who gave birth recently. She lives across the forest. You have prepared a gift for her. There are paths all across the forest. Nonetheless danger might still come to meet you. Yet you are determined.")

The script above would mean that, if the action done is that the answer to 'answer = input("Would you like to play? (Yes/No) ")' is 'No' then the game would type in 'Come back anytime'. And if the answer to the question is 'Yes' then the game would type in the sentences in the 'print' function correlated to the 'elif' function.

If answer == "a":

print("b")

Elif answer == "c":

print("d")

answer = input("e")

If answer == "f":

print("g")

Else:

print("h")

Else:

In the script, the 'if, elif, else' functions with the same color mean that they have same indentation which means that they all work as one part. The example above means that 'if, elif, else' are equal. If the requirements for 'if' isn't met, it will check whether the requirements for 'elif' is met or not, then if it not, then it would run for the 'else'. 'if, else' would be run only if the requirement for 'elif' is met. 'if' would then be checked first, then if the requirements for it isn't met, then it will run 'elif'.

By typing 'while true' at the start of the script and then 'break' at the end of the script, these would let the program to run continously. It will restart the game if the player is met with either 'Game over' or 'Congratulations you finished the game!'. The game will not restart itself as long as the player is in the right path to finishing the game. These will lead to the player to be able to play the game all over again when met with defeat or win without having to run the script manually over and over again.