

Control Structures and Logic | Lesson 1

Practice: Boolean Expressions

Instructions

Read through the code in the [software-dev-course-boolean-expressions-and-conditional-statements](#) GitHub repo and complete the following tasks.

Tasks

To practice creating and combining boolean expressions to drive logic and outcomes, you'll create a text-based adventure game.

In this type of game, a user reads short narratives and, at the end of each one, is prompted to make a choice. For example, "You wake up in a dark forest. There are two paths ahead of you: one leading to the mountains and one to a village. Your choice will determine your fate!"

The user can then choose whether to go to the mountains or to the village, where they will find a new narrative and new choice.

Make sure to complete the following tasks as you create your adventure game:

- Write conditional statements to handle player choices.
- Use boolean expressions to combine multiple conditions.
- Include at least one use of logical operators (`&&`, `||`, `!`).
- Add more choices and scenarios.
- Include additional items (e.g., a sword, a compass).
- Use nested conditionals **and** logical operators to create complex outcomes.

Setup

Make sure you follow all of these steps when you complete work in our GitHub repos:

- Fork the repo.
- Clone the repository to your local machine.

- Start working on the code.
- When you are finished, commit your changes and push them to your fork.

Submission

Submit the url for your GitHub repo in the field below.