# HarshaMalipeddi - Monster Game Escape Room

# CSE Python Final Project - Beckmann 2025

# OS Specifications : Windows 10 or higher

# Import the random module

import random

# Import the os module

import os

# Clear the screen before the game starts

os.system("cls")

# The Start Screen (intro) of my Escape Room Game

print("Welcome to my escape room text adventure game by Harsha.")

print("The theme of the escape room is the monster game.")

print("Press Enter to Start!")

input()

# Global Health Variables

player = 100

enemy = 100

# Combat Functions

def enemyAttack():

# The enemyAttack function removes health from the player

global player

enemyAttack = random.randint(5,10)

print("Enemy attacks!")

print("Attack = {} HP".format(enemyAttack))

player -= enemyAttack

print("Player Health : {}".format(player))

def conservAttack():

# The conservAttack function removes health from the enemy

global enemy

attack = random.randint(10,15)

print("Player attacks!")

print("Attack = {} HP".format(attack))

enemy -= attack

print("Enemy Health : {}".format(enemy))

def hardAttack():

# The hardAttack function also removes health from the enemy

global enemy

attack = random.randint(4,12)

print("Player attacks!")

print("Attack = {} HP".format(attack))

enemy -= attack

print("Enemy Health : {}".format(enemy))

# Health Check/Game Over Function

def checkPlayerHealth():

# The Health Check/Game Over Function checks the player's health to see if the game is over

if player < 1:

print("You died.")

exit()

# Scenario 1

print("You woke up in a dark room. You don't know where you are or how you got there.")

print("You vaguely see two doors in front of you.")

# Scenario 1 Loop - This loop is for going through one of the doors

while True:

print("Do you want to go through one of the doors?")

print("1: left door")

print("2: right door")

print("3: just sit here for a minute")

response = input()

if response == "1":

print("Good choice, but be prepared for a fight.")

print("Do you want to sneak in quietly or rush in?")

print("1: Sneak")

print("2: Rush")

sneak\_choice = input()

if sneak\_choice == "1":

print("You sneak in quietly. You surprise the monster and deal some early damage!")

enemy -= 10

print("Enemy Health : {}".format(enemy))

elif sneak\_choice == "2":

print("You rush in yelling. The monster hears you and is ready to fight.")

else:

print("You hesitate too long and the monster spots you.")

break

elif response == "2":

print("You like taking the hard way, don't you?")

enemy \*= 2.5

break

elif response == "3":

print("You are wasting time! You are losing life!")

player -= 7

print("Health : {}".format(player))

else:

print("That is not a choice, try something else!")

# Scenario 2

print()

print("You can hear the sounds of a monster approaching in the darkness. What do you want to do?")

print()

# Scenario 2 Loop - This loop is for player to attack the monster or the monster to attack the player

while True:

checkPlayerHealth()

if enemy < 1:

print("You defeated the monster")

break

print("Fight or Flee?")

choice = input()

if choice in ["flee", "Flee"]:

break

elif choice in ["fight", "Fight"]:

print("Choose 1 for Hard Attack, 2 for Conservative Attack")

choice = input()

if choice == "1":

hardAttack()

elif choice == "2":

conservAttack()

else:

print("That is not a choice. Try again.")

else:

print("That is not a choice. Try again.")

print()

enemyAttack()

print()

# Scenario 3

print("After escaping the monster, you stumble into a strange glowing forest.")

print("You see a glowing mushroom on a rock. It looks magical.")

# Scenario 3 Loop - This loop is to let the player decide whether to eat the mushroom or not

while True:

print("Do you want to eat the mushroom?")

print("1: Yes")

print("2: No")

choice = input()

if choice == "1":

print("You eat a mushroom. It heals you!")

player += 100

print("Player Health : {}".format(player))

break

elif choice == "2":

print("You ignore the mushroom and move on, but you feel like you missed something.")

break

else:

print("That is not a choice. Try Again!")

# Scenario 4

print()

print("As you leave the forest, a new, stronger monster jumps down from the trees!")

enemy = 100 # Reset the enemy's health

print("Prepare for a battle")

# Scenario 4 Loop - This loop is another combat loop to attack the forest beast or the forest beast to attack the player

while True:

checkPlayerHealth()

if enemy < 1:

print("You defeated the forest beast")

break

print("Fight or Flee?")

choice = input()

if choice.lower() == "flee":

print("You run away and hide behind some trees.")

break

elif choice.lower() == "fight":

print("Choose 1 for Hard Attack, 2 for Conservative Attack")

choice = input()

if choice == "1":

hardAttack()

elif choice == "2":

conservAttack()

else:

print("That is not a choice. Try again.")

else:

print("That is not a choice. Try again.")

print()

enemyAttack()

print()