
Build your own text adventure.

With Python and the Shell

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Task 1

Type the text adventure
and add the door “2”.

Lessons learned: **Conditional Statements** **& Comparator 'equal to'**

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Task 2

Ask the player
for her name and
use it in the game.

Lessons learned:
String replacement
with %s and %

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Task 3

Refracture our
adventure with
functions

exit(0) == leave the program in many operating systems; 0 means no error

int() == transforms the string into an integer

Lessons learned:

**Define and use functions,
Transform Strings to
Integers**

Additional task 1:

Check the type in the
bank room with:

while True:

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Additional task 2:

Write 2 additional rooms
and connect all rooms
in a circle.

Additional task 3:

Give your player math tasks and check if his answer is right.