

# Medieval Adventure World Text-Based Game

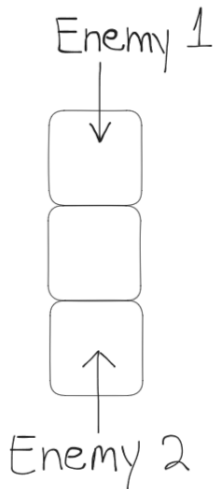
Using the concept of If-Else (and Else If), Variables, Strings, and Input & Output we will be making a fantasy game with some turn based fighting mechanics.

## Project Specifications/Requirements:

### 1. On New Game Start

- Ask for the *Player's Name* or *Player Character Name*
  - Use that *Name* when the user is expected input an action
  - For example, if they player character name would be Sir Jeff, on the screen it should show:  
Sir Jeff: .....  
Sir Jeff: .....
- Ask for the *Player's Class*
  - There should be the following classes: Mage, Knight, and Rogue
- Based on the class chosen, there should be a certain amount of health
  - Mage will have 20 Health Points
  - Knight will have 50 Health Points
  - Rogue will have 35 Health Points

### 2. Dungeon Movement/Layout



- Firstly, describe the layout such that the player may only move UP or DOWN.
  - Assume that the Player will not move LEFT or RIGHT, or STAY IN ONE SPOT.
- Depending on where the Player decides to move, you should tell them they encountered something like so, "You have chosen to move UP. You encounter **<Enemy\_Name>.**"
- Take the input for the Player and then based on that, create only either Enemy1 or Enemy2.
  - Enemy1 is a "Goblin"
    - The Goblin should have 10 health.
  - Enemy2 is an "Ogre"
    - The Ogre should have 20 health.
  - Or...you can make up whatever for both

### 3. Combat

- The player always goes first.
- Tell the player whose turn it is first.
  - If it is the player's turn, let them input an action to do. Make sure to tell them what actions they can take.
    - The player has actions: **Attack** or **Do Nothing**
  - If it is the monster's turn, the monster will do damage to a player's Health Bar (take away health). Make sure to tell the player that this is happening.
    - If it is a Goblin, they deal 2 damage.
    - If it is an Ogre, they deal 5 damage.
- After each turn, check to see if the person getting "attacked"'s health bar is less than or equal to 0.
  - If the player's health is zero or less on an Enemy's turn, the player loses the game.
  - If the Enemy's health is zero or less on a player's turn, the player wins the game.
- The combat will keep going but in turn order. So player -> enemy -> player -> enemy....until the game is complete.

### Notes

- This game will require A LOT of IF-ELSE IF-ELSE statements. Some of these statements will be required to be nested.
  - What is a nested statement?
    - It's like when an if-else statement is inside an if-else statement.  
For example,  
if blah:  
    if blah2:  
        print("duh")  
    elif blah3:  
        print("kuh")  
    else:  
        print("huh")  
elif blah4:  
    print("muh")  
else:  
    print("tuh")
- The code will not look pretty and neat. It will look like A LOT but that's okay! What's important is that you understand how to use the concepts.

- There are lots of parts that are vague and that's intentional/unintentional...always ask for clarification.