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In [1]: # Interactive Text-Based Adventure Game

# Prints the intro message and sets the scene for the player
def intro():
    print("Welcome to the Adventure Game!")
    print("You find yourself in a dark forest. There are paths to the left and right.")
    print("Which way do you want to go?")
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In [2]: # This function gets user input for choosing a path and validates it
# (only accepts 'left' or 'right') before returning the chosen path
def choose_path():
    path = ""
    while path != "left" and path != "right":
        path = input("Enter 'left' or 'right': ").lower()
    return path
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In [3]: # This function handles what happens if the player chooses the left path
def left_path():
    print("You walk down the left path and encounter a friendly jay.")
    print("The jay offers you a magical sword. Do you accept it?")
    choice = ""
    while choice != "yes" and choice != "no":
        choice = input("Enter 'yes' or 'no': ").lower()
    if choice == "yes":
        print("You have obtained the magical sword!")
        print("With the sword, you continue your journey and eventually find the treasure.")
    else:
        print("You politely decline the jay's offer and continue on your journey.")
        print("Unfortunately, without the sword, you get lost in the forest and never find the treasure.")
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In [4]: # This function handles what happens if the player chooses the right path
def right_path():
    print("You walk down the right path and encounter a sleeping dragon.")
    print("Do you try to sneak past the dragon or turn back?")
    choice = ""
    while choice != "sneak" and choice != "back":
        choice = input("Enter 'sneak' or 'back': ").lower()
    if choice == "sneak":
        print("You successfully sneak past the dragon and find a treasure chest.")
    else:
        print("You turn back and safely return to where you started.")
        print("However, you missed out on the treasure. Game over.")
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In [5]: # This function starts the actual game by calling the intro and path functions
def play_game():
    intro()
    path = choose_path()
    if path == "left":
        left_path()
    else:
        right_path()
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In [6]: # Start the game  
play_game()
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Welcome to the Adventure Game!  
You find yourself in a dark forest. There are paths to the left and right.  
Which way do you want to go?  
Enter 'left' or 'right': left  
You walk down the left path and encounter a friendly jay.  
The jay offers you a magical sword. Do you accept it?  
Enter 'yes' or 'no': yes  
You have obtained the magical sword!  
With the sword, you continue your journey and eventually find your way out of the forest. You win!
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In [7]: # Start the game  
play_game()
```

```
Welcome to the Adventure Game!  
You find yourself in a dark forest. There are paths to the left and right.  
Which way do you want to go?  
Enter 'left' or 'right': right  
You walk down the right path and encounter a sleeping dragon.  
Do you try to sneak past the dragon or turn back?  
Enter 'sneak' or 'back': back  
You turn back and safely return to where you started.  
However, you missed out on the treasure. Game over.
```