Task 1

```
n = int(input('Enter a positive integer'))
sum = 0
for i in range (1,n+1):
   sum += i

   if i ==1:
       print(f"{i}",end='')
   else:
       print(f"+{i}",end='')

print(f"\nsum is : {sum}")
```

Task 2

```
import random



def myGame():
   userdead = False
   print("Welcome to the Game!")
   print("You have differnet places to explore.")
   print("move on and explore.")
   position = 0
   while position < 100:
       if userdead == True:
           rnd = random.randint(1, 5)
           position = random.randint(2, 8)
           userdead = False
           print(f"You have respawned at position {position}.")
           if rnd == 1:
```

```
                choice = 'left'
            elif rnd == 2:
                choice = 'right'
            elif rnd == 3:
                choice = 'up'
            else:
                choice = 'down'
        else:
            choice = input(
                f"position {position}: Choose your path
(left/right/up/down,end): ")

        if choice.lower() == "left":
            if position > 4:
                print("you reached in the top and You found a
treasure.\n.\n.\n.")
            else:
                print("You encountered a magical tree!!\n.\n.\n.")
        elif choice.lower() == "right":
            print("you are near the xyz tree\nYou found a
hammer!\n.\n.\n.")
        elif choice.lower() == "up":
            if position >= 3:
                print("slow down you reached the abc river
\n.\n.\n.\nwater ahead!!")
            else:
                print('you reached in the forest \n.\n.\n.')
        elif choice.lower() == "down":
            print("nothing here move on!")
        elif choice.lower() == "end":
            print("exiting game")
            return
        else:
            print(
                "Invalid choice. You must choose 'left' or 'right' or
'up' or 'down' .(end)")
```

```
            position = position - 1

        killPlayer = random.randint(1, 8)
        if killPlayer <= 3:
            userdead = True
            print(
                "Oh No a dragon is comming towards you \naa..a..a ,
ohhhhh \nyou died !!!\nrespaning in a random place ")

        position += 1


myGame()
```