def main():

file = open("userChoice.txt", "w")

file.write("0) exit \n")

file.write("1) load default game \n")

file.write("2) load a game file \n")

file.write("3) save the current game \n")

file.write("4) edit or add a node \n")

file.write("5) play the current game \n")

file.close()

print("Here are your options:")

main()

def main():

file = open("userChoice.txt", "r")

for line in file:

line = line.strip()

print(format(line))

file.close()

main()

userChoice = input("Choose an option: ")

getUserChoice = ()

def main():

keepGoing = True

while keepGoing:

userChoice = getUserChoice()

if userChoice == "0":

print("goodbye!")

keepGoing = False

elif userChoice == "1":

print("load default game")

game = getDefaultGame()

elif userChoice == "2":

print("load a game file")

elif userChoice == "3":

print("saving")

elif userChoice == "4":

print("edit or add a node: ")

elif userChoice == "5":

print("play the current game")

main()

if userChoice == "4":

print("Current nodes: start")

choose = input("Choose node to edit or enter new node name: ")

menuA = input("Description (Default start node): Do you want to win or lose?: ")

if menuA == "win":

print("You win!")

if menuA == "lose":

print("You lose")

else:

print("Quitting")

break

Saving the file:

import json

def main():

option4 = {

"start": ["Do you want to win or lose?", "I want to win", "win", "I'd rather lose", "lose"],

"win": : ["You win!", "Start over", "start", "Quit", "quit"],

"lose": ["You lose!", "Start over", "start", "Quit", "quit"],

}

outFile = open("option4.json", "w")

json.dump (option4, outFile, indent=2)

outFile.close()

print("saved Option 4 data to option4.json")

main()

I can’t find the issue with the dictionary but Python says I made an error.