How to Write a Text Adventure in Python – Let's Talk Data

By Phillip Johnson

People new to programming often ask for suggestions of what projects they should work on and a common reply is, "Write a text adventure game!" I think there are even some [popular tutorials](#) floating around that assign this as homework since I see it so much. This is a really good suggestion for a few reasons:

- The concept is familiar and fun (everyone loves games!)
- They can be written using core libraries
- The UI is the console

But new programmers often struggle with knowing where to start. That's why I wrote and published *[Make Your Own Python Text Adventure](#)*. This book is a structured approach to learning Python that teaches the fundamentals of the language, while also guiding the development of your own customizable text adventure game.

For those of you who know some Python and just need a little guidance, there's an abbreviated version of the book material here on the blog. It assumes you are familiar with basic programming concepts (if-statements, loops, objects, etc.), but are still new to writing full applications.

- [Part 1: Items and Enemies](#)
- [Part 2: The World Space](#)
- [Part 3: Player Actions](#)
- [Part 4: The Game Loop](#)
- [Appendix A: Saving a Game](#)

Just looking for some code? You can view the tutorial version of the game on [GitHub](#).