Lesson 7

Python Fundamental

Revisit

Project: Hangman Game
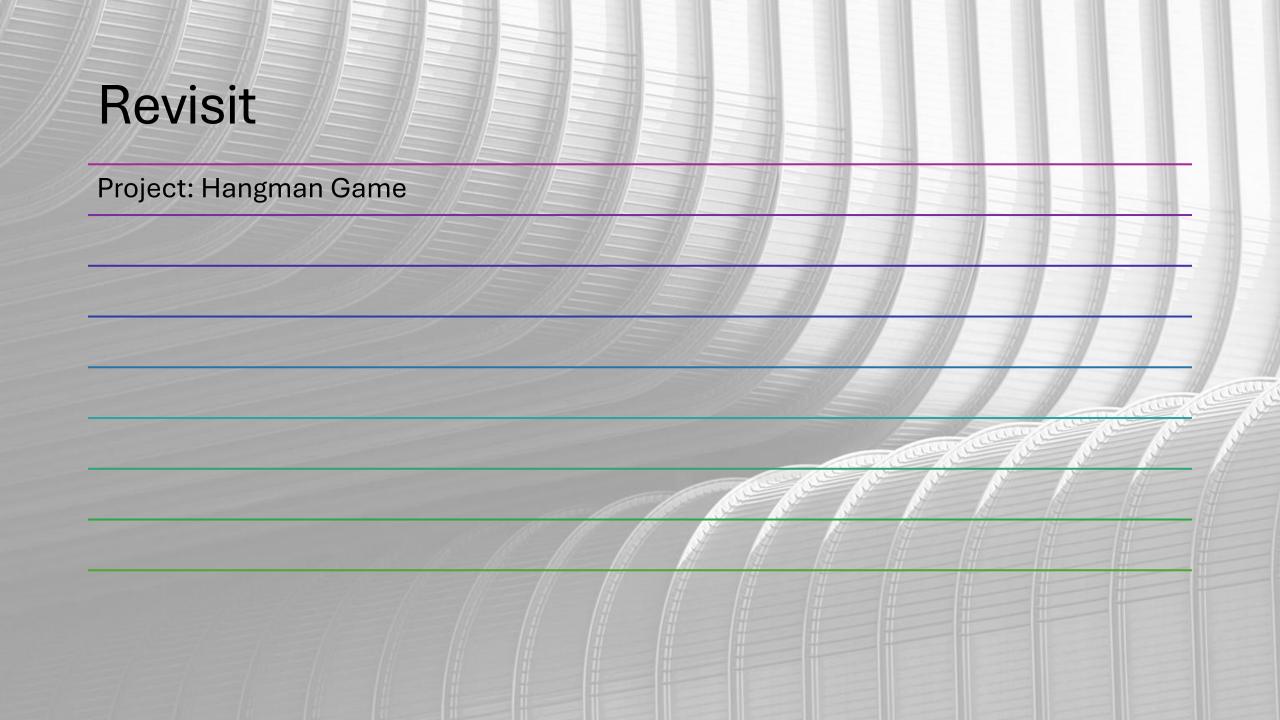
Technique We've Learned

Random Library

Decision Making: if-elif-else

Logical Operators (==, !=, <, <=, >, >=)

Boolean Operators (and, or, not)

Boolean Values (True / False)

range(start, stop, step) function

Control Structure: for loop, while loop

Text File Handling: create, write, append, read

Define a Function

Virtual Bunny Pet Game

- In this game, the player takes care of a virtual bunny.
  - The player feed the bunny,
  - play with it,
  - and check its status.
- The bunny's hunger, happiness, and health levels change over time, requiring the player to interact regularly to keep the bunny happy and healthy.

Design the Game

Bunny life data is storing a in file. Load bunny's life data.

Display a menu for user to feed, play, check status and quit the game.

Create a while main loop to display menu and call associated functions to execute feed, play, and check bunny's status

If user decided to exit the game, save bunny's life data to a file.

Project Materials

- Open the page here ...