TEXT ADVENTURE GAME

Designed by Gabriela Alvarez

- An interactive story where the player types commands like go, get, and use to move through locations, collect items, and trigger events. Each room gives a description and possible actions, and the player's choices lead to different outcomes—including multiple success paths and failure paths. The game is completely open-ended, letting players decide their next move after every event.

```python
1    # Text Adventure Game by Gabriela Alvarez
2
3    def show_instructions():
4        print("""
5    Adventure Game
6    ==============
7    Commands: go [north/south/east/west], get [item], use [item], exit
8    """)
9
10   def show_status():
11       print("----------------------------")
12       print("You are in the", current_room)
13       print("Inventory:", inventory)
14       if "item" in rooms[current_room]:
15           print("You see a", rooms[current_room]["item"])
16       print("----------------------------")
17
18   def show_room_prompt():
19       """Provides guidance based on the player's current room."""
20       if current room == "Forest":
```

PROBLEMS 3   OUTPUT   DEBUG CONSOLE   TERMINAL   PORTS

```
(.venv) PS C:\Users\gabby\Downloads\pythonteachingcode-master\pythonteachingcode-master> & C:/Users/gabby/D
onteachingcode-master/.venv/Scripts/python.exe "c:/Users/gabby/Downloads/pythonteachingcode-master/pythonte
s/Text Adventure Game by Gabriela Alvare.py"

Adventure Game
==============
Commands: go [north/south/east/west], get [item], use [item], exit

----------------------------
You are in the Forest
Inventory: []
----------------------------
You are in a dark forest. Paths lead north and east.
Paths: north (River), east (Cave).

What do you want to do?
```

Ln 13, Col 3