

Good Dragon Bad Dragon

In this game we are going to learn about creating a game that interacts with the the user in text

#The game urges the user to make a choice.

Based on their choice and some randomness, the user gets a treasure or gets eaten up by a dragon.

First, we need to import the random and time modules

import random

import time

We are going to write a function that displays the initial intro information.

Function definition starts with def.

def displayIntro():

```
    print("You are in a land full of dragons. In front of you,  
you see two caves. In one cave, the dragon is friendly  
and will share his treasure with you. The other dragon  
is greedy and hungry, and will eat you on sight.")  
    print()
```

Next, we write another function to get the users' cave choice.

Be careful to ensure correct indentation is maintained.

def chooseCave():

```
    cave = ''  
  
    while cave != '1' and cave != '2':  
        print('Which cave will you go into? (1 or 2)')  
        cave = input()  
  
    return cave
```

Here we write a function to check the cave for the relevant dragon and unleash it on the user!!

```

def checkCave(chosenCave):
    print('You approach the cave...')
    time.sleep(2)
    print('It is dark and spooky...')
    time.sleep(2)
    print('A large dragon jumps out in front of you! He opens his jaws and...')
    print()
    time.sleep(2)
    # we use randint function to assign one of the two caves to be the friendlier cave
    friendlyCave = random.randint(1, 2)
    # we test if the users' chosen cave is the friendly cave.
    if chosenCave == str(friendlyCave):
        print('Gives you his treasure!')
    else:
        print('Gobbles you down in one bite!')

# Below we write the key steps of the main program using the functions we already defined
playAgain = 'yes'
while playAgain == 'yes' or playAgain == 'y':
    displayIntro()
    caveNumber = chooseCave()
    checkCave(caveNumber)

    print('Do you want to play again? (yes or no)')
    playAgain = input()

# go to www.nostarch.com/inventwithpython for more examples and further learning

```