**Topic: Text Based Adventure Game**

**INTRODUCTION**

A text-based adventure game is an enjoyable task to undertake while learning programming. This game can be created using the Python programming language and played in a command line interface. Players can interact with the game by entering text commands, which determine the outcome of the story. You can also modify the story as per your requirement. The Python script includes fundamental programming concepts such as printing statements, conditional statements, and functions.

**TEAM:**

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**CODE:**

weapon = False

def cameraScene():

    directions = ["forward","backward"]

    print("You see a camera that has been dropped on the ground. Someone has been here recently. Where would you like to go?")

    userInput = ""

    while userInput not in directions:

        print("Options: forward/backward")

        userInput = input()

        if userInput == "forward":

            print("You made it! You've found an exit.")

            quit()

        elif userInput == "backward":

            showShadowFigure()

        else:

            print("Please enter a valid option.")

def showShadowFigure():

    directions = ["right","backward"]

    print("You see a dark shadowy figure appear in the distance. You are creeped out. Where would you like to go?")

    userInput = ""

    while userInput not in directions:

        print("Options: right/left/backward")

        userInput = input()

        if userInput == "right":

            cameraScene()

        elif userInput == "left":

            print("You find that this door opens into a wall.")

        elif userInput == "backward":

            introScene()

        else:

            print("Please enter a valid option.")

def hauntedRoom():

    directions = ["right","left","backward"]

    print("You hear strange voices. You think you have awoken some of the dead. Where would you like to go?")

    userInput = ""

    while userInput not in directions:

        print("Options: right/left/backward")

        userInput = input()

        if userInput == "right":

            print("Multiple goul-like creatures start emerging as you enter the room. You are killed.")

            quit()

        elif userInput == "left":

            print("You made it! You've found an exit.")

            quit()

        elif userInput == "backward":

            introScene()

        else:

            print("Please enter a valid option.")

def showSkeletons():

    directions = ["backward","forward"]

    global weapon

    print("You see a wall of skeletons as you walk into the room. There is a pair of eyes watching you. Where would you like to go?")

    userInput = ""

    while userInput not in directions:

        print("Options: left/backward/forward")

        userInput = input()

        if userInput == "left":

            print("You find that this door opens into a wall. You open some of the drywall to discover a knife.")

            weapon = True

        elif userInput == "backward":

            introScene()

        elif userInput == "forward":

            strangeCreature()

        else:

            print("Please enter a valid option.")

def strangeCreature():

    actions = ["fight","flight"]

    global weapon

    print("A strange goul-like creature has appeared. You can either run or fight it. What would you like to do?")

    userInput = ""

    while userInput not in actions:

        print("Options: flight/fight")

        userInput = input()

        if userInput == "fight":

            if weapon:

                print("You kill the goul with the knife you found earlier. After moving forward, you find one of the exits. Congrats!")

                quit()

            else:

                print("The goul-like creature has killed you.")

                quit()

        elif userInput == "flight":

            showSkeletons()

        else:

            print("Please enter a valid option.")

def introScene():

    directions = ["left","right","forward"]

    print("You are at a crossroads, and you can choose to go down any of the four hallways. Where would you like to go?")

    userInput =""

    while userInput not in directions:

        print("Options: left/right/backward/forward")

        userInput = input()

        if userInput == "left":

            showShadowFigure()

        elif userInput == "right":

            showSkeletons()

        elif userInput == "forward":

            hauntedRoom()

        elif userInput == "backward":

            print("You find that this door opens into a wall.")

        else:

            print("Please enter a valid option.")

print("Welcome to the Adventure Game!")

print("As an avid traveler, you have decided to visit the Catacombs of Paris.")

print("However, during your exploration, you find yourself lost.")

print("You can choose to walk in multiple directions to find a way out.")

print("Let's start with your name: ")

name = input()

print("Good luck, ",name,".")

introScene()