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# Adventure Game

## REVIEW

### CODE REVIEW 6

#### HISTORY

##### ▼ adventure\_game.py 6

```
1 import time
2 import random
3 items = []
```



AWESOME

Great job importing the appropriate Python modules!

```
4
5
6 def print_pause(message_to_print):
7     print(message_to_print)
8     time.sleep(0.2)
```



AWESOME

Great job having a method focused on handling the text scrolling speed!

```
9
10
```

```
11 def valid_input(prompt, option1, option2):
12     while True:
13         response = input(prompt).lower()
14         if response == option1:
15             break
16         elif response == option2:
17             break
18         else:
19             print_pause("Please enter a valid input")
20     return response
```



AWESOME

Good job handling the input recognition and validation here!

```
21
22
23 monster = ["wicked fairie", "dragon", "witch", "ghost", "vampire"]
24 sel_monster = random.choice(monster)
```



AWESOME

Great job making use of randomization through the `random` module so that each playthrough is a bit different

```
25
26
27 def intro():
28     print_pause("You find yourself standing in an open field,")
29     print_pause("filled with grass and yellow wild flowers.")
30     print_pause(f"Rumor has it that {sel_monster} is somewhere around here,")
31     print_pause("and has been terrifying the nearby village.")
32     print_pause("In front of you is a house.")
33     print_pause("To your right is a dark cave.")
34     print_pause("In your hand you hold your trusty")
35         "(but not very effective) dagger.\n")
36
37
38 def play(items):
39     print_pause("Enter 1 to knock on the door of the house.")
40     print_pause("Enter 2 to peer into the cave.")
41     print_pause("What would you like to do?")
42     response = valid_input("Please enter 1 or 2\n", "1", "2")
43     if response == "1":
44         house(items)
45     elif response == "2":
46         cave(items)
47
48
49 def house(items):
50     if "sword" in items:
51         print_pause("You approach the door of the house.")
52         print_pause(f"You are about to knock when the door")
53         print_pause(f"opens and out steps a {sel_monster}.")
54         print_pause(f"Eep! This is the {sel_monster}'s house!")
55         print_pause(f"The {sel_monster} attacks you!")
56         response = valid_input("Would you like to (1) fight"
```

```
57         "or (2) run away?", "1", "2")
58     if response == "1":
59         print_pause("As the troll moves to attack,")
60         print_pause("you unsheath your new sword.")
61         print_pause("The Sword of Ogoroth shines brightly in your")
62         print_pause("hand as you brace yourself for the attack.")
63         print_pause(f"But the {sel_monster} takes one look")
64         print_pause("at your shiny new toy and runs away!")
65         print_pause(f"You have rid the town of the {sel_monster}.")
66         print_pause("You are victorious!")
67         play_again()
68     elif response == "2":
69         print_pause("You run back into the field. Luckily,")
70         print_pause("you don't seem to have been followed.\n")
71         play(items)
72     else:
73         print_pause("Please enter a valid input")
74
75 else:
76     print_pause("You approach the door of the house.")
77     print_pause(f"You are about to knock when the door")
78     print_pause(f"opens and out steps a {sel_monster}.")
79     print_pause(f"Eep! This is the {sel_monster}'s house!")
80     print_pause(f"The {sel_monster} attacks you!")
81     print_pause("You feel a bit under-prepared for this")
82     print_pause("what with only having a tiny dagger.")
83     response = valid_input("Would you like to (1) fight"
84                             "or (2) run away?", "1", "2")
85     if response == "1":
86         print_pause("You do your best...")
87         print_pause(f"but your dagger is no match for the {sel_monster}.")
88         print_pause("You have been defeated!")
89         play_again()
90     elif response == "2":
91         print_pause("You run back into the field. Luckily,")
92         print_pause("you don't seem to have been followed.\n")
93         play(items)
94     else:
95         print_pause("Please enter a valid input")
96
97
98 def cave(items):
99     if "sword" in items:
100         print_pause("You peer cautiously into the cave.")
101         print_pause("You've been here before, and gotten")
102         print_pause("all the good stuff. It's just an empty cave now.")
103         print_pause("You walk back out to the field.\n")
104         play(items)
105     else:
106         print_pause("You peer cautiously into the cave.")
107         print_pause("It turns out to be only a very small cave.")
108         print_pause("Your eye catches a glint of metal behind a rock.")
109         print_pause("You have found the magical Sword of Ogoroth!")
110         print_pause("You discard your silly old dagger")
111         print_pause("and take the sword with you.")
112         print_pause("You walk back out to the field.\n")
113         items.append("sword")
114         play(items)
115
116
117 def play_again():
```

```
118     play_again = valid_input("Would you like to play again?"
119                               "(y/n)", "y", "n")
120     if play_again == "y":
121         print_pause("Excellent! Restarting the game ...")
122         global sel_monster
123         sel_monster = random.choice(monster)
124         play_game()
125     elif play_again == "n":
126         print_pause("Thanks for playing! See you next time.")
```



AWESOME

Nothing to pinpoint here - good job handling the replay option!

```
127
128
129 def play_game():
```



AWESOME

Good that you have the main game loop abstracted into a separate method - even if it's not evident why tl

```
130     intro()
131     play(items)
132
133
134 play_game()
135
```

RETURN TO PATH