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"""
mthorman_finalproject.py
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"""
import time
import random

class Character():                          #class for character
    def __init__(self, name = ""):
        self.name = name


class textAdventure():              #class for main story
    def __init__(self):
        print("Kame's Magical Hour")
        self.newGame()

    def newGame(self):
        self.createChar()
        self.insideHouse()

    def createChar(self):
        name = input("Please enter the name of your character: ")
        self.pc = Character(name)


    def insideHouse(self): #method for house. Character is given option to
leave or stay
        time.sleep(2)
        print("ring")
        time.sleep(2)
        print("ring")
        time.sleep(2)
        print("ring")
        print("It is midnight and you are suddenly awoken from a deep
sleep at the sound of the")
        print("alarm clock. You immediately shut off the alarm and begin
to get dressed. Before")
        print("leaving the house, you recall the old turtle saying that if
you do not return to")
        print("the house by midnight then you will be stuck in the magical
hour forever.")

        answer = self.check_answer("Do you want to leave the house? ",
["yes", "no"]). lower()

        if answer == "yes":
            self.beach()
        else:
            print("The hour has been wasted.")
            self.sleep()
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    def sleep(self):   #method for experiencing hour again or quitting
        answer = self.check_answer("Do you want to experience another
hour? ", ["yes", "no"]).lower()
        if answer == "yes":
            self.insideHouse()
        else:
            print("game over")

    def check_answer(self, question, answers):          #method for
checking to make sure response is in given options
        answer = " "
        while answer not in answers:
            answer = input(question).lower()
        return answer


    def beach(self):        #method for beach. The user starts their
adventure here and decides whether they want to go to festival, fish, or
visit grandmother
        print("You leave the house. The real adventure begins now.")
        options = ["go to the summer festival", "visit grandmother in the
hospital", "go fishing"]
        print("You can: ")

        for item in options:
            print(item)
        answer = self.check_answer("What will you do? (Please be
specific): ", options).lower()

        if answer == "go to the summer festival":
            print("You walk down to the nearby town, where there is a
summer festival being held.")
            self.festival()
        elif answer == "visit your grandmother in the hospital":
            print("You walk towards the nearby water.")
            self.island()

        elif answer == "go fishing":
            print("You quickly grab the fishing pole, fishing bait, and
boat oars and throw them into the boat. Next, you push the boat to the
water, jump in, and begin paddling out to the center of the moonlit
ocean.")
            self.ocean()

    def ocean(self):      # method for going out to ocean to fish or
return to beach
        print("After paddling for 10 minutes, you stop and prepare your
fishing line. You can still see the light from your house in the far off
distance.")
        answer = self.check_answer("Do you want to cast your line? ",
["yes", "no"]).lower()
        if answer == "yes":
            self.fishing()
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        else:
            self.beach()

    def fishing(self):    #method for fishing. Each fish has a certain
weight and if the weight of boat becomes too high then boat will sink.
        fish = ("nothing", "tuna", "trout", "mackerel", "salmon",
"Namazu")
        secure_random = random.SystemRandom()
        fishCaught = random.choice(fish)
        if fishCaught == "nothing":
            print("You caught nothing. The boat's weight capacity remains
the same.")
            answer = self.check_answer("Do you want to cast your line
again?", ["yes", "no"]).lower()
            if answer == "yes":
                self.fishing()
            else:
                self.sleep()

        elif fishCaught == "tuna":
            print("You caught a tuna. The boat's weight goes up by 17 lbs.
")
            answer = self.check_answer("Do you want to cast your line
again?", ["yes", "no"]).lower()
            if answer == "yes":
                self.fishing()
            else:
                self.sleep()


        elif fishCaught == "trout":
            print("You caught a trout. The boat's weight goes up by 27
lbs.")
            answer = self.check_answer("Do you want to cast your line
again?", ["yes", "no"]).lower()
            if answer == "yes":
                self.fishing()
            else:
                self.sleep()


        elif fishCaught == "mackerel":
            print("You caught a mackerel. The boat's weight goes up by 4
lbs.")
            answer = self.check_answer("Do you want to cast your line
again?", ["yes", "no"]).lower()
            if answer == "yes":
                self.fishing()
            else:
                self.sleep()


        elif fishCaught == "salmon":
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            print("You caught a salmon. The boat's weight goes up by 8
lbs.")
            answer = self.check_answer("Do you want to cast your line
again?", ["yes", "no"]).lower()
            if answer == "yes":
                self.fishing()
            else:
                self.sleep()


        elif fishCaught == "Namazu":
            print("You caught the legendary catfish, Namazu! The boat
sinks.")
            print("You are unable to make it back home in time and
therefore stuck in Kame's Magical Hour forever.")
            self.sleep()


    def festival(self):      #method for festival
        print("Your eyes light up with joy as you reach the entrance to
the festival. Crowding")
        print("the streets are men, women, and children in their kimonos
and yukatas. There are")
        print("stalls lined up on each side of the street with food,
gifts, and games to play.")
        print("Also, you look up to see beautiful fireworks lighting up
the sky. In the")
        print("distance you can see townsfolk dancing merrily to the sound
of the drums.")
        options = ["go shopping for a gift for your grandmother", "play a
game of goldfish scooping"]
        print("You can: ")

        for item in options:
            print(item)
        answer = self.check_answer("What will you do? (Please be
specific): ", options).lower()

        if answer == "go shopping for a gift for your grandmother":
            self.giftShop()

        elif answer == "play a game of goldfish scooping":
            self.goldfish()

    def goldfish(self):       #method for goldfish scooping
        print("According to the rules, if you can successfully scoop a
goldfish from the pool")
        print("using the paper scoop, you will be able to take a goldfish
home with you.")
        print("You get down on your knees, set your sights on a goldfish,
and prepare to scoop.")
        results = ["paper scoop partly broken", "paper scoop completely
broken", "caught goldfish"]
        secure_random = random.SystemRandom()
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        goldfishCaught = random.choice(results)
        if goldfishCaught == "paper scoop partly broken":
            answer = self.check_answer("You scoop at medium speed and
partly break your scoop. Do you want to play again?", ["yes","no"])
            if answer == "yes":
                self.goldfish()
            else:
                self.sleep()
        if goldfishCaught == "paper scoop completely broken":
            answer = self.check_answer("You scoop very fast and completely
break your scoop. Do you want to play again?", ["yes", "no"])
            if answer == "yes":
                self.goldfish()
            else:
                self.sleep()
        if goldfishCaught == "caught goldfish":
            print("You caught a goldfish! You take the goldfish home with
you.")
            self.sleep
    def giftShop(self):      #method for buy gift for grandmother option
at festival
        print("You run over to one of gift stalls and notice a beautiful
red lantern that looks")
        print("like a flower. You know that grandmother loves the color
red and would like a gift")
        print("from the festival despite not being able to go.")
        print("The lantern is $45.00. You leave the money on the
counter.")
        self.island2()
    def island2(self):  #method for go visit grandmother option after
buying gift
        print("With the red lantern in hand, you quickly run across the
surface of the ocean water")
        print("towards the island where your grandmother is being
hospitalized. Upon reaching the")
        print("island, you run even further up a steep flight of stairs
leading to the top of the hill.")
        print("With time of the essence, you frantically search from one
hospital room window to the next")
        print("until you find your grandmother in the room to the far
right. Your grandmother is asleep,")
        print("but you cannot help but what to speak with her, so you call
out her name. She does not")
        print("answer. You call out her name again even louder, but once
again she does not wake.")
        print("You are then suddenly reminded of the old turtle's words:
this hour is for you and you")
        print("alone; no one else knows about it. You leave the lantern
near the window seal and rush")
        print("back to the ocean. As you are running across the surface of
the ocean, you start")
        print("wondering how much time is left. All of sudden, the surface
of the water breaks and")
        print("the ocean swallows you up.")
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        print("game over")
        self.sleep()
    def island(self):         #method for go visit grandmother option
        print("You look out at the island in the distance where your
grandmother is being hospitalized.")
        print("It looks to be within running distance, but you cannot run
on water. Or can you? Anything")
        print("is possible in Kame's Magical Hour! You wish that you can
run on water, then step out on")
        print("the surface of the water. It worked! You start running with
all your might across the ocean.")
        print("Panting for breath, you finally reach the island only to be
welcomed by a steep flight of")
        print("stairs leading to top of the hill. You cannot give up now.
You start running up the stairs.")
        print("At the top of the hill, there is a one story hospital. You
are not sure which room your")
        print("grandmother is in, so you start running from window to
window until you find her. Finally,")
        print("upon reaching the far right window you see a familiar face
sleeping soundly in her bed.")
        print("You are so excited you shout out her name, but she does not
respond. You shout even louder")
        print("but still nothing. You then remember that this time is for
you and you alone; she cannot hear")
        print("nor see you. With your eyes filled with joy knowing she is
ok, you mumble, I was here")
        print("and I love you. You quickly run down the stairs, across the
ocean, and enter your house.")
        print("You made it back in time.")
        print("happy ending")
        self.sleep()



def main():          #main function
    a = textAdventure()


if __name__ =="__main__":     #initializes main function
    main()
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