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## Acknowledgement

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## Abstract

The entire goal of this programming project is to create a console Python application called "DON's Numeric Quest." This interactive adventure game, which was created as a component of the Informatics Institute of Technology's DOC334 - Computer Programming course, follows DON, the renowned "Destroyer of Numbers," as he sets out to protect the Letter-kind from malevolent numerical creatures. Selecting numbers below DON's "Life Score" decides victory or defeat as players, assuming the role of DON, maneuver through a series of strategic engagements. Over the course of 20 attempts, the game pits DON against randomly generated numbers, each posing a different set of obstacles. The assignment includes integrating Python 3.x language constructs, creating reports in an efficient manner, and applying best practices for programming.

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## Introduction of the Game:

Within the mystical realm of "Letter-kind," an iconic champion named DON, celebrated as the "Destroyer of Numbers," emerges as the savior of this digital landscape. Adored by the Letter-kind as their guardian, DON embarks on a noble adventure to liberate them from the clutches of malevolent numbers. In this Python-driven quest, players step into the shoes of DON, navigating through a tactical battleground where the selection of values beneath DON's "Life Score" dictates the destiny of hero and numbers alike. Armed with a finite set of twenty chances per session, players guide DON through a series of gripping numeric encounters, each triumph propelling him further up the echelons of heroism. Success entails navigating through all twenty attempts, etching DON's victorious legacy. However, should



Figure 2  
<https://www.freepik.com/free->



Figure 1  
<https://drive.google.com/file/d/1xJMHfRjHpgwqP1shzFG>

DON fall short, the hero meets a valiant end, leaving the Letter-kind vulnerable to the relentless numbers. Embark on this enthralling voyage as we unravel the mechanics, hurdles, and conquests within the core of "Numerical Odyssey: DON's Quest in Python Realms."

Attempts	Evil number range for each attempt
1-5	15-100
6-10	250-2000
11-15	3000-10000
16-20	20000-100000

*Table 1 Attempts and Evil numbers range*



Python codes for the above game scenario:

Python codes in module "Battle" from the package "Game":

```
#import module random
```

```
import random
```

```
#declare variables
```

```
text=""
```

```
text_pn=""
```

```
#get user input
```

```
DON = input("Enter player name : ")
```

```
DON= DON.capitalize()
```

```
print("\nWELCOME",DON,":")+" "+"Letter-Kind IS WAITING FOR YOU TO SAVE THEM FROM EVIL  
NUMBERS.\n")
```

```
print("\nPlayer name : ",DON)
```

```
text+="\nPlayer name : "
```

```
text+=DON
```

```
#use a function for the program
```

```
def Battle_fun_don():
```

```
    ''' this block will run the game'''
```

```
    global text#for the text file
```

```
    #declare local variables
```

```
    ch_ev=""
```

```
    text_killed=""
```

```
    att=""
```

```
    text_ls=""
```

```
    text_def=""
```

```
    text_enemy=""
```

```
    text_total=""
```

```

ls=""
ev=""
text=""
text_total=""
text_fs=""
text_gs=""
text_pn=""
attem=0
attempt=1
score=0
evil_numbers=[]
enemy=0
life_score=random.randrange(1,51)#get a life score between 1-50
for y in range(1,22):
    evil_numbers=[]
    for i in range(1,6):#get 5 evil numbers
        if attempt<=5:
            enemy=random.randrange(15,101)#get a random number between 15-100
        elif 5<attempt<=10:
            enemy=random.randrange(250,2001)#get a random number between 250-2000
        elif 10<attempt<=15:
            enemy=random.randrange(3000,10001)#get a random number between 3000-10000
        else:
            15<attempt<=20
            enemy=random.randrange(20000,100001)#get a random number between 20000-100000
    evil_numbers.append(enemy)

print('Attempt is : ',attempt)#print attempt
txt_att='\n\nAttempt is : '
att=str(attempt)
text+=txt_att

```

```

text+=att

attempt+=1

print(DON+"s"+' life score is: ',life_score)

ls=str(life_score)

text+='\n'+DON

text+="'s life score is: "

text+=ls


#take out the random evil numbers from the list

text+='\nPresented enemies:"

#take out the random evil numbers from the list

for x in evil_numbers:

    print(x,end=' ')

    ev=str(x)

    text+='\n'+ev

#use error handling

try:

    choose=int(input("\nChoose your Evil number to fight with : "))

    ch_ev=str(choose)

    text+='\nThe evil number that was selected is : '

    text+=ch_ev

    if choose not in evil_numbers:

        print(choose,'is not there to fight')

        ch_ev=str(choose)

        text+='\n'+ch_ev

        text+=' '+is not there to fight'

        print("\n\n*** Game status ***")

        text_gs="\n\n\n*** Game status ***"

        text+=text_gs

        print("\nPlayer name : ",DON)

```

```

text_pn="\n\nPlayer name : "
text+=text_pn
text+=DON
print("Total attempts : ",attempt-1)
att=str(attempt-1)
text+="\nTotal attempts : "
text+=att
print("Final score is : ",life_score)
text_fls=str(life_score)
text+="\nFinal score is : "
text+=ls
print(DON,"was defeated\n")
text+='\n'+DON
text+=' '+'was defeated\n"
break

```

```

elif choose<=life_score:
    print(DON,"killed",choose,'\n')
    ch_ev=str(choose)
    text+='\n'+DON
    text+=' '+'killed"
    text+=' '+ch_ev
    life_score=life_score+choose
    if attempt==21:
        print("\n\n*** Game status ***")
        text+="\n\n\n*** Game status ***"
        print("\nPlayer name : ",DON)
        text+="\n\nPlayer name : "
        text+=DON
        print("Total attempts : ",attempt-1)
        text+="\nTotal attempts : "

```

```

    attem=attempt-1
    att_1=str(attem)
    text+=att_1
    print("Final score is : ",life_score)
    text+="\nFinal score is : "
    text+=ls

    print("Letter-kind was saved by",DON,'~-'+'\n Congratulations',DON,'you won the game.')
    text+="\nLetter-kind was saved by"
    text+=' '+DON
    break
else:
    print(choose,"killed",DON)
    ch_ev=str(choose)
    text+="\n'+ch_ev
    text+=' '+ "killed"
    text+=' '+DON
    print("\n\n*** Game status ***")
    text+="\n\n\n*** Game status ***"
    print("\nPlayer name : ",DON)
    text+="\n\nPlayer name : "
    text+=DON
    print("Total attempts : ",attempt-1)
    attemp=str(attempt-1)
    text+="\nTotal attempts : "
    text+=attemp
    print("Final score is : ",life_score)
    text+="\nFinal score is : "
    text+=ls
    print(DON,"was defeated\n")
    text+="\n'+DON

```

```
text+=' '+ "was defeated\n"
```

```
break
```

```
except ValueError:
```

```
print('No such enemy')
```

```
text+='\nNo such enemy'
```

```
print("\n\n*** Game status ***")
```

```
text+="\n\n*** Game status ***"
```

```
print("\nPlayer name : ",DON)
```

```
text+="\n\nPlayer name : "
```

```
text+=' '+DON
```

```
print("Total attempts : ",attempt-1)
```

```
r_attempt=str(attempt-1)
```

```
text+="\nTotal attempts : "
```

```
text+=r_attempt
```

```
print("Final score is : ",life_score)
```

```
text+="\nFinal score is : "
```

```
text+=ls
```

```
print(DON,"was defeated\n")
```

```
text+='\n'+DON
```

```
text+=' '+ "was defeated\n"
```

```
break
```

```
return text#return the value of text to do the file writing
```

Python codes in module “text\_file\_writing” from the package “Game”:

```
#import datetime and random
```

```
import datetime
```

```
import random
```

```
#use a function to create file name
```

```
def statistics(text):
```

```
# Get the current date
```

```
    current_date = datetime.datetime.now().strftime("%Y_%m_%d")
```

```
# Get the current time
```

```
    current_time = datetime.datetime.now().strftime("%H_%M_%S")
```

```
# Generate a random number between 0000 and 9999
```

```
    random_number = str(random.randrange(0,10000)).zfill(4)
```

```
# Combine the parts
```

```
    text_file_name = f"{current_date}_{current_time}_{random_number}.txt"
```

```
#write in text file
```

```
with open(text_file_name,"w") as fo:
```

```
    fo.write(text)
```

Python codes in the main program “Main”:

```
#import battle and text_file_write modules from Game module
```

```
import Game.Battle
```

```
import Game.text_file_write
```

```
#assign the function to text and call the function
```

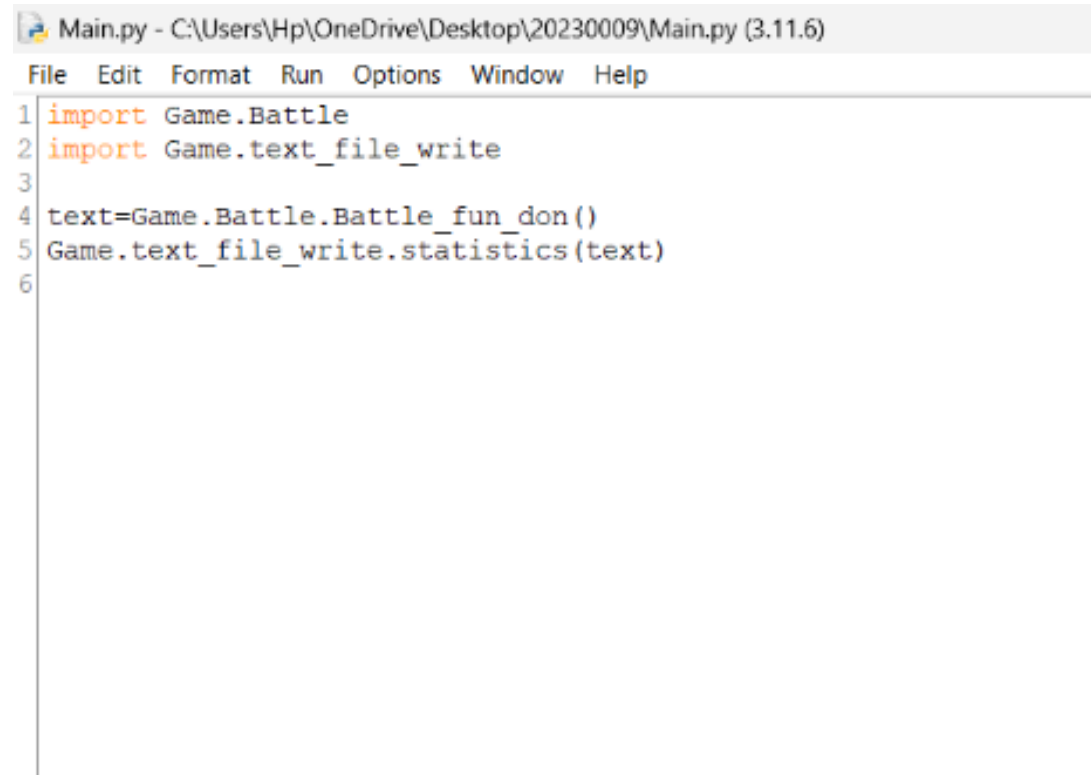
```
text=Game.Battle.Battle_fun_don()
```

```
Game.text_file_write.statistics(text)
```



Screenshots of the codes:

Main program:



The screenshot shows a Python IDE window titled "Main.py - C:\Users\Hp\OneDrive\Desktop\20230009\Main.py (3.11.6)". The window has a menu bar with "File", "Edit", "Format", "Run", "Options", "Window", and "Help". The code editor displays the following Python code:

```
1 import Game.Battle
2 import Game.text_file_write
3
4 text=Game.Battle.Battle_fun_don()
5 Game.text_file_write.statistics(text)
6
```

## Module "Battle":

```
Battle.py - C:\Users\Hp\OneDrive\Desktop\20230009\Game\Battle.py (3.11.6)
File Edit Format Run Options Window Help
1 #import module random
2 import random
3
4 #declare variables
5 text=''
6 text_pn=''
7
8 #get user input
9 DON = input("Enter player name : ")
10 DON= DON.capitalize()
11 print("\nWELCOME",DON,"")+" "+"Letter-Kind IS WAITING FOR YOU TO SAVE THEM FROM EVIL NUMBERS.\n")
12 print("\nPlayer name : ",DON)
13 text+="\nPlayer name : "
14 text+=DON
15
16 #use a function for the program
17 def Battle_fun_don():
18     ''' this block will run the game'''
19     global text#for the text file
20     #declare local variables
21     ch_ev=""
22     text_killed=""
23     att=""
24     text_ls=""
25     text_def=""
26     text_enemy=""
27     text_total=""
28     ls=""
29     ev=""
30     text=""
31     text_total=""
32     text_fs=""
33     text_gs=""
34     text_pn=""
35     attempt=0
36     attempt=1
37     score=0
38     evil_numbers=[]
39     enemy=0
40     life_score=random.randrange(1,51)#get a life score between 1-50
41     for y in range(1,22):
42         evil_numbers=[]
43         for i in range(1,6):#get 5 evil numbers
44             if attempt<=5:
45                 enemy=random.randrange(15,101)#get a random number between 15-100
46             elif 5<attempt<=10:
47                 enemy=random.randrange(250,2001)#get a random number between 250-2000
48             elif 10<attempt<=15:
49                 enemy=random.randrange(3000,10001)#get a random number between 3000-10000
50             else:
51                 15<attempt<=20
52                 enemy=random.randrange(20000,100001)#get a random number between 20000-100000
53             evil_numbers.append(enemy)
54
55     print('Attempt is : ',attempt)#print attempt
56     txt_att="\n\nAttempt is : "
57     att=str(attempt)
58     text+=txt_att
59     text+=att
60     attempt+=1
61     print(DON+"'+s'+ life score is: ',life_score)
62     ls=str(life_score)
63     text+="\n'+DON
64     text+="'+s'+ life score is: "
65     text+=ls
66
67     #take out the random evil numbers from the list
68     text+="\nPresented enemies:"
69
70     #take out the random evil numbers from the list
71     for x in evil_numbers:
72         print(x,end=' ')
73         ev=str(x)
74         text+="\n'+ev
75     #use error handling
76     try:
77         choose=int(input(" \nChoose your Evil number to fight with : "))
78         ch_ev=str(choose)
79         text+="\nThe evil number that was selected is : "
80         text+=ch_ev
81         if choose not in evil_numbers:
82             print(choose,'is not there to fight')
83             ch_ev=str(choose)
84             text+="\n'+ch_ev
85             text+="'+is not there to fight'
86             print("\n\n*** Game status ***")
87             text_gs="\n\n\n*** Game status ***"
```

Activate Windows  
Go to Settings to activate Windows.

Ln: 167 Col: 0

```
Battle.py - C:\Users\Hp\OneDrive\Desktop\20230009\Game\Battle.py (3.11.6)
File Edit Format Run Options Window Help
41     for y in range(1,22):
42         evil_numbers=[]
43         for i in range(1,6):#get 5 evil numbers
44             if attempt<=5:
45                 enemy=random.randrange(15,101)#get a random number between 15-100
46             elif 5<attempt<=10:
47                 enemy=random.randrange(250,2001)#get a random number between 250-2000
48             elif 10<attempt<=15:
49                 enemy=random.randrange(3000,10001)#get a random number between 3000-10000
50             else:
51                 15<attempt<=20
52                 enemy=random.randrange(20000,100001)#get a random number between 20000-100000
53             evil_numbers.append(enemy)
54
55     print('Attempt is : ',attempt)#print attempt
56     txt_att="\n\nAttempt is : "
57     att=str(attempt)
58     text+=txt_att
59     text+=att
60     attempt+=1
61     print(DON+"'+s'+ life score is: ',life_score)
62     ls=str(life_score)
63     text+="\n'+DON
64     text+="'+s'+ life score is: "
65     text+=ls
66
67     #take out the random evil numbers from the list
68     text+="\nPresented enemies:"
69
70     #take out the random evil numbers from the list
71     for x in evil_numbers:
72         print(x,end=' ')
73         ev=str(x)
74         text+="\n'+ev
75     #use error handling
76     try:
77         choose=int(input(" \nChoose your Evil number to fight with : "))
78         ch_ev=str(choose)
79         text+="\nThe evil number that was selected is : "
80         text+=ch_ev
81         if choose not in evil_numbers:
82             print(choose,'is not there to fight')
83             ch_ev=str(choose)
84             text+="\n'+ch_ev
85             text+="'+is not there to fight'
86             print("\n\n*** Game status ***")
87             text_gs="\n\n\n*** Game status ***"
```

Activate Windows  
Go to Settings to activate Windows.

Ln: 38 Col: 0

```
Battle.py - C:\Users\Hpi\OneDrive\Desktop\20230009\Game\Battle.py (3.11.6)
File Edit Format Run Options Window Help
71 for x in evil_numbers:
72     print(x,end=' ')
73     ev=str(x)
74     text+='\n'+ev
75 #use error handling
76 try:
77     choose=int(input(" \nChoose your Evil number to fight with : "))
78     ch_ev=str(choose)
79     text+='\n\nThe evil number that was selected is : '
80     text+=ch_ev
81     if choose not in evil_numbers:
82         print(choose,'is not there to fight')
83         ch_ev=str(choose)
84         text+='\n'+ch_ev
85         text+=' '+is not there to fight'
86         print("\n\n*** Game status ****")
87         text_gse="\n\n\n*** Game status ****"
88         text+=text_gse
89         print("\n\nPlayer name : ",DON)
90         text_pne="\n\nPlayer name : "
91         text+=text_pn
92         text+=DON
93         print("Total attempts : ",attempt-1)
94         att=str(attempt-1)
95         text+="\n\nTotal attempts : "
96         text+=att
97         print("Final score is : ",life_score)
98         text_fl=life_score)
99         text+=str(life_score)
100         text+="\n\nFinal score is : "
101         text+=ls
102         print(DON,"was defeated\n")
103         text+='\n'+DON
104         text+=' '+was defeated\n"
105         break
106
107 elif choose<=life_score:
108     print(DON,"killed",choose,'\n')
109     ch_ev=str(choose)
110     text+='\n'+DON
111     text+=' '+killed"
112     text+=ch_ev
113     life_score=life_score+choose
114     if attempt==21:
115         print("\n\n*** Game status ****")
116         text+="\n\n\n*** Game status ****"
117         print("\n\nPlayer name : ",DON)
118         text+="\n\n\nPlayer name : "
```

```
Battle.py - C:\Users\Hpi\OneDrive\Desktop\20230009\Game\Battle.py (3.11.6)
File Edit Format Run Options Window Help
116 print("\n\nPlayer name : ",DON)
117 text+="\n\n\nPlayer name : "
118 text+=DON
119 print("Total attempts : ",attempt-1)
120 text+="\n\nTotal attempts : "
121 att=attempt-1
122 att_l=str(att)
123 text+=att_l
124 print("Final score is : ",life_score)
125 text+="\n\nFinal score is : "
126 text+=ls
127
128 print("Letter-kind was saved by",DON,'--'+'\n Congratulations',DON,'you won the game.')
129 text+="\n\nLetter-kind was saved by"
130 text+=DON
131 break
132
133 else:
134     print(choose,"killed",DON)
135     ch_ev=str(choose)
136     text+='\n'+ch_ev
137     text+=' '+killed"
138     text+=DON
139     print("\n\n\n*** Game status ****")
140     text+="\n\n\n\n*** Game status ****"
141     print("\n\nPlayer name : ",DON)
142     text+="\n\n\nPlayer name : "
143     text+=DON
144     print("Total attempts : ",attempt-1)
145     att=attempt-1
146     att_l=str(att)
147     text+=att_l
148     print("Final score is : ",life_score)
149     text+=ls
150     print(DON,"was defeated\n")
151     text+='\n'+DON
152     text+=' '+was defeated\n"
153     break
154 except ValueError:
155     print('No such enemy')
156     text+='\n\n\nNo such enemy'
157     print("\n\n\n*** Game status ****")
158     text+="\n\n\n\n*** Game status ****"
159     print("\n\nPlayer name : ",DON)
160     text+="\n\n\nPlayer name : "
161     text+=DON
162     print("Total attempts : ",attempt-1)
```

```
Battle.py - C:\Users\Hp\OneDrive\Desktop\20230009\Game\Battle.py (3.11.6)
File Edit Format Run Options Window Help
135     text+='\n'+ch+ev
136     text+='\n'+killed
137     text+='\n'+DON
138     print("\n\n*** Game status ***")
139     text+='\n\n\n*** Game status ***'
140     print("\nPlayer name : ",DON)
141     text+='\n\nPlayer name : '
142     text+=DON
143     print("Total attempts : ",attempt-1)
144     attempt=str(attempt-1)
145     text+='\nTotal attempts : '
146     text+=attempt
147     print("Final score is : ",life_score)
148     text+='\nFinal score is : '
149     text+=ls
150     print(DON,"was defeated\n")
151     text+='\n'+DON
152     text+='\n'+was defeated\n"
153     break
154 except ValueError:
155     print('No such enemy')
156     text+='\nNo such enemy'
157     print("\n\n\n*** Game status ***")
158     text+='\n\n\n\n*** Game status ***'
159     print("\nPlayer name : ",DON)
160     text+='\n\nPlayer name : '
161     text+='\n'+DON
162     print("Total attempts : ",attempt-1)
163     r_attempt=str(attempt-1)
164     text+='\nTotal attempts : '
165     text+=r_attempt
166     print("Final score is : ",life_score)
167     text+='\nFinal score is : '
168     text+=ls
169
170     print(DON,"was defeated\n")
171     text+='\n'+DON
172     text+='\n'+was defeated\n"
173     break
174 return text#return the value of text to do the file writing
175
176
177
178
179
180
181
```

Figure 3 Screenshots of python codes of module Battle

## Module "text\_file\_write"

```
text_file_write.py - C:/Users/Hp/OneDrive/Desktop/20230009/Game/text_file_write.py (3.11.6)
File Edit Format Run Options Window Help
1 #import datetime and random
2 import datetime
3 import random
4
5 #use a function to create file name
6 def statistics(text):
7     # Get the current date
8     current_date = datetime.datetime.now().strftime("%Y_%m_%d")
9
10    # Get the current time
11    current_time = datetime.datetime.now().strftime("%H_%M_%S")
12
13    # Generate a random number between 0000 and 9999
14    random_number = str(random.randrange(0,10000)).zfill(4)
15
16    # Combine the parts
17    text_file_name = f"{current_date}_{current_time}_{random_number}.txt"
18
19
20
21    #write in text file
22    with open(text_file_name,"w") as fo:
23        fo.write(text)
24
```

## Module "text\_file\_write":

```
text_file_write.py - C:/Users/Hp/OneDrive/Desktop/20230009/Game/text_file_write.py (3.11.6)
File Edit Format Run Options Window Help
1 import datetime
2 import random
3
4 def statistics(text):
5     # Get the current date
6     current_date = datetime.datetime.now().strftime("%Y_%m_%d")
7
8     # Get the current time
9     current_time = datetime.datetime.now().strftime("%H_%M_%S")
10
11     # Generate a random number between 0000 and 9999
12     random_number = str(random.randrange(0,10000)).zfill(4)
13
14     # Combine the parts
15     text_file_name = f"{current_date}_{current_time}_{random_number}.txt"
16
17
18
19
20     with open(text_file_name,"w") as fo:
21         fo.write(text)
22
```

## Test cases

No	Tests	output	Result
1	Player name: nazik	Display the name, life score, range of enemies and request for a number to challenge.	PASS
2	Input a non-numerical value.	"Please enter a valid number." And a request to select a number again.	PASS
3	Input a value which is not in evil numbers	Display "No such enemies", display game status, defeated message and end the game.	PASS
4	Play the game till the end	Display game status, winning message and end the game.	PASS
5	Run it in command console.		PASS
6	Save the winning game details in text .		PASS
7	Save the losing game details in text file.		PASS
8	Text file saving format	The first part yyyy_mm_dd the current date .The second part hh_mm_ss is the time .The third part random number within the range of 0000 to 9999	PASS

## Python code running screenshots:



A screenshot of the IDLE Shell 3.11.6 window. The window title is "IDLE Shell 3.11.6". The menu bar includes "File", "Edit", "Shell", "Debug", "Options", "Window", and "Help". The status bar at the bottom indicates "Python 3.11.6 (tags/v3.11.6:8b6ee5b, Oct 2 2023, 14:57:12) [MSC v.1935 64 bit (AMD64)] on win32". The main text area shows the following output:

```
>>>
===== RESTART: C:\Users\Hp\OneDrive\Desktop\20230009\Main.py =====
Enter player name : nazik

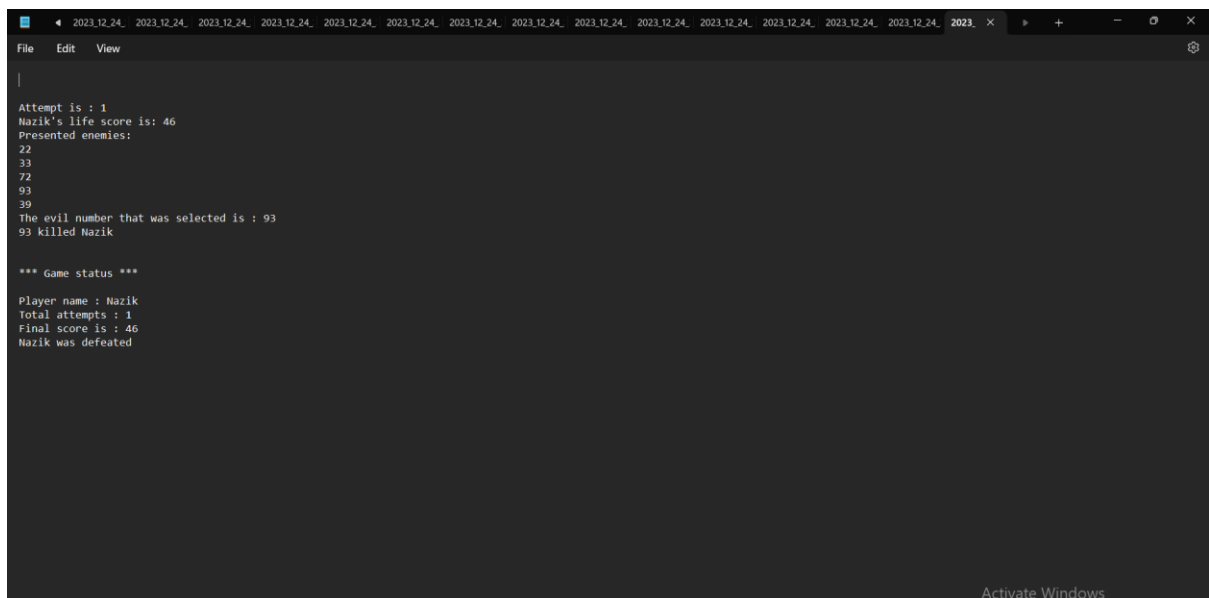
WELCOME Nazik :) Letter-Kind IS WAITING FOR YOU TO SAVE THEM FROM EVIL NUMBERS.

Player name : Nazik
Attempt is : 1
Nazik's life score is: 46
22 33 72 93 39
Choose your Evil number to fight with : 93
93 killed Nazik

*** Game status ***

Player name : Nazik
Total attempts : 1
Final score is : 46
Nazik was defeated
>>> |
```

An "Activate Windows" watermark is visible in the bottom right corner of the window.



A screenshot of a terminal window with a dark background. The window title bar shows a tab labeled "2023.12.24.". The menu bar includes "File", "Edit", and "View". The main text area shows the following output:

```
Attempt is : 1
Nazik's life score is: 46
Presented enemies:
22
33
72
93
39
The evil number that was selected is : 93
93 killed Nazik

*** Game status ***

Player name : Nazik
Total attempts : 1
Final score is : 46
Nazik was defeated
```

An "Activate Windows" watermark is visible in the bottom right corner of the window.



```
IDLE Shell 3.11.6
File Edit Shell Debug Options Window Help
Python 3.11.6 (tags/v3.11.6:8b6ee5b, Oct 2 2023, 14:57:12) [MSC v.1935 64 bit (AMD64)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>>
===== RESTART: C:\Users\Hp\OneDrive\Desktop\20230009\Main.py =====
Enter player name : nazik

WELCOME Nazik :) Letter-Kind IS WAITING FOR YOU TO SAVE THEM FROM EVIL NUMBERS.

Player name : Nazik
Attempt is : 1
Nazik's life score is: 4
78 37 73 40 55
Choose your Evil number to fight with : 40
40 Killed Nazik

*** Game status ***
Player name : Nazik
Total attempts : 1
Final score is : 4
Nazik was defeated
>>> |
```

Activate Windows  
Go to Settings to activate Windows.

```
IDLE Shell 3.11.6
File Edit Shell Debug Options Window Help
Python 3.11.6 (tags/v3.11.6:8b6ee5b, Oct 2 2023, 14:57:12) [MSC v.1935 64 bit (AMD64)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>>
===== RESTART: C:\Users\Hp\OneDrive\Desktop\20230009\Main.py =====
Enter player name : nazik

WELCOME Nazik :) Letter-Kind IS WAITING FOR YOU TO SAVE THEM FROM EVIL NUMBERS.

Player name : Nazik
Attempt is : 1
Nazik's life score is: 4
78 37 73 40 55
Choose your Evil number to fight with : 40
40 Killed Nazik

*** Game status ***
Player name : Nazik
Total attempts : 1
Final score is : 4
Nazik was defeated
>>> |
```

Activate Windows  
Go to Settings to activate Windows.

```
IDLE Shell 3.11.6
File Edit Shell Debug Options Window Help
Python 3.11.6 (tags/v3.11.6:8b6ee5b, Oct 2 2023, 14:57:12) [MSC v.1935 64 bit (AMD64)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>>
===== RESTART: C:\Users\Hp\OneDrive\Desktop\20230009\Main.py =====
Enter player name : nazik

WELCOME Nazik :) Letter-Kind IS WAITING FOR YOU TO SAVE THEM FROM EVIL NUMBERS.

Player name : Nazik
Attempt is : 1
Nazik's life score is: 4
91 56 40 83 51
Choose your Evil number to fight with : 40
40 Killed Nazik

*** Game status ***
Player name : Nazik
Total attempts : 1
Final score is : 4
Nazik was defeated
>>>
```

Activate Windows  
Go to Settings to activate Windows.

26°C Mostly clear 11:41 PM 24/12/2023

```
IDLE Shell 3.11.6
File Edit Shell Debug Options Window Help
Python 3.11.6 (tags/v3.11.6:8b6ee5b, Oct 2 2023, 14:57:12) [MSC v.1935 64 bit (AMD64)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>>
===== RESTART: C:\Users\Hp\OneDrive\Desktop\20230009\Main.py =====
Enter player name : nazik

WELCOME Nazik :) Letter-Kind IS WAITING FOR YOU TO SAVE THEM FROM EVIL NUMBERS.

Player name : Nazik
Attempt is : 1
Nazik's life score is: 46
22 33 72 93 39
Choose your Evil number to fight with : 93
93 Killed Nazik

*** Game status ***
Player name : Nazik
Total attempts : 1
Final score is : 46
Nazik was defeated
>>>
```

Activate Windows  
Go to Settings to activate Windows.

26°C Mostly clear 11:42 PM 24/12/2023

A screenshot of a Windows 11 desktop. The main window is Notepad++, displaying a game log. The log text is: "Attempt is : 1", "Nazik's life score is: 15", "Presented enemies:", "99", "17", "56", "24", "33", "No such enemy", and "\*\*\* Game status \*\*\*". Below this, it says "Player name : Nazik", "Total attempts : 1", "Final score is : 15", and "Nazik was defeated". The Notepad++ window has a dark theme and a menu bar with "File", "Edit", and "View". The Windows taskbar is at the bottom, showing the Start button, a search bar, and several pinned and running application icons. The system tray on the right shows the date and time as "11:47 PM 24/12/2023". A "Windows" watermark is visible in the background.

```
File Edit View
```

```
Attempt is : 1  
Nazik's life score is: 46  
Presented enemies:  
47  
21  
69  
29  
94  
The evil number that was selected is : 29  
Nazik killed 29  
  
Attempt is : 2  
Nazik's life score is: 75  
Presented enemies:  
24  
48  
59  
47  
95  
The evil number that was selected is : 59  
Nazik killed 59  
  
Attempt is : 3  
Nazik's life score is: 134  
Presented enemies:  
59  
58  
45  
89  
75  
The evil number that was selected is : 89  
Nazik killed 89  
  
Attempt is : 4  
Nazik's life score is: 223  
Presented enemies:  
74  
83
```

Ln 1, Col 1

100% Windows (CRLF) UTF-8

[illegible]





