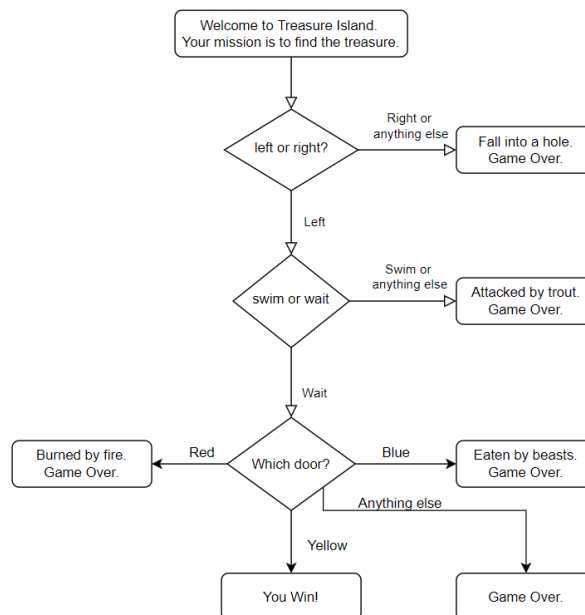


Treasure Island

Treasure Island is an adventure game created using Python. The conditional used such as if, else, and elif to lay out the logic and the story's path in the program. Below is the flowchart to explain how the program works.



My Role

The Treasure Island game is an individual project I created back in the early Covid days. Therefore, I am the programmer of this project.

The Difficulties and How to Deal with It

I sometimes found it hard to understand the program's flow and the usage of `elif` in this particular project. However, I managed to finish it by continuously tweaking the logic.

The Output – How it Works

Firstly, the program will print some lines of text that ask the player to input the word “left” or “right.” If the player types “right,” the game is over, and the program will terminate.



Next, the program will print a line of text to ask the player again for the input. The player must input either “wait” or “swim.” If the user types swim, the game will end and terminate the program.

```
You've come to a lake. There is an island in the middle of the lake. Type "wait" to wait for a boat. Type "swim" to swim across.  
swim  
You get attacked by an angry trout. Game Over.
```

And lastly, if the player manages to get to the next level, the program will print a line of text asking the player for the input. This time around, the user is faced with three choices, and two of those choices will make the game end and terminate the program.

```
You arrive at the island unharmed. There is a house with 3 doors. One red, one yellow and one blue. Which colour do you choose?  
red  
It's a room full of fire. Game Over.
```

Replit Link: <https://replit.com/@NicholasAndrew3/Treasure-Island#main.py>