Project 2- Role Playing

Basic Information:

Project Heading:

Use the following as a header for all of your projects:

```
#-----------------------------------------------------------------------------------------------------------
# Program name – filename.py
# Written by – your name
# Date – todays date
# Description of the program.
#-----------------------------------------------------------------------------------------------------------
```

Style:

Follow the Python Style Guide available on Blackboard. **Be sure you have header comments for each of your functions.**

Due Date:

Week 7

Turn in:

1. Algorithm: flow chart or pseudo code
2. Program listing

Problem Specification:

Invent With Python Chapter 6, introduces a game involving dragons (one good, one bad) and caves (one where good things happen – you get gold – and one where bad things happen – you die). For this project you are to expand this game so that:

- Do not use the same wording in your game
- Include a counter to count player status
- The playing field includes at least 3 caves (or rooms)
- The actual cave (or room) that the player enters is randomly generated
- Each cave (or room) contains either a good thing (gold, another life, energy, weapons, etc.) or a bad thing (loss of a life, loss of energy, loss of gold, loss of a weapon, etc.) which is randomly generated
- After each move and the corresponding consequences, your program will output a nicely formatted status line on the health of the player, for example

    -------------------------------- Player Health --

    Lives: 5   Gold: 120   Weapons: Sword, Knife

- The game continues until the player is no longer "alive" or decides to exit the game.

Specific Requirements:

- Your program must use meaningful functions.
- Your program should not accept invalid choices from the player.
- Make sure that you do not reference global variables inside of your functions.