Final Project

Project specifications

This project is a text-based game. It is about the daily life, when we are at home, then going to the gym. It enhances our imagination skills, so we can visualise what would happen in our minds, using the texts.

Solution Design

When we begin the game, we type the 'start', then we go to the house. If we would like to get into the house, type 'enter'. There are two rooms in that house, a lounge and a kitchen, which are separated by the hallway. The lounge is in the north, and the kitchen is in the south.

To exit the house, type 'exit'. If we would like to go to the street, type 'exit' again. In the street, there are two choices, to go to the restaurant or gym. If we go to the restaurant, it is just to eat there. If we go to the gym, we can do some workouts, like dumb bells, treadmill, and weight machine.

Data Structure

```python
def start():
    print('''Welcome to the game, created by Pasha Naim, type start to
begin''')
    print()
    prompt_sta()
```

This is the data structure for the starting point of the game

```python
def prompt_sta():                              #This code is used to begin the
game
    prompt_0 = input ("Type a command: ")
    try:
        if prompt_0 == "Start" or "start":
            outside_house()
        elif prompt_0 == "Help" or "help":
            help_function()
            print()
            prompt_sta()
        elif prompt_0 == "Begin":
```

```
            print("You need to follow the instructions!")
            print()
            prompt_sta()
        else:
            print("Type start! Not that")
            print()
            prompt_sta()
    except ValueError:
        print("Type start! Not that")
        print()
        prompt_sta()
```

This is to determine whether the game can be started or not.

```
def outside_house():
    print("""You're now outside a nice-looking house. What are you going to
do? Enter, look, exit, or trash flowers""")
    print()
    prompt_outside()
def prompt_outside():                         #This is when we are outside
the house
    prompt_1 = input("Type a command: ")
    try:
        if prompt_1 == "Enter" or "enter":
            hallway()
        if prompt_1 == "Help" or "help":
            help_function()
            print()
            prompt_sta()
        if prompt_1 == "Look" or "look":
            print("""You're outside the house. It is very huge. There is a
wooden door to the east, and a locked gate to
                the west. There are a horrid-looking flowers around you
waiting to be thrashed.""")
            print()
            prompt_outside()
        if prompt_1 == "Exit" or "exit":
            print("Let's go outside")
            print()
            street()
        if prompt_1 == "Trash flowers" or "trash flowers":
            print("You have trashed the flowers. That's good, man!")
            print()
            prompt_outside()
    except ValueError:
        print("...")
        print()
        prompt_outside()
```

This is after we type start, there are some choices in this game.

```
def hallway():
    print("You're in the hallway. The rooms are in the north and south.")
    print()
    prompt_hallway()
```

```
def prompt_hallway():
    prompt_2 = input("Choose your direction, north or south, or exit this
house: ")   #This code determines whether we go to the north or south
    try:
        if prompt_2 == 'N' or 'n' or 'North' or 'north':
            lounge()
        elif prompt_2 == 'S' or 's' or 'South' or 'south':
            kitchen()
        elif prompt_2 == "Help" or "help":
            help_function()
            print()
            prompt_hallway()
        elif prompt_2 == "Exit" or "exit":
            street()
        else:
            print("...")
            print()
            prompt_hallway()
    except ValueError:
        print("...")
        print()
        prompt_hallway()
```

This is when we enter the house

```
def lounge():
    print("You're in the small lounge, there is an exit to the south")
    print()
    prompt_lounge()
def prompt_lounge():
    prompt_3 = input("Choose your direction: ") #This is when we are in the
lounge
    try:
        if prompt_3 == 'S' or 's' or "South" or "south":
            hallway()
        elif prompt_3 == 'N' or 'n' or 'North' or 'north' or 'W' or 'w' or
'West' or 'west' or 'E' or 'e' or 'East' or 'east':
            print("You can't go that way")
            prompt_lounge()
        elif prompt_3 == "Help" or "help":
            help_function()
            print()
            prompt_lounge()
        else:
            print("...")
            print()
            prompt_lounge()
    except ValueError:
        print("...")
        print()
        prompt_lounge()
```

In the lounge

```python
def kitchen():
    print("You are in the kitchen. There is an exit to the north")
    print()
    prompt_kitchen()
def prompt_kitchen():
    prompt_4 = input("Choose your direction: ")  #This is when we are in
the kitchen
    try:
        if prompt_4 == 'N' or 'n' or 'North' or 'north':
            hallway()
        if prompt_4 == 'S' or 's' or 'South' or 'south' or 'W' or 'w' or
'West' or 'west' or 'E' or 'e' or 'East' or 'east':
            print("You cannot go that way")
            prompt_kitchen()
        if prompt_4 == "Help" or "help":
            help_function()
            print()
            prompt_kitchen()
    except ValueError:
        print("...")
        print()
        prompt_kitchen()
```

In the kitchen

```python
def street():
    print("Welcome to the street, you can choose the place that you like")
#We are now proceeding to the street
    prompt_street()
def prompt_street():
    prompt_5 = input("Where are you going?: ")
    try:
        if prompt_5 == "Restaurant" or "restaurant" or "Resto" or "resto":
            print("Let's have some meal")
            street()
            prompt_street()
        if prompt_5 == "Gym" or "gym":
            print("Let's do some workout!")
            gym()
    except ValueError:
        print("...")
        prompt_street()
```

On the street

```python
def gym():
    print("Welcome to the gym, please choose which workout you want")
    prompt_gym()
def prompt_gym():
    prompt_6 = input("What do you want to do?: ")    #This is when we are
at the gym
    try:
        if prompt_6 == "Dumb bells" or "dumb bells":
            print("Nice job! You bulked up your biceps and triceps")
            prompt_gym()
```

```
        elif prompt_6 == "Treadmill" or "treadmill":
            print("Great! You have burn the fat down from your body")
            prompt_gym()
        elif prompt_6 == "Weight machine" or "weight machine":
            print("You have bulked up your arms, legs, and even your abs.
What a great workout")
        else:
            print("...")
            prompt_gym()
    except ValueError:
        print("...")
        prompt_gym()
```

In the gym

Screenshot