**Text-based Adventure Game Development**

**Code:**

**# Online Python compiler (interpreter) to run Python online.**

**# Write Python 3 code in this online editor and run it.**

**mydict={}**

**for i in range(1,3):**

**player = input("enter your name:")**

**import random**

**number=random.randint(1,100)**

**attempt=1**

**guess=int(input("Guess the number:"))**

**while True:**

**if guess>number:**

**guess=int(input("guess another number,This one is too big:"))**

**attempt+=1**

**elif guess<number:**

**guess=int(input("guess another number,This one is too small:"))**

**attempt += 1**

**else:**

**print("you guessed it right in",attempt,"attempts")**

**mydict.update({player:attempt})**

**break**

**print(player," won in",attempt,"attempts")**

**print(mydict)**

**min\_val = float('inf')**

**min\_keys = []**

**for key, val in mydict.items():**

**if val < min\_val:**

**min\_val = val**

**min\_keys.clear()**

**if val == min\_val:**

**min\_keys.append(key)**

**print("minimum number of attempts are taken by" + str(min\_keys))**