

Midterm Project - Text based adventure game

Rafael Ceotto

08/22/2023



This project will present a rpg game based on text message and how it will lead to the end of it. So far, only the prologue is available.

Input list

character Name as cName - type string

house Rooms as hRooms - type int

weapon Answer as weaponAnswer - type string

ammuniton Weapon as ammoW - type int

white Weapon as whiteW - type int

def totalWeapons

def brotherGame

As the story goes, the user will be asked to type the data required to proceed in the chapter. From the second sleep function, there will be colors representing which character is speaking(narrator(black), main

protagonist(blue) and duplicate(red), and a surprise at the end(yellow)

If the user types No in the weapon answer input, it's the end of the game(so far..) but if he types Yes, there will be some answers of the lore of the story, with a to be continued at the


```

In [22]: #Time library necessary to use sleep() function
import time as tm
#Colorama library necessary to change the print color
import colorama
from colorama import Fore
#Random Lib to generate randoms that can be used later
import random

#Functions

def cWeapons(whiteW, ammow):
    if whiteW > ammow:
        totalWeapons = whiteW + ammow
    if whiteW == ammow:
        totalWeapons = whiteW + ammow
    if whiteW < ammow:
        totalWeapons = whiteW + ammow
    return totalWeapons

def brotherGame():
    print(Fore.YELLOW + "Hello Brother, welcome to my final game, HAHAAH")

print("It's dark, and according to the clock on the wall, around midnight.")
print('You wake up in a room with a flashing light but has no memory.')
print('Your head hurts as you start to remember a couple things that happen')
print()

cName = input("What's your name? ")
tm.sleep(2)
print()
print("It looks like you've remembered your name but not what you've done")
tm.sleep(2)
print('')
As you turn around to see from where the voice came from, you notice your c
''')
tm.sleep(2)
#From this point, narrator color will be black, user's color will be blue c
#surprise at the end with yellow!
print(Fore.RED + '''Nice to see you again''', cName, '''but we don't have t
Please tell me, how many rooms are in your house?''')
print()
hRooms = int(input("House rooms: "))
print()
print(Fore.BLUE + "I don't know why I should tell you this but it's", hRoom
print()
print(Fore.RED + 'And do you have anything that could be used as a weapon?
print()
weaponAnswer = input('Yes or No: ')
if weaponAnswer == 'Yes':
    print(Fore.RED + "Good, and what is it? ")
    weaponList = ['Baseball bat', 'Hockey Stick', 'Fire Extinguisher', '9MM
    print()
    print(Fore.BLUE + 'Does a', random.choice(weaponList), 'or a', random.cl
    print()
    print(Fore.RED + 'That should do it for now. How many of them do you ha
    print()

```

```
print(Fore.BLUE + 'So many questions so far but let me count them. Since')
print()
whiteW = int(input("Number of white Weapons: "))
print()
ammow = int(input("Number of ammunition Weapons: "))
amtWeapons = cWeapons(whiteW, ammow)
print()
brotherWeapons = int(input("Number given to brother: "))
print()
print(Fore.BLUE + 'I got it! I only have', amtWeapons, 'which means the')
print()
print(Fore.RED + "Did you just say YOUR BROTHER?")
tm.sleep(2)
print()
print(Fore.BLACK + "The door slams and a shadow start saying with a ho")
print()
brotherGame()
tm.sleep(2)
print()
print(Fore.BLACK + "To be continued...")

if weaponAnswer == 'No':
    print()
    print(Fore.RED + "That's no good, we have to prepare you somehow. Come")
    print()
    print("END GAME")
```

It's dark, and according to the clock on the wall, around midnight.
You wake up in a room with a flashing light but has no memory.
Your head hurts as you start to remember a couple things that happened last night, starting by your name.

What's your name? Rafa

It looks like you've remembered your name but not what you've done Rafa as a voice echoes around the room.

As you turn around to see from where the voice came from, you notice your own mirror reflection coming out it with a gun in its hand.

Nice to see you again Rafa but we don't have time for time for explanation right now.

Please tell me, how many rooms are in your house?

House rooms: 3

I don't know why I should tell you this but it's 3 but what's happening?

And do you have anything that could be used as a weapon?

Yes or No: Yes

Good, and what is it?

Does a Hockey Stick or a Fire Extinguisher works?

That should do it for now. How many of them do you have?

So many questions so far but let me count them. Since I gave some to my brother, I do not remember at all.

Number of white Weapons: 3

Number of ammunition Weapons: 1

Number given to brother: 10

I got it! I only have 4 which means that I gave my brother 10 weapons

Did you just say YOUR BROTHER?

The door slams and a shadow start saying with a horrendous laugh

Hello Brother, welcome to my final game, HAHAHA

To be continued...

In []: ▶

