

Start Code – Changing the Code

Python – Dragon 2.py

This is a follow-up to Chapter 6 Dragon Realm. [Download](http://inventwithpython.com/extra) Dragon2.py from <http://inventwithpython.com/extra>

This is a fun adventure. Let's figure it out and change it.

1. Play the adventure a few times before looking at the code yet.
2. Try to understand the structure and order of the game. Draw a flow chart similar to the dragon.py flow chart on page 74 (page 89 in the PDF) in Chapter 6. As programs get more complex this step is important!
3. Change the adventure in a few places to make it funnier or scarier. Show a classmate.
4. What does the `pause()` function do and why is it useful? Do you see it used often in the program? Search for `pause()` with Ctrl-F (Windows) or Cmd-F (Mac). Then re-search quickly with Ctrl-G (Windows) or Cmd-G (Mac) to find other occurrences.
5. What does the `choosePath()` function do? Understand why it is useful. Search throughout the program to see when and how it is called. Explain how `choosePath()` improves the program.
6. Search for the "rock" variable throughout the program to see where it is used and where it is set. Use the search shortcuts from #4 above. What are some effects of the rock in the adventure?
7. Add another function to the program. Call it from different places throughout the program. For example you could simply make a function called `callForHelp()` or `screamInTerror()` and call it at appropriate times (or ask the player if they want to do call for help or scream in terror).
8. Modify the code to add a third choice to the `faceDragon()` function. Be creative with what else the player could do.
9. (OPTIONAL CHALLENGE) Modify the code to give the player a hint at the front of the cave if they will get stuck in the gum on the boat and drown (maybe empty gum wrappers or something creative). Search in the program for the word gum (see #4 for the commands again) to see when this happens. What variable causes this death?

Now based on the value of this variable, think about where and when could you give the player a warning.