**Start Code – Changing the Code**

**Python – Chapter 6 - Dragon.py**

Book - Invent Your Own Computer Games With Python, by Al Sweigart

Book website – <http://inventwithpython.com>

To better understand the code in this chapter, modify it by completing the following lab.

1. We have three functions in this program! Our code is now jumping around and not simply running from top to bottom. The functions start with **def** and have indented code. Can you tell where the main program begins after the three functions?
2. Change the program in some way to make it funnier or scarier. Simply change some of the print statements to say what you like. Share with a classmate by letting them run the program.
3. Personalize your adventure for the player. Ask for the players name (see previous program guess.py as an example) and use it in the story. Remember you can get their name with input() and that you can add a variable to a print statement like this –

print(‘You walk into the spooky cave’ + playerName + ‘ . ’)

1. Does your game ask for the player’s name again if they say ‘yes’ and play again? If so, how could you fix this?
2. Give the player a choice. Instead of just giving them the treasure in the friendly cave, ask the player if they would prefer the treasure or the princess. Then give an appropriate response. You will need to create a new variable, get the player’s input, and then check it with an if statement.  
   **Hint:** you can ask either 1 – treasure or 2 – princess to make it easier.
3. In the unfriendly cave, ominously ask the player if they choose dragon teeth or dragon breath. Give an appropriate response. For example, if they choose dragon teeth, they survive because of their armor. If dragon breath, toast them with fire! (Or gas, or ice, etc. Your choice of horrible death!)
4. (OPTIONAL CHALLENGE) Can you do #3 and #4 above as function calls? Move your new code out into separate functions.