CPSC 230: Computer Science I
Fall 2018
Programming Assignment 3: Loops & Conditionals
Due: September 27, 2018 @ 11:59pm

The Assignment

This assignment will require you to combine your knowledge of conditionals and loops by writing your own adventure game! The premise of the game is simple. You are a brave adventurer exploring a castle full of unknowns in search of treasure. At each step you must choose where to visit next. But be careful…surprises await!

The structure of the program is simple. The player starts at the entrance to the castle. They are then asked what room they would like to visit. When they visit that room, a brief description of the room and what they found there is printed, and then they are asked to choose another room to visit next. If they player chooses to visit the exit, then the game ends. Similarly, if the player finds the treasure in a room, the game ends. You may have as many rooms as you like, within the following constraints:
1) You must have at least 6 rooms
2) Not every room is reachable from every other room.
3) The game must have several alternative endings.

So basically the program is a large loop with several conditionals corresponding to the room to be visited, which each of those conditionals handling what happens in each room.

Because the world is a scary place, and nobody lives forever, you will also incorporate a random number generator that will give you a small probability of death at any step. A random number can be simulated with a call to random.randint(1,100) which generates a uniform random number in [1,100]. (If you assume values > 98 mean death, then you will have a 1/50 chance of dying.) You can change these odds to whatever you like. Make sure to import the random module (i.e. import random).

This assignment is purposefully open ended. Be creative and have fun!

Due Date

This assignment is due at 11:59pm on 9-27-2018. Submit via Blackboard; create a zip file with all your files in it. It should be labeled firstinitiallastname_Assignment3. Please make sure to include all the required files (README, source files).

Grading

Assignments will be graded on correctness, adherence to style, and the inclusion of meaningful comments.