

```
In [1]: def river():
print("You move to the Land of Rivers.\nYou encounter a drought struck village.\nYou e
first = input("->")
if first == 'WATER':
    print("You use WATER vial.\nIt filled their river temporarily.\nEveryone thanked y
elif first == 'FIRE':
    print("You throw the FIRE vial on the young lady.\nShe burns to death because of y
    return
elif first == 'LIGHTENING':
    print("You throw the LIGHTENING vial on the young lady.\nShe electrocutes to death
    return
elif first == 'WIND':
    print("You throw the WIND vial on the ground.\nIt generates a storm and dries up t
    return

print("It is nightttime.\nYou enter the dark forest.\nIt starts raining heavily.\nYou f
second = input("->")
if second == 'FIRE':
    print("You use the FIRE vial and keep yourself from freezing.")
elif second == 'LIGHTENING':
    print("Seriously? Never Mind.\n You tried to use the LIGTHENING vial.\n You electr
    return
elif second == 'WIND':
    print("You used the WIND vial.\nThe shelter gets destroyed because of the storm.\n
    return

print("It finally stops raining. Wheewww!\nYou tried to continue finding the monster k
third = input('->')
if third == 'WIND':
    print("You use the WIND vial.\nIt creates a storm which dries up the land.\nIt's e
elif third == 'LIGHTENING':
    print("Seriously? Never Mind.\nYou tried to use the LIGTHENING vial.\n You electro
    return

print("You finally reach the intersection of rivers.\n You see LOCHNESSMON, a water ty
fourth = input("->")
if fourth == 'LIGHTENING':
    print("You threw the LIGHTENING vial but you missed the target.\nLOCHNESSMON saw y
else:
    print("You tried to sneakingly run away but LOCHNESSMON saw you.\nHe attacked you
```

```
In [2]: def mountain():
print("You tried to climb the mountains.\nYou slipped and fell straight to the ground.
```

```
In [3]: def storyMode():
print("---Welcome to the Story Mode---")

print("In this mode, you will be playing as Xen, The Demon Prince.")
print("You live in the city of Brittania and you protect it as a vigilante.")
print("Merlin, Mage Queen, gives you four vials prepared by her. FIRE vial, WIND vial,
print("You set upon your journey, and after a while, you see a diversion.")
print("On one side is the Land of Rivers, while the other leads to the Land of Mountai
print("Where will you go? Enter RIVER or MOUNTAIN\n")
scene = input("->")

if scene == 'RIVER':
    river()
elif scene == 'MOUNTAIN':
    mountain()
```

```
print("Thanks for Playing the Story Mode!\n")
```

In [4]:

```
class player:
    def __init__(self, name):
        self.name = name
        self.hp = 100

    def damage(self, dmg):
        self.hp = self.hp-dmg
```

In [5]:

```
def fight(p1, p2):
    if (p1=='FIRE' and p2=='WATER') or (p1=='WIND' and p2=='FIRE') or (p1=='LIGHTENING' and p2=='WIND'):
        return 15,5
    elif (p1=='FIRE' and p2=='WIND') or (p1=='WIND' and p2=='LIGHTENING') or (p1=='LIGHTENING' and p2=='FIRE'):
        return 5,15
    else:
        return 10,10
```

In [6]:

```
def versusBattle():
    print("Versus Battle")
    name1 = input("Enter the name of 1st Player:")
    name2 = input("Enter the name of 2nd Player:")
    p1 = player(name1)
    p2 = player(name2)

    while p1.hp > 0 and p2.hp > 0:
        choice1 = input("Enter Player 1's Element: ")
        choice2 = input("Enter Player 2's Element: ")
        dmg1, dmg2 = fight(choice1, choice2)
        p1.damage(dmg1)
        p2.damage(dmg2)
        print(p1.name, ":", p1.hp)
        print(p2.name, ":", p2.hp)

    if(p1.hp > p2.hp):
        print(p1.name, " has Won the game")
    elif(p1.hp < p2.hp):
        print(p2.name, " has Won the game")
    else:
        print("The game is tied!")
```

In [7]:

```
def info():
    print("There are 4 Elements in the game!")
    print("FIRE\tWATER\tWIND\tLIGHTENING")
    print("Fire beats Wind, Wind beats Lightning, Lightning beats Water, and Water beats Fire")

    print("1. Story Mode")
    print("In this mode, you play as an adventurer, Xen.\nYour objective is to survive and defeat the boss")

    print("2. Versus Battle")
    print("This mode is for 2 players.\nEach player will start with 100HP.\nEach Player can attack the other player")
```

In [8]:

```
select = 3 #For initialisation
```

In [9]:

```
while select > 0 and select < 4:
    print("WELCOME TO THE XENOVERSE")
```

```

print("-----")
print("Select A Game Mode: ")
print("1. Story Mode")
print("2. Versus Battle")
print("3. Info")
print("4. Exit")
select = int(input("->"))

if (select == 1):
    storyMode()
elif select ==2:
    versusBattle()
elif select==3:
    info()
else:
    print("Thank you for playing the game!")

```

WELCOME TO THE XENOVERSE

Select A Game Mode:

1. Story Mode
2. Versus Battle
3. Info
4. Exit

->3

There are 4 Elements in the game!

FIRE WATER WIND LIGHTENING

Fire beats Wind, Wind beats Lightening, Lightening beats Water, and Water beats Fire!

1. Story Mode

In this mode, you play as an adventurer, Xen.

Your objective is to survive and pick the optimal condition for every scenario.

You will be starting with a vial of each element in the beginning.

You can only use each of them once.

USE THEM WISELY!

2. Versus Battle

This mode is for 2 players.

Each player will start with 100HP.

Each Player can use element of their choice at the beginning of the turn.

The damage will be calculated on the basis of the chosen elements.

First Player to 0HP loses and other player becomes the winner by KO.

WELCOME TO THE XENOVERSE

Select A Game Mode:

1. Story Mode
2. Versus Battle
3. Info
4. Exit

->2

Versus Battle

Enter the name of 1st Player:XEN

Enter the name of 2nd Player:VEREN

Enter Player 1's Element: FIRE

Enter Player 2's Element: WIND

XEN : 95

VEREN : 85

Enter Player 1's Element: WIND

Enter Player 2's Element: LIGHTENING

XEN : 90

VEREN : 70

Enter Player 1's Element: LIGHTENING

Enter Player 2's Element: WATER

XEN : 85

```
VEREN : 55
Enter Player 1's Element: WATER
Enter Player 2's Element: FIRE
XEN : 80
VEREN : 40
Enter Player 1's Element: FIRE
Enter Player 2's Element: WATER
XEN : 65
VEREN : 35
Enter Player 1's Element: WATER
Enter Player 2's Element: FIRE
XEN : 60
VEREN : 20
Enter Player 1's Element: WATER
Enter Player 2's Element: FIRE
XEN : 55
VEREN : 5
Enter Player 1's Element: WATER
Enter Player 2's Element: FIRE
XEN : 50
VEREN : -10
XEN has Won the game
WELCOME TO THE XENOVERSE
-----
Select A Game Mode:
1. Story Mode
2. Versus Battle
3. Info
4. Exit
->1
---Welcome to the Story Mode---
In this mode, you will be playing as Xen, The Demon Prince.
You live in the city of Brittania and you protect it as a vigilante.
Merlin, Mage Queen, gives you four vials prepared by her. FIRE vial, WIND vial, LIGHTENING
vial, and WATER vial.
You set upon your journey, and after a while, you see a diversion.
On one side is the Land of Rivers, while the other leads to the Land of Mountains.
Where will you go? Enter RIVER or MOUNTAIN

->MOUNTAIN
You tried to climb the mountains.
You slipped and fell straight to the ground.
Next Time, maybe go to the Land of Rivers, Flat Tomato Soup!XD
Thanks for Playing the Story Mode!

WELCOME TO THE XENOVERSE
-----
Select A Game Mode:
1. Story Mode
2. Versus Battle
3. Info
4. Exit
->1
---Welcome to the Story Mode---
In this mode, you will be playing as Xen, The Demon Prince.
You live in the city of Brittania and you protect it as a vigilante.
Merlin, Mage Queen, gives you four vials prepared by her. FIRE vial, WIND vial, LIGHTENING
vial, and WATER vial.
You set upon your journey, and after a while, you see a diversion.
On one side is the Land of Rivers, while the other leads to the Land of Mountains.
Where will you go? Enter RIVER or MOUNTAIN

->RIVER
You move to the Land of Rivers.
You encounter a drought struck village.
You encounter a young lady who tells you the story.
```

She enlighten you how their water supply is cut by a monster and their river has dried.

What do you do?

->WATER

You use WATER vial.

It filled their river temporarily.

Everyone thanked you while you set out to hunt the monster!

It is nighttime.

You enter the dark forest.

It starts raining heavily.

You find a deserted shelter to wait for the time being.

Because of the rain and darkness, it starts getting very cold.

You turn to the bag of the vial and use one.

Which one will you use?

->FIRE

You use the FIRE vial and keep yourself from freezing.

It finally stops raining. Wheewww!

You tried to continue finding the monster but the land is too damp for walking.

What do you do?

->WIND

You use the WIND vial.

It creates a storm which dries up the land.

It's easy to walk now.

You finally reach the intersection of rivers.

You see LOCHNESSMON, a water type xenomon, is blocking and drinking all the water.

You wanna RUN or use the remaining vial?

->LIGHTENING

You threw the LIGHTENING vial but you missed the target.

LOCHNESSMON saw you but luckily the vial hit a rock and broke into the river.

It electrified the whole river and killed the LOCHNESS for well and good.

You returned the village and everybody thanked you.

You marry the young lady, Naomi, and lived happily ever after.

YOU WON!

Thanks for Playing the Story Mode!

WELCOME TO THE XENOVERSE

Select A Game Mode:

1. Story Mode
2. Versus Battle
3. Info
4. Exit

->4

Thank you for playing the game!