Text-based Adventure Game.

import tkinter as tk

from tkinter import messagebox

import time

class TextAdventureGame:

def \_\_init\_\_(self, master):

self.master = master

self.master.title("Text Adventure Game")

self.story\_label = tk.Label(master, text="", font=("Helvetica", 16))

self.story\_label.pack(pady=10)

self.choice\_buttons = []

for i in range(3):

button = tk.Button(master, text="", command=lambda i=i: self.make\_choice(i))

button.pack(pady=5)

self.choice\_buttons.append(button)

self.current\_location = "forest\_path"

self.update\_story()

def update\_story(self):

story\_text = self.get\_story\_text()

choices = self.get\_choices()

self.story\_label.config(text=story\_text)

for i, choice\_text in enumerate(choices):

self.choice\_buttons[i].config(text=choice\_text)

def get\_story\_text(self):

if self.current\_location == "forest\_path":

return "You start walking on a path through the forest. Ahead, you see a fork in the road."

elif self.current\_location == "cave":

return "You enter the dark cave. As you explore, you find a chest."

elif self.current\_location == "shortcut":

return "You take the shortcut through the dense trees. Suddenly, you hear a distant roar."

elif self.current\_location == "dragon":

return "You hop on the dragon's back, and it soars through the skies. After an exciting journey, you arrive at the treasure location."

elif self.current\_location == "bear":

return "The bear notices you but doesn't mind your presence. You continue your journey and stumble upon the treasure."

def get\_choices(self):

if self.current\_location == "forest\_path":

return ["Take the left path", "Take the right path", ""]

elif self.current\_location == "cave":

return ["Open the chest", "Leave the cave", ""]

elif self.current\_location == "shortcut":

return ["Run towards the sound", "Hide behind a tree", ""]

elif self.current\_location == "dragon":

return ["", "", ""]

elif self.current\_location == "bear":

return ["", "", ""]

def make\_choice(self, choice\_index):

if self.current\_location == "forest\_path":

if choice\_index == 0:

self.current\_location = "shortcut"

elif choice\_index == 1:

self.current\_location = "cave"

elif self.current\_location == "cave":

if choice\_index == 0:

messagebox.showinfo("Congratulations", "You found a magical gem. You've completed the adventure!")

self.master.destroy()

elif choice\_index == 1:

messagebox.showinfo("Game Over", "You decide to leave the cave. Adventure ends.")

self.master.destroy()

elif self.current\_location == "shortcut":

if choice\_index == 0:

self.current\_location = "dragon"

elif choice\_index == 1:

self.current\_location = "bear"

elif self.current\_location == "dragon":

messagebox.showinfo("Congratulations", "You found the hidden treasure. You've completed the adventure!")

self.master.destroy()

elif self.current\_location == "bear":

messagebox.showinfo("Congratulations", "You found the hidden treasure. You've completed the adventure!")

self.master.destroy()

self.update\_story()

if \_\_name\_\_ == "\_\_main\_\_":

root = tk.Tk()

game = TextAdventureGame(root)

root.mainloop()