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Background story:

Eaven City, once a beacon of prosperity and unity, finds itself at a crossroads. Nestled amidst towering skyscrapers and bustling streets lies a mystery that threatens the very heart of this vibrant metropolis. Mayor Eleanor Thompson, a charismatic leader and a symbol of hope for Eaven City, has vanished under inexplicable circumstances. Her sudden disappearance casts a pall of uncertainty and fear, leaving citizens questioning their safety and the future of their city. As days turn into weeks, the once-unified city begins to fracture. Rumours swirl, pointing to political conspiracies, rival factions, and dark secrets lurking in the shadows. Amidst this turmoil, the city's leaders, desperate for answers, turn to you, a renowned detective known for unravelling the most perplexing of mysteries. Your reputation precedes you, and the weight of Eaven City's future rests squarely on your shoulders. Armed with determination, wit, and a keen eye for detail, you embark on a perilous journey into the heart of the city's power—the Mayor's Office. Inside the Mayor's Office lies a labyrinth of secrets, alliances, and betrayals. Every clue, every piece of evidence, holds the key to unlocking the truth behind Mayor Thompson's disappearance.

# Short Overview:

A well-known leader goes missing in Eaven city, and you're on a mission to find out what happened. You'll make choices along the way, looking for clues and trying to solve the mystery.

Function intro():

Display message to introduce the player about Eaven City and the situation.

wait for 6 seconds

Display mission details about uncovering the mayor’s disappearance

wait for 5 seconds

Display instructions to the next step

wait for 3 seconds

Prompt user to press Enter to start investigation

call investigate\_mayors\_office()

end function

Function continue\_or\_exit():

Endless Loop:

Prompt the player if they want to continue playing or exit the game and remove any leading/trailing whitespace, and convert to lowercase.

If "yes":

call continue\_game()

exit loop

Elif "no":

display a farewell message

exit loop

Else:

display an error message for invalid input

end function

Function game\_over():

Display "Mission Failed!"

Display the outcome of mission failure and its consequences for the city and the player's reputation

wait for 7 seconds

Endless Loop:

Prompt the player if they want to restart or exit the game

If user chooses to restart:

call intro() # Restart the game

exit loop

Elif user chooses to exit:

display a farewell message

exit loop

Else:

display an error message for invalid input

end function

Function investigate\_mayors\_office():

Display a scenario for the player upon arriving at the Mayor's Office

Display options for the player's next move:

1. Investigate the painting.

2. Look around the room.

Prompt the user for their choice (1 or 2)

If user chooses "1":

call outcome\_a1()

Elif user chooses "2":

call outcome\_b1()

Else:

display an error message for invalid input

call investigate\_mayors\_office() to allow the player to choose again

end function

Function outcome\_a1():

Display a scenario for the player upon discovering a locked safe behind the painting

wait for 3 seconds

Display options for the player's next move:

1. Attempt to crack the safe.

2. Leave it for now and look elsewhere.

Prompt the user for their choice (1 or 2)

If user chooses "1":

call crack\_safe()

Elif user chooses "2":

display a message indicating the decision to leave the safe

call outcome\_b1()

Else:

display an error message for invalid input

call outcome\_a1() to allow the player to choose again

end function

Function crack\_safe():

Define function validate\_input(guess):

Validate the input to ensure it's a 3-digit number

Define function provide\_hint(code, guess):

Initialize an empty list named hint

For each position i in range(3):

if guess[i] matches code[i]:

add "✓" to the hint list # ✓ represents a correct digit in the correct position

elif guess[i] is present in code:

add "~" to the hint list # ~ represents a correct digit but in the wrong position

else:

add "✗" to the hint list # ✗ represents a wrong digit

endif

endfor

return the concatenated string as "Hint: <hint content>"

Set attempts to 5

Set safe\_code to "739"

Display instructions and symbols for the safe-cracking process

Loop while attempts > 0:

Prompt the user for the guess

If guess is not a valid 3-digit number:

display an error message and continue to the next iteration

Elif guess matches the safe\_code:

display success message and reveal contents

call outcome\_a1\_1() function

exit loop

Else:

decrement attempts by 1

if attempts > 0:

display incorrect guess message, remaining attempts, and provide a hint

else:

display failure messages due to running out of attempts

call game\_over() function

exit loop

end function

Function outcome\_a1\_1():

Display a description of the documents found by the player

Display options for the player's next move:

1. Share the documents with the police.

2. Keep the documents and continue the investigation alone.

Prompt the user for their choice (1 or 2)

If user chooses "1":

display a scenario about sharing the documents with the police

wait for 5 seconds

display a situation where the player feels uneasy

provide options to either hide or confront

call choose\_hide\_or\_confront() function

Elif user chooses "2":

display a scenario about the player's decision to keep the documents

wait for 5 seconds

call the game\_over() function

Else:

display an error message for invalid input

call outcome\_a1\_1() to allow the player to choose again

end function

Function outcome\_b1():

Display a scenario of discovering a hidden compartment under the desk

wait for 4 seconds

Display options for the player's next move:

1. Explore the hidden compartment.

2. Ignore and look elsewhere.

Prompt the user for their choice (1 or 2)

If user chooses "1":

display a narrative about finding a mysterious key within the hidden compartment

call the outcome\_b1\_1() function

Elif user chooses "2":

display a narrative about not finding any valuable evidence and leaving the premises

wait for 4 seconds

display a narrative about the consequences of overlooking a critical document

wait for 5 seconds

call the game\_over() function

Else:

display an error message for invalid input

call outcome\_b1() to allow the player to choose again

end function

Function outcome\_b1\_1():

Display options for the player's next move:

1. Use the key on a locked drawer noticed earlier.

2. Ignore the key and continue investigating.

Prompt the user for their choice (1 or 2)

If user chooses "1":

display a narrative about using the key

wait for 4 seconds

display a narrative about successfully opening the drawer and finding potentially important documents

call the outcome\_a1\_1() function

Elif user chooses "2":

display a narrative about deciding not to use the key

wait for 3 seconds

call the game\_over() function

Else:

display an error message for invalid input

call outcome\_b1\_1() to allow the player to choose again

end function

Function choose\_hide\_or\_confront():

Prompt the user for their choice (1 or 2)

If user chooses "1":

display a narrative of observing shadowy figures

wait for 5 seconds

display options for the player's next move:

1. Quietly exit the room.

2. Confront them now.

Prompt the user for their choice (1 or 2)

if user chooses "1":

display a narrative of slipping out quietly

wait for 4 seconds

call continue\_or\_exit() function

elif user chooses "2":

display a narrative of confronting the figures

wait for 3 seconds

call game\_over() function

else:

display an error message for invalid input

call choose\_hide\_or\_confront()

Elif user chooses "2":

display a narrative of direct confrontation

wait for 3 seconds

call game\_over() function

Else:

display an error message for invalid input

call choose\_hide\_or\_confront()

end function

Function continue\_game():

Display a scenario where a cryptic message received

Display the option whether to go to the warehouse or not

Prompt the user for their choice (yes or no) and convert to lowercase

If user chooses to go ("yes"):

display a scenario about the decision to go to the warehouse

wait for 3 seconds

call warehouse\_scenario() function

Elif user chooses not to go ("no"):

display a scenario about choosing not to go

wait for 2 seconds

display a narrative about the case remaining unsolved

wait for 3 seconds

call game\_over() function

Else:

display an error message for invalid input

call continue\_game()

end function

Function warehouse\_scenario():

Display a scenario as the player cautiously enters the warehouse and encounters 'Shadow'

wait for 7 seconds

Display options for investigating three different individuals:

1. Vincent Blackwood - wealthy magnate

2. Elena Martinez - rising star in city council

3. Marcus Stone - investigative journalist

Prompt the user to choose which individual to investigate (1, 2, or 3)

If user chooses "1":

call vincent\_scenario() function

Elif user chooses "2":

call elena\_scenario() function

Elif user chooses "3":

call marcus\_scenario() function

Else:

display an error message for invalid input

call warehouse\_scenario() function

end function

Function vincent\_scenario():

Display a scenario as the player enters Vincent Blackwood's office

Display options to investigate Vincent:

1. Look into his finances for suspicious transactions.

2. Follow Vincent discreetly to observe his interactions.

Prompt the user for their choice (1 or 2)

If user chooses "1":

display a scenario about investigating Vincent's financial records

wait for 6 seconds

display a message about continuing the investigation of other suspects

wait for 2 seconds

Elif user chooses "2":

display a scenario about shadowing Vincent to an upscale restaurant

wait for 7 seconds

display a message about continuing the investigation of other suspects

wait for 2 seconds

Else:

display an error message for invalid input

call vincent\_scenario()

wait for user input to continue (press Enter)

call continuation() function

end function

Function elena\_scenario():

Display a scenario as the player enters Elena Martinez's office

Display options to approach Elena:

1. Approach Elena directly for insights about the mayor’s disappearance.

2. Investigate her colleagues in the city council for signs of a conspiracy.

Prompt the user for their choice (1 or 2)

If user chooses "1":

display a scenario about engaging Elena in conversation

wait for 5 seconds

display a message about continuing the investigation of other suspects

wait for 2 seconds

Elif user chooses "2":

display a scenario about discreetly looking into city council members

wait for 5 seconds

display a message about continuing the investigation of other suspects

wait for 2 seconds

Else:

display an error message for invalid input

call elena\_scenario()

wait for user input to continue (press Enter)

call continuation() function

end function

Function marcus\_scenario():

Display a scenario as the player enters Marcus Stone's office

Display options to approach Marcus:

1. Confront Marcus with evidence linking him to the mayor’s disappearance.

2. Read Marcus's recent articles to find hidden messages or clues.

Prompt the user for their choice (1 or 2)

If user chooses "1":

display a scenario about confronting Marcus with evidence

wait for 6 seconds

display a message about continuing the investigation of other suspects

wait for 2 seconds

Elif user chooses "2":

display a scenario about diving into Marcus's articles

wait for 7 seconds

display a message about continuing the investigation of other suspects

wait for 2 seconds

Else:

display an error message for invalid input

call marcus\_scenario()

wait for user input to continue (press Enter)

call continuation() function

end function

Function continuation():

Display options:

1. Go to the police station to share all the evidence.

2. Meet 'Shadow' again to discuss further.

Prompt the user for their choice (1 or 2)

If user chooses "1":

display a scenario about sharing evidence with the police

wait for 7 seconds

display a scenario about the police mobilizing resources, arresting suspects

wait for 7 seconds

call end\_game() function

Elif user chooses "2":

display a scenario about meeting 'Shadow'

wait for 4 seconds

display a scenario about being ambushed

wait for 3 seconds

call game\_over() function

Else:

display an error message for invalid input

call continuation()

end function

Function end\_game():

Display narrative about solving the mystery, bringing justice, and rebuilding the city

Display a congratulatory message for solving the mystery and achieving justice

Display a message inviting players to replay the game for different paths or outcomes

end function

Start the game by calling the intro function