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#Intro Programming

#Final Project

#This is a text-based adventure game set in a New York City subway station

#Set inventory list to empty

#Set event list to empty

#Add event idling rat to event list

#Start intro function with lists

#print("""This is a text-based adventure game.

Input the letters that correlate to the choice you want to make.

Please keep your hands and feet in the subway car at all times and enjoy the ride.

""")

#print("""You pull your coat tighter as you escape the frigid air and flee down into the warm subway station.

It has been a long exhausting day of work, and as you drift on into an idle daydream, your feet seem to carry you down to the tracks.

You notice that though it is rush hour there seem to be very few people milling about.

You begin to think about how strange that is, but the bench in the center of the platform, normally teeming with people,

calls to you and you sit down, and take a moment to revel in your mysterious solitude.

A moment later, a train rolls into the station.

""")

#First input choice

#if first choice equals subway

#calls subway function

print("""You board train which suddenly jolts to life and begins speeding downtown.

'Why, this might just be the fastest train I've ever been on,' you think.

Suddenly you come to the realization that you are the only person in this train car, and it occurs to you that you might be the only person on this train!

A sudden sense of discomfort sets in but you are still quite tired,

and decide to make yourself comfortable as the train speeds along, hopefully in the general direction of home.

""")

#calls the train function

#otherwise

#Print message for invalid input

#Calls train function

#While true loop

#Choice input

a) Close your eyes

b) Gaze out the window

#Second while true loop

#if eyes closed

#if player has directional knowledge:

#if the player falls asleep but studied the map on the platform, they will get the option to choose the right train home

#Input

a) Descend the staircase

b) Enter the elevator

c) Board the !!! train

#if descending staircase:

#Triggers bad ending

#If entering elevator:

#Triggers bad ending

#If board train !!!:

#Triggers good ending

#If player gazes out window:
#Same options as above but they won't need directional knowledge for the good ending.

#Define bad ending function
#play again function

#Define good ending function
#play again function

#define subway function:

#While loop for continues

#input
a) look at the strange object
b) investigate the train
c) examine the rat
d) inspect the map board
e) return to previous options

#if look at strange object:
#if metro card is already in the inventory
#They get this message if they have already picked up the metro card so they can't pick it up again.
#continue

#Otherwise input:

a) Pick up the metro card
b) Leave the metro card

#Metrocard in inventory
#continue

#Did not take metrocard
#continue

#Otherwise:

#Invalid input
#continue

#Inspect train:

#input
a) Board the train
b) Do not board the train

#If they board train:
#Call train function

#If they don't board the train:
#continue

#invalid input
#continue

#Examine rat:
#if idling rat is in the event list

#otherwise:
#Rat scurries away
#continue

#If looking at map:
a) Touch map board
b) Study map board

#If touched:
#Map board breaks

#If studied:
#Learn directional knowledge

#Otherwise:
#Invalid input
#continue

#If return to previous choices:

#Call intro function

#Otherwise:

#Invalid input

#continue

#Play again function

#Clears inventory and gets called when the game ends

#Intro function