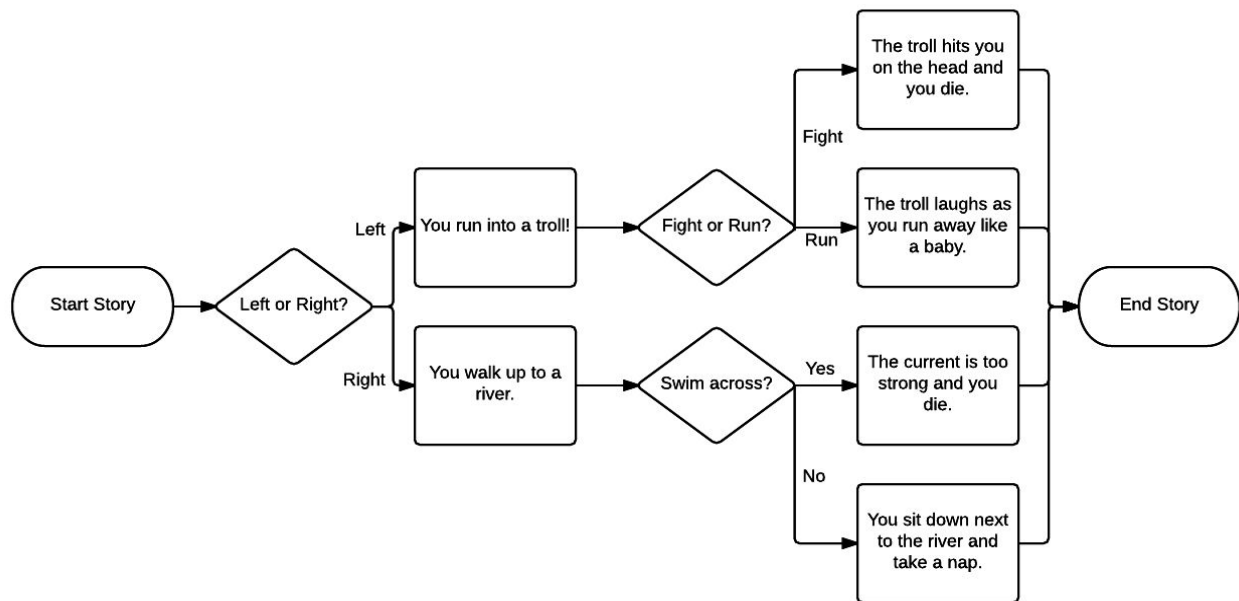


# Text Adventure in Python: Part 1

## Overview

Work on this lab individually or in pairs. Use Python to write a text adventure game. A text adventure game is a story where the person reading gets to decide what the characters do. There are many ways to organize your story, but for this project, use a model similar to the following example:



## Instructions

Use conditionals (pictured as diamonds in the flowchart) to tell different stories depending on what the person playing your game decides. The [start of the story](#) has already been given to you and the first conditional statement has been written.

- Write what happens if the player chooses to go left or right.
- You can make the descriptions as concise or as detailed as you want!

- Write additional conditional statements to let the player make the next decision.
  - You get to decide what those choices will be!
  - Write a description for the outcome of each choice.
- End the story by wrapping everything together.

Before you begin programming, it may help to create a flowchart for your program, to map out the different choices and paths a player can take.