# Text Based Game BY

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import time

import sys

from sys import exit

def main\_menu():

# Print instructions and intro

print\_slow("Dragon Adventure Game!")

print\_slow("You are the Dragon Slayer,\n" \

"The Evil Queen is holding the town hostage with her Dragon.\n" \

"You have been summoned by the King to slay the Mighty Dragon.\n" \

"You MUST collect ALL 6 items to slay the Dragon.")

fprint("Move commands: go South, go North, go East, go West", 2)

fprint("Add to Inventory: get 'item name'", 2)

fprint("Exit game: exit", 2)

def move\_between\_rooms(current\_room, move, rooms):

# move to corresponding room

current\_room = rooms[current\_room][move]

return current\_room

def exit():

sys.exit()

def replay():

return input("Do you want to play again? Enter Yes or No: ").lower().startswith('y')

def fprint(str, delay=0):

print("\n" + str)

time.sleep(delay)

def print\_slow(str, delay=0.01):

for letter in str:

sys.stdout.write(letter)

sys.stdout.flush()

time.sleep(delay)

print("\n")

def get\_item(current\_room, move, rooms, inventory):

# add item to inventory and remove it from the room

inventory.append(rooms[current\_room]['item'])

del rooms[current\_room]['item']

def main():

# dictionary of connecting rooms with items

rooms = {

'Black Hall': {'South': 'Galley', 'North': 'Kings Quarters', 'East': 'Dungeon', 'West': 'Throne Room'},

'Galley': {'North': 'Black Hall', 'East': 'Armory', 'item': 'Oathkeeper'},

'Armory': {'West': 'Galley', 'item': 'Shield'},

'Kings Quarters': {'South': 'Black Hall', 'East': 'Maesters Library', 'item': 'Kings Crown'},

'Maesters Library': {'West': 'Kings Quarters', 'item': 'Spell Book'},

'Throne Room': {'East': 'Black Hall', 'item': 'Fire Stone'},

'Dungeon': {'West': 'Black Hall', 'North': 'Dragons Lair', 'item': 'Armor'},

'Dragons Lair': ''

}

s = ' '

# list for storing player inventory

inventory = []

# starting room

current\_room = "Black Hall"

# show the player the main menu

main\_menu()

while True:

# handle the case when player encounters the 'villain'

if current\_room == 'Dragons Lair':

# winning case

if len(inventory) == 6:

print\_slow("You've entered the Dragons Lair!\n" \

"The Dragon awakes and is ready to strike!\n" \

"You take a swing with your Sword and strike down the dragon!\n" \

"Congratulations you have Slain the Dragon and saved the town!\n" \

"Thank you for playing!")

if replay():

main()

else:

break

# losing case

else:

print\_slow("\nOh dear! You did not collect all of the items! \n" \

"You were caught by the Evil Queen and set on fire by her Dragon! \n" \

"The Dragon escaped and set the town on fire! \n" \

"Thank you for playing!")

if replay():

main()

else:

break

# Tell the user their current room, inventory and prompt for a move, ignores case

print("You are in the " + current\_room)

print(inventory)

# tell the user if there is an item in the room

if current\_room != 'Dragons Lair' and 'item' in rooms[current\_room].keys():

print("In the room, there is a {}".format(rooms[current\_room]['item']))

print("------------------------------")

move = input("Enter your move:\n-->" ' ').title().split()

if move[0].lower() == 'exit':

print\_slow("Thanks for playing! Please come back soon!")

break

# handle if the user enters a command to move to a new room

if len(move) >= 2 and move[1] in rooms[current\_room].keys():

current\_room = move\_between\_rooms(current\_room, move[1], rooms)

continue

# handle if the user enter a command to get an item

elif len(move[0]) == 3 and move[0] == 'Get' and ' '.join(move[1:]) in rooms[current\_room]['item']:

print("You added the {} to your inventory".format(rooms[current\_room]['item']))

print("------------------------------")

get\_item(current\_room, move, rooms, inventory)

continue

# handle if the user enters an invalid command

else:

fprint("You can't go that way, please try again", 1)

continue

main()