

MazeGame step 3.py

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1  '''
2  Added drop functionality to the game
3
4  '''
5
6  import json
7
8  # Load game data from JSON file
9  def load_game_data(filename):
10     with open(filename, "r") as file:
11         return json.load(file)
12
13  game_data = load_game_data("game_data.json")
14  rooms = game_data["rooms"]
15  current_room = game_data["start"]
16  inventory = []
17
18  def display_room():
19     print(f"You appear to be in the {current_room}")
20     print(rooms[current_room].get("Desc", "No description available.))
21
22     if "Item" in rooms[current_room]:
23         print(f"There is a {rooms[current_room]['Item']} in the room")
24     else:
25         print("The room is empty")
26
27     if inventory:
28         print(f"You have {len(inventory)} items: {' '.join(inventory)}")
29     else:
30         print("You have no items!")
31
32  def handle_movement(direction):
33     global current_room
34     if direction in rooms[current_room]:
35         current_room = rooms[current_room][direction]
36         print(f"You moved {direction}")
37     else:
38         print("You can't go that way.")
39
40  def handle_item_interaction(action, item):
41     global current_room
42     if action == "Get":
43         if "Item" in rooms[current_room] and rooms[current_room]["Item"].lower() ==
item.lower():
44             if item not in inventory:
45                 inventory.append(item)
46                 del rooms[current_room]["Item"]
47                 print(f"{item} retrieved!")
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48         else:
49             print(f"You already have the {item}.")
50     else:
51         print(f"Can't find {item}.")
52 elif action == "Drop":
53     if item in inventory:
54         inventory.remove(item)
55         rooms[current_room]["Item"] = item
56         print(f"You dropped {item}.")
57     else:
58         print(f"You don't have {item}.")
59
60 def main():
61     global current_room
62     while True:
63         display_room()
64         user_input = input("Enter command\n").strip().split(" ")
65
66         if not user_input:
67             continue
68
69         action = user_input[0].title()
70         argument = " ".join(user_input[1:]).title() if len(user_input) > 1 else ""
71
72         if action == "Exit":
73             print("Goodbye!")
74             break
75         elif action == "Go" and argument in ["North", "South", "East", "West", "Up",
76 "Down", "Out", "In"]:
77             handle_movement(argument)
78         elif action in ["Get", "Drop"] and argument:
79             handle_item_interaction(action, argument)
80         elif action == "Passcode" and argument == "8915" and current_room == "Library":
81             print("Lock unlocked!")
82         else:
83             print("Invalid command.")
84
85 if __name__ == "__main__":
86     main()
```