Continuing from yesterday we are going to update our blue room function. In the room, we see a treasure chest on the left and a sleeping guard on the right. We then decide where to go and carry our statements based on that decision.

def blueDoorRoom():

    treasure\_chest = ["diamonds", "gold", "silver", "sword"]

    print("You see a room with a wooden treasure chest on the left, and a sleeping guard on the right in front of the door")

    move = input("What do you do? > ").lower()

    if move in ["treasure", "chest", "left", "go left"]:

        print("Treasure way!!!")

        print("To open it? Press '1'")

        print("To leave it alone. Press '2'")

        choice = input("> ")

If we go left, we have to make another decision whether to open it or to leave it alone. If we open it, we have another decision whether to take the items in the <code>treasure\_chest</code> or leave them alone.

if choice == "1":

            print("Let's see what's in here... /grins")

            print("The chest creaks open, and the guard is still sleeping. That's one heavy sleeper!")

            print("You find some", ", ".join(treasure\_chest))

            print("What do you want to do?")

            num\_items\_in\_chest = len(treasure\_chest)

            print(f"To take all {num\_items\_in\_chest} treasure, press '1'")

            print("To leave it, press '2'")

treasure\_choice = input("> ")

If we take the items in the treasure chest, we need to remove the items from that treasure chest. To do this, we would make use of <code>.remove()</code> method of arrays. This would basically just remove an item from an array.

if treasure\_choice == "1":

                treasure\_chest.remove("sword")

                print("\tYou take the shinier sword from the treasure chest. It does looks exceedingly shiney.")

                print("\tWoohoo! Bounty and a shiney new sword. /drops your crappy sword in the empty treasure chest.")

                temp\_treasure\_list = treasure\_chest[:]

                treasure\_contents = ", ".join(treasure\_chest)

                print(f"\tYou also receive {treasure\_contents}.")

                for treasure in temp\_treasure\_list:

                    # Use list remove() function to remove each item in the chest.

                    treasure\_chest.remove(treasure)

                # Add the old sword in place of the new sword

                treasure\_chest.append("crappy sword")

                print(f"\tYou close the lid of the chest containing {treasure\_chest} for the next adventurer. /grins")

                print("Now onward to get past this sleeping guard and the door to freedom.")

            elif treasure\_choice == "2":

                print("It will still be here (I hope), right after I get past this guard")

Below is what the entire function would look like.

def blueDoorRoom():

    treasure\_chest = ["diamonds", "gold", "silver", "sword"]

    print("You see a room with a wooden treasure chest on the left, and a sleeping guard on the right in front of the door")

    move = input("What do you do? > ").lower()

    if move in ["treasure", "chest", "left", "go left"]:

        print("Treasure way!!!")

        print("To open it? Press '1'")

        print("To leave it alone. Press '2'")

        choice = input("> ")

        if choice == "1":

            print("Let's see what's in here... /grins")

            print("The chest creaks open, and the guard is still sleeping. That's one heavy sleeper!")

            print("You find some", ", ".join(treasure\_chest))

            print("What do you want to do?")

            num\_items\_in\_chest = len(treasure\_chest)

            print(f"To take all {num\_items\_in\_chest} treasure, press '1'")

            print("To leave it, press '2'")

            treasure\_choice = input("> ")

            if treasure\_choice == "1":

                treasure\_chest.remove("sword")

                print("\tYou take the shinier sword from the treasure chest. It does looks exceedingly shiney.")

                print("\tWoohoo! Bounty and a shiney new sword. /drops your crappy sword in the empty treasure chest.")

                temp\_treasure\_list = treasure\_chest[:]

                treasure\_contents = ", ".join(treasure\_chest)

                print(f"\tYou also receive {treasure\_contents}.")

                for treasure in temp\_treasure\_list:

                    # Use list remove() function to remove each item in the chest.

                    treasure\_chest.remove(treasure)

                # Add the old sword in place of the new sword

                treasure\_chest.append("crappy sword")

                print(f"\tYou close the lid of the chest containing {treasure\_chest} for the next adventurer. /grins")

                print("Now onward to get past this sleeping guard and the door to freedom.")

            elif treasure\_choice == "2":

                print("It will still be here (I hope), right after I get past this guard")

        elif choice == "2":

            print("Who needs treasure, let's get out of here.")

    elif move in ["go right", "guard", "right"]:

        print("Let's have fun with the guard.")

        guard()

    else:

        print("Well, not sure what you picked there, let's poke the guard cos it's fun!")