Building a Python Adventure Game with GitHub Copilot Project Write-Up

Project Title -:

- Project Name: *Building a Python Adventure Game with GitHub Copilot*
  Course: Python Refresher Of AI
- Your Name -: Moholkar Anil Vikrant
- Date of Submission -: 14-01-2026

Project Overview -:

In this project, a text-based adventure game is developed using Python with the help of GitHub Copilot. The game allows users to explore different locations, make choices, and complete a simple quest to find a treasure. The project focuses on practicing core Python concepts such as variables, lists, loops, conditionals, and functions in an interactive and fun way.

The game runs in a command-line interface (CLI) where the player reads the story, selects options, and progresses through different scenarios based on their decisions.

Objective of the Project -:

- The main objectives of this project are:
- To strengthen basic Python programming skills
- To understand the use of functions and conditional statements
- To build an interactive CLI-based application
- To learn how GitHub Copilot can assist in writing and optimizing code

Tools Used -:

- Programming Language: Python
- Editor: Visual Studio Code (VS Code)
- AI Tool: GitHub Copilot
- Dataset: Not required

Game Description -:

- The player takes the role of an explorer searching for a legendary hidden treasure.
- At the start of the game, the player enters their name and chooses between different paths such as:
- Exploring a dark forest
- Entering a mysterious cave
- Each choice leads to new challenges and outcomes. Some decisions help the player move closer to the treasure, while others result in failure. The game can end in three ways:
- Winning – finding the treasure
- Losing – making a wrong decision
- Restarting – replaying the game after failure

Role of GitHub Copilot -:

- GitHub Copilot helped in:
- Quickly generating function structures
- Suggesting conditional logic (if-else)
- Improving code readability and efficiency
- Reducing development time by auto-completing code

Challenges Faced

- Designing multiple decision paths
- Handling incorrect user inputs
- Ensuring the game restarts properly after completion

Enhancements Made

- Modular code using functions
- Restart option after game ends
- Clear instructions and user-friendly messages
- Multiple endings for better interaction

Conclusion

This project successfully demonstrates how basic Python concepts can be applied to build an interactive text-based adventure game. Using GitHub Copilot made the development faster and more efficient. The project helped reinforce Python fundamentals while creating an engaging and enjoyable program.