

## **Project - : Building a Python Adventure Game with GitHub Copilot Project**

### **Source Code :-**

```
# adventure_game.py

# This program is a text-based adventure game where the player
searches for a hidden treasure

def start_game():

    print("\n\x26 Welcome to the Adventure Quest \x26")

    name = input("Enter your name, explorer: ")

    print(f"\nHello {name}! Your mission is to find the legendary
treasure.\n")

    while True:

        print("You are at the start of your journey. Choose a path:")

        print("1. Enter the dark forest")

        print("2. Enter the mysterious cave")



        choice = input("Enter 1 or 2: ")



        if choice == "1":

            game_over = forest_path()

        elif choice == "2":



            game_over = cave_path()



        else:

            print("Invalid choice. Please try again.\n")

            continue



        if game_over:

            break

    restart_game()
```

```
def forest_path():

    print("\n🌲 You walk into the dark forest.")

    print("You see a flowing river and a tall tree.")

    print("1. Follow the river")

    print("2. Climb the tree")



choice = input("Enter 1 or 2: ")





if choice == "1":

    print("\nYou follow the river and find a hidden bridge.")

    print("Crossing it, you discover the TREASURE! 🏆")

    print("🎉 You WIN the game!")

    return True

elif choice == "2":

    print("\nYou slip while climbing and fall.")

    print("✖ You are injured and lose the quest.")

    return True

else:

    print("Wrong choice. Returning to start.\n")

    return False

def cave_path():

    print("\n🔴 You enter the mysterious cave.")

    print("It is very dark inside.")

    print("1. Light a torch")

    print("2. Move forward in the dark")



choice = input("Enter 1 or 2: ")
```

```
if choice == "1":  
    print("\nThe torch lights the cave.")  
    print("You avoid traps and find the TREASURE! 🏆")  
    print("🎉 You WIN the game!")  
    return True  
  
elif choice == "2":  
    print("\nYou fall into a hidden pit.")  
    print("✖ Game Over. You lost the adventure.")  
    return True  
  
else:  
    print("Wrong choice. Returning to start.\n")  
    return False  
  
def restart_game():  
    choice = input("\nDo you want to play again? (yes/no): ").lower()  
    if choice == "yes":  
        start_game()  
    else:  
        print("\nThank you for playing! Goodbye 🙌")  
  
# Start the game  
start_game()
```