

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🏴‍☠️ Welcome to the Adventure Quest 🏴‍☠️")

    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()
```