

```

1 # Now we have a premise. We are in a room and we have two door to choose from.
2 # We are in the blue room. We find a treasure chest and a sleeping guard in front of a door.
3 #
4 # Run this code a few times and see what happens with different choices.
5 # It's good to test all options and see if that's what you expected.
6
7 ##### ACTIONS #####
8 def you_died(why):
9     # You expect a reason why the player died. It's a string.
10    print("{} Good job!".format(why))
11
12    # This exits the program entirely.
13    exit(0)
14
15 ### END ACTIONS ###
16
17 ##### ROOMS #####
18 def blissful_ignorance_of_illusion_room():
19     # The variable treasure_chest is an object type called a list
20     # A list maybe empty as well.
21     # So our treasure_chest list contains 4 items.
22     treasure_chest = ["diamonds", "gold", "silver", "sword"]
23     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")
24
25     # Ask player what to do.
26     action = raw_input("What do you do? > ")
27
28     # This is a way to see if the text typed by player is in the list
29     if action.lower() in ["treasure", "chest", "left"]:
30         print("Oooh, treasure!")
31     else:
32         print("The guard is more interesting, let's go that way!")
33
34
35 def painful_truth_of_reality_room():
36     print("There you see the great evil Cthulhu.")
37     print("He, it, whatever stares at you and you go insane.")
38     print("Do you flee for your life or eat your head?")
39
40     next_move = raw_input("> ")
41
42     # Flee to return to the start of the game, in the room with the blue and red door or die!
43     if "flee" in next_move:
44         start_adventure()
45     else:
46         # You call the function you_died and pass the reason why you died as
47         # a string as an argument.
48         you_died("You died. Well, that was tasty!")
49 ### END ROOMS ###
50
51 def start_adventure():
52     print("You enter a room, and you see a red door to your left and a blue door to your right.")
53     door_picked = raw_input("Do you pick the red door or blue door? > ")
54
55     # Pick a door and we go to a room and something else happens
56     if door_picked == "red":
57         painful_truth_of_reality_room()
58     elif door_picked == "blue":
59         blissful_ignorance_of_illusion_room()
60     else:
61         print("Sorry, it's either 'red' or 'blue' as the answer. You're the weakest link, goodbye!")
62
63 def main():
64     player_name = raw_input("What's your name? >")
65     print("Your name is {}".format(player_name.upper()))
66
67     start_adventure()
68
69 if __name__ == '__main__':
70     main()

```