

```
1 # Now we have a premise. We are in a room and we have two door to choose from.
2 # We are still in the red room, and we updated this program with the
3 # function you_died with a given reason.
4 #
5 # Run this code a few times and see what happens with different choices.
6 # It's good to test all options and see if that's what you expected.
7
8 ##### ACTIONS #####
9 def you_died(why):
10     # You expect a reason why the player died. It's a string.
11     print("{} Good job!".format(why))
12
13     # This exits the program entirely.
14     exit(0)
15
16 ### END ACTIONS ###
17
18 ##### ROOMS #####
19 def blissful_ignorance_of_illusion_room():
20     # Nothing happens here, let's do one room at the time. :-)
21     print("The door knob jiggles but nothing happens.")
22     return
23
24 def painful_truth_of_reality_room():
25     print("There you see the great evil Cthulhu.")
26     print("He, it, whatever stares at you and you go insane.")
27     print("Do you flee for your life or eat your head?")
28
29     next_move = raw_input("> ")
30
31     # Flee to return to the start of the game, in the room with the blue and red door or die!
32     if "flee" in next_move:
33         start_adventure()
34     else:
35         # You call the function you_died and pass the reason why you died as
36         # a string as an argument.
37         you_died("You died. Well, that was tasty!")
38 ### END ROOMS ###
39
40 def start_adventure():
41     print("You enter a room, and you see a red door to your left and a blue door to your right.")
42     door_picked = raw_input("Do you pick the red door or blue door? > ")
43
44     # Pick a door and we go to a room and something else happens
45     if door_picked == "red":
46         painful_truth_of_reality_room()
47     elif door_picked == "blue":
48         blissful_ignorance_of_illusion_room()
49     else:
50         print("Sorry, it's either 'red' or 'blue' as the answer. You're the weakest link, goodbye!")
51
52 def main():
53     player_name = raw_input("What's your name? > ")
54     print("Your name is {}".format(player_name.upper()))
55
56     start_adventure()
57
58 if __name__ == '__main__':
59     main()
```