*** Recreational and Educational Python ***

Mini-project #1:

Write a simple choose-your-own-adventure game in Python3. At a minimum, you must use print statements, if-statements, while-loops, and a random number generator. You may use anything else, if you feel comfortable or confident enough to use them in your program. The adventure can also be about anything, but if you're having trouble thinking up of a scenario, you can start with:

"Mr. Scrubbington wakes up alone in a dark cave, wearing no pants and holding an empty bottle of booze in his right hand. He stands up and sees two tunnels in front of him..."

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The game does not have to be lengthy in scale, but please make the gameplay last a fair bit.

Below is example code I wrote for demonstrating the random number generator, as well as player input. Feel free to use it as you wish. You can test this easily on Repl.

(Note that you may be unfamiliar with a few things in the example code. That's fine, you don't have to construct the code the way I did, but try to play around with the code to see what things do, and use them if you wish.)

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```
# "Downloads" the entire Python module "random", which includes the function "randint"

import random


# Randomly generates a number between two numbers

rng_goblin = random.randint(200,1000)

rng_player = random.randint(0,15)

rng_weapon = random.randint(1,100)
```

```python
# If random number is between 0 and 50, the goblin has a club
if 0 < rng_weapon and rng_weapon <= 50:
    weapon = "club"
# Else if its between 51 and 100, it has a freakin' battle axe
elif 51 < rng_weapon and rng_weapon <= 100:
    weapon = "battle axe"



# Uncomment the below print statement to see what number is being generated
# (Tip: Click the line you want to comment or uncomment, and ctrl+/)
# print(rng_weapon)



print("A goblin swings his {} at you!" .format(weapon))
print("He deals {0} damage! You lose {1} health! \n" .format(rng_goblin, rng_goblin))
print("You reel backwards but manage to recover yourself. \
    \n\nUnsheathing your meager gathering knife, you swing maniacally and deal back {} damage! \n" .format(rng_player))


# These are variables that hold specific words, phrases, or sentences called "strings"
choice_a = "continue swinging what amounts to a butter knife at the goblin"
choice_b = "fuck everything and run"
choice_c = "scream like a little bitch and hope the goblin disintegrates"

print("You essentially did jackshit to it. Do you: \
    \n a) {0}? \
    \n b) {1}? \
    \n c) {2}? \n" .format(choice_a, choice_b, choice_c))
```

```python
# Try entering something other than a, b, or c, and see what happens
while(True):
  choice = input("You choose: ")
  if choice == "a":
    action = choice_a
    break
  elif choice == "b":
    action = choice_b
    break
  elif choice == "c":
    action = choice_c
    break
  else:
    print("You did not enter a valid choice.")


print("\nYou have decided to {}. You can probably guess what happens next." .format(action))
```

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If you have some kind of problem or question about this given code, or about this project in general, ask away.