

Assignment 2: Choose Your Own Adventure

You will write a text-based adventure game in Python. The story line is entirely up to you, so have some fun with it!

Adventure Ideas

A day at Garfield	Ask someone to homecoming
Solve the robbery	Visit the future or past
Journey to another planet	Escape the castle
Find the treasure	Discover a land of dinosaurs

Notes

This is not trivial to do well. I know the while loop concept is new to you so please do the while loop warm-up first and then spend some time planning out your story on paper. A flowchart would be the best way to do this (Google it). Then think carefully about what conditions and loops you could have to use to implement that flowchart. Talk to each other and try things out!

If you are really getting stuck, you will get some sample code about an hour into the period. Please don't follow it blindly!

Requirements

- The story must be appropriate
- You must plan your story on paper before you write code (I will ask you for this)
- Your program must have a comment at the top
- There must be something the user can type that always exits
 - “Quit” or “bail” or “get me out” ...
- You must use at least three variables
 - Name, age, score, shoe_color...
- You must keep some kind of score
 - Number of jewels found, number of classes stayed awake in...
- You must have at least one complex condition
 - If my health is less than 5 and I get attacked by a bear, I die
- There must be at least one way to die and at least one way to win
 - Save the princess, get the date to prom, get eaten by a dinosaur, eat poison
- It must be possible to keep playing the game forever
 - Move from kitchen to living room over and over again...
- There must be at least one “puzzle” the user has multiple tries to get
 - What is $2 * 5$? 3
 - No, try again! 6
 - No, try again! 10
 - Please try to make it more fun than multiplication...

I'll be extra impressed if you get all of the examples I gave in the requirements in your story!!

Savage Chickens

by Doug Savage

