

Lesson 7

A Simple Text Adventure Game



Learning objectives

By the end of this lesson, you should be able to:

- understand the assignment and how you will be marked
- understand how this assignment allows you to demonstrate all you have learned about Python coding so far
- start working on your assignment!



Assignment rubric

Text adventure games were popular in the 1980s and were sometimes referred to as "interactive novels". Some of them also featured graphics to enhance the playing experience!

[Check out the marking rubric here](#)

([PDF](#), [MS Word](#))



Keen for a competition? Play [this game](#) and see who is the first to successfully retrieve the package!

Some other examples to get you thinking...



[City of Gold Example](#) [Warehouse Quest](#)

[Your Spirit Animal Example](#)

Getting Starting - A simple 4 location "game"

Step 1: Drawing the Location Diagram



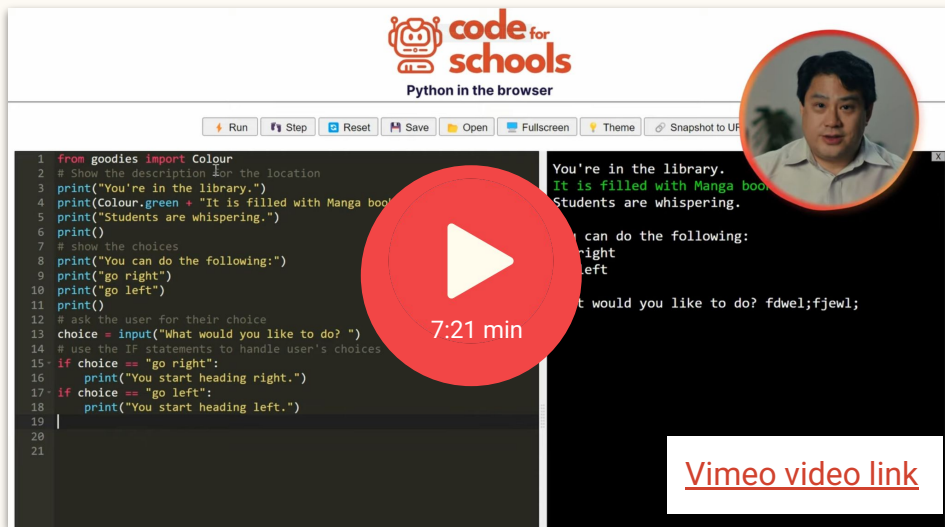
[Vimeo video link](#)

Instructions:

- Watch the video above (3:47 min)
- On paper, draw 2 large circles (make space for a 3rd circle later)
- Fill them in with the details of the 2 locations in your sample game.

Getting Starting - A simple 4 location "game"

Step 2: Coding up the first location



Instructions:

- Watch the video above (7:21 min)
- While you are watching the video, code up **your** first location by adapting the code in the video

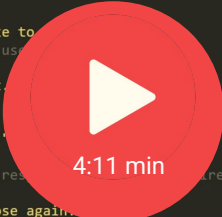
Getting Starting - A simple 4 location "game"

Step 3: Finishing the first location

```
6 print("You're in the library.")
7 print(Colour.green + "It is filled with Manga books." + Colour.reset)
8 print("Students are whispering.")
9 print()
10 # show the choices
11 print("You can do the following:")
12 print("go right")
13 print("go left")
14 print()
15 # ask the user for their choice
16 choice = input("What would you like to do? ")
17 # use the IF statements to handle user choice
18 if choice == "go right":
19     print("You start heading right")
20     quit()
21 if choice == "go left":
22     print("You start heading left")
23     quit()
24 # if the user types in an invalid response, print an error message and ask them to try again
25 # location
26 print("Invalid choice, please choose again.")
27 input("Press [Enter] to continue")
28 goto .library
29
30
31
```

You can do the following:
go right
go left

What would you like to do?
Stopped



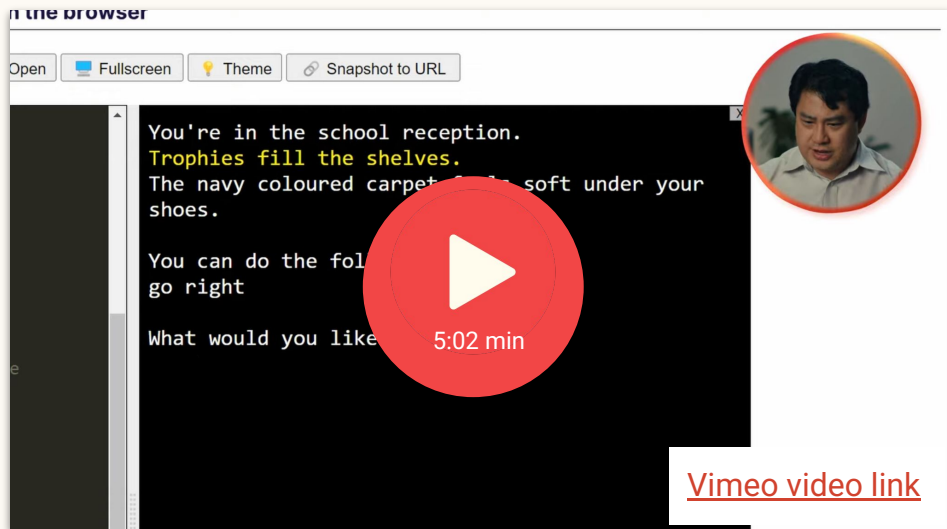
[Vimeo video link](#)

Instructions:

- Watch the video above(4:11 min)
- Finish coding up **your** first location by adapting the code in the video.

Getting Starting - A simple 4 location "game"

Step 4: Coding the second location

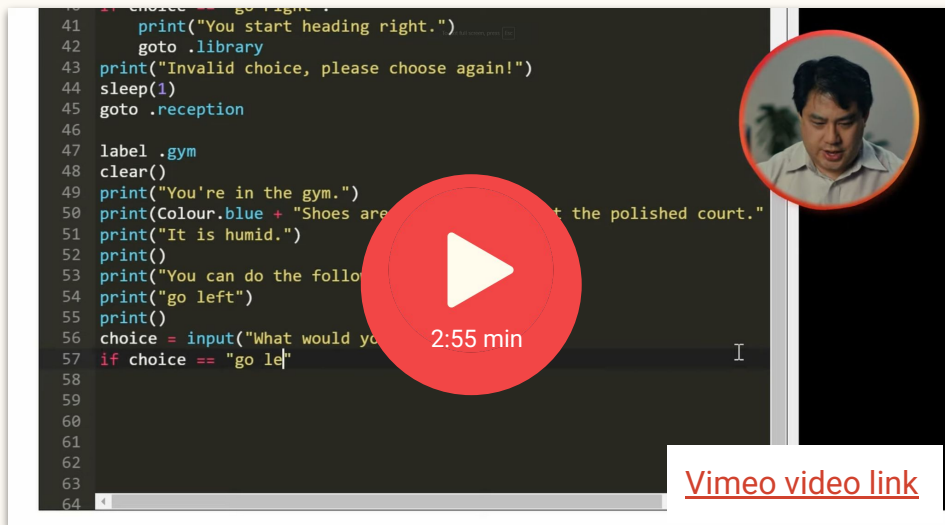


Instructions:

- Watch the video above(5:02 min)
- Code up **your** second location by adapting the code in the video.
- **Playtest** your game and check that it works!

Getting Starting - A simple 4 location "game"

Step 5: Coding the third location



Instructions:

- Watch the video above (2:55 min)
- Code up **your** third location by adapting the code in the video.
- **Playtest** your game and check that it works!

Getting Starting - A simple 4 location "game"

Step 6: Adding a fourth and final location to our state diagram



Instructions:

- Watch the video above (1:20 min)
- Update your state diagram by adding a fourth location and make sure there are links and choices leading to it

Getting Starting - A simple 4 location "game"

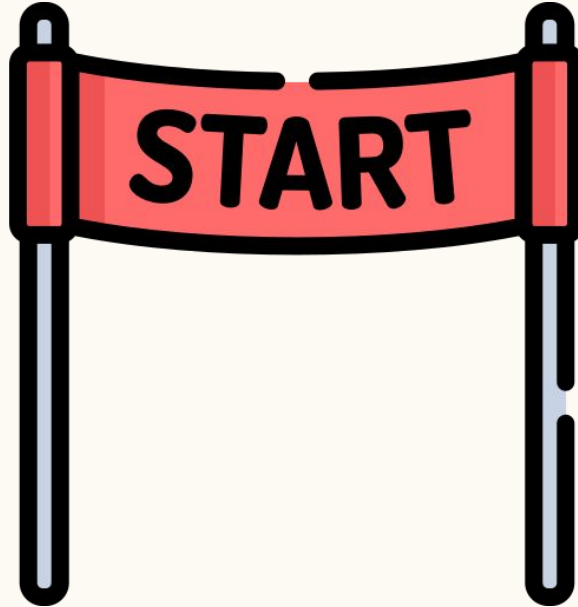
Step 7: Coding the fourth location and finishing the game



Instructions:

- Watch the video above (3:01 min)
- Code up **your** fourth and final location by adapting the code in the video
- **Playtest** your game and check that it works!

Sample Code to get you started



[Sample Code to help you start](#)

You can delete the code from the editor if you don't need it!

Python Reference Sheet



Introductory Code for Schools Python Reference Sheet

Displaying Text on the Screen

```
print("Hello, world!")
```

Pausing Until the User Presses [ENTER] to Continue

```
input("Press [Enter] to continue")
```

Comments

```
# These are comments, everything after  
# the hash sign is ignored by Python.  
# These make your code easier to read.
```

Letting the User Enter Text, Displaying it to the Screen

```
name = input("Please enter your name:")  
  
print("Hi, " + name + ", how are you?")
```

Making a Decision with an if Statement

```
if name == "Joan":  
    print("My name is Joan too!")  
    print("Have a nice day!")  
  
# Note: "Have a nice day!" is always shown  
# because it is not part of the IF  
# code block
```

Not Equals with an if Statement

```
if name != "Tom":  
    print("Have you seen Tom, btw?")
```

Multiple if Statements

```
if name == "Joan":  
    print("My name is Joan too!")  
if name == "John":  
    print("My brother's name is John.")  
if name == "Hugo":  
    print("My best friend is called Hugo.")  
print("Bye now!")
```

Repeating Code (goto Loops)

```
label .ask_again  
password = input("Enter password:")  
if password != "letmein":  
    print("Incorrect, try again.")  
    goto .ask_again  
  
print("Welcome inside!")
```

Displaying Text in Colour (from goodies module)

```
from goodies import * # the goodies module  
                        # needed for colour  
  
print(Colour.red + "In red.")  
print(Colour.blue + "In blue.")  
print(Highlight.blue + "Blue highlight.")  
print(Highlight.cyan + "Cyan highlight.")  
print(Style.bold + "In bold.")  
print(Style.underline + "Underlined.")  
print(Colour.reset + "Back to normal.")  
print(Colour.red + Highlight.blue +  
      Style.bold + "Combined red text, blue  
      highlight and bolded!")
```

Make your code sleep

```
sleep(2) # sleep for 2 seconds  
print("I'm awake now!")
```

Colour and Style Guide (from goodies module)

Colour.brown	Highlight.brown
Colour.red	Highlight.red
Colour.orange	Highlight.orange
Colour.pink	Highlight.pink
Colour.yellow	Highlight.yellow
Colour.green	Highlight.green
Colour.cyan	Highlight.cyan
Colour.blue	Highlight.blue
Colour.purple	Highlight.purple
Colour.magenta	Highlight.magenta
Colour.white	Highlight.white
Colour.grey	Highlight.grey

Style.bold Style.underline Style.italics

Python Reference Sheet

- Print it out, keep it handy and use it!
- [Get it here](#)

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