CS160 Final Project

Text-Based Adventure Game

In the past two weeks, we spent learning the basics of Python Programming, from declaring/initializing variables to write a simple guessing game. Although it may not be enough time for you to gain the necessary knowledge to write a simple game that includes user input, conditional statement and some type of loop that allows the user to play the game again. As mentioned in the first week of class, when you have a flawless program that executes with the expected output, you should try to break your program. Why would I want to do this you may ask? Well the answer is to quickly identify syntax errors, which are similar to grammatical errors (easy to detect) and semantic errors (harder to identify because it does not produce errors, just incorrect output.

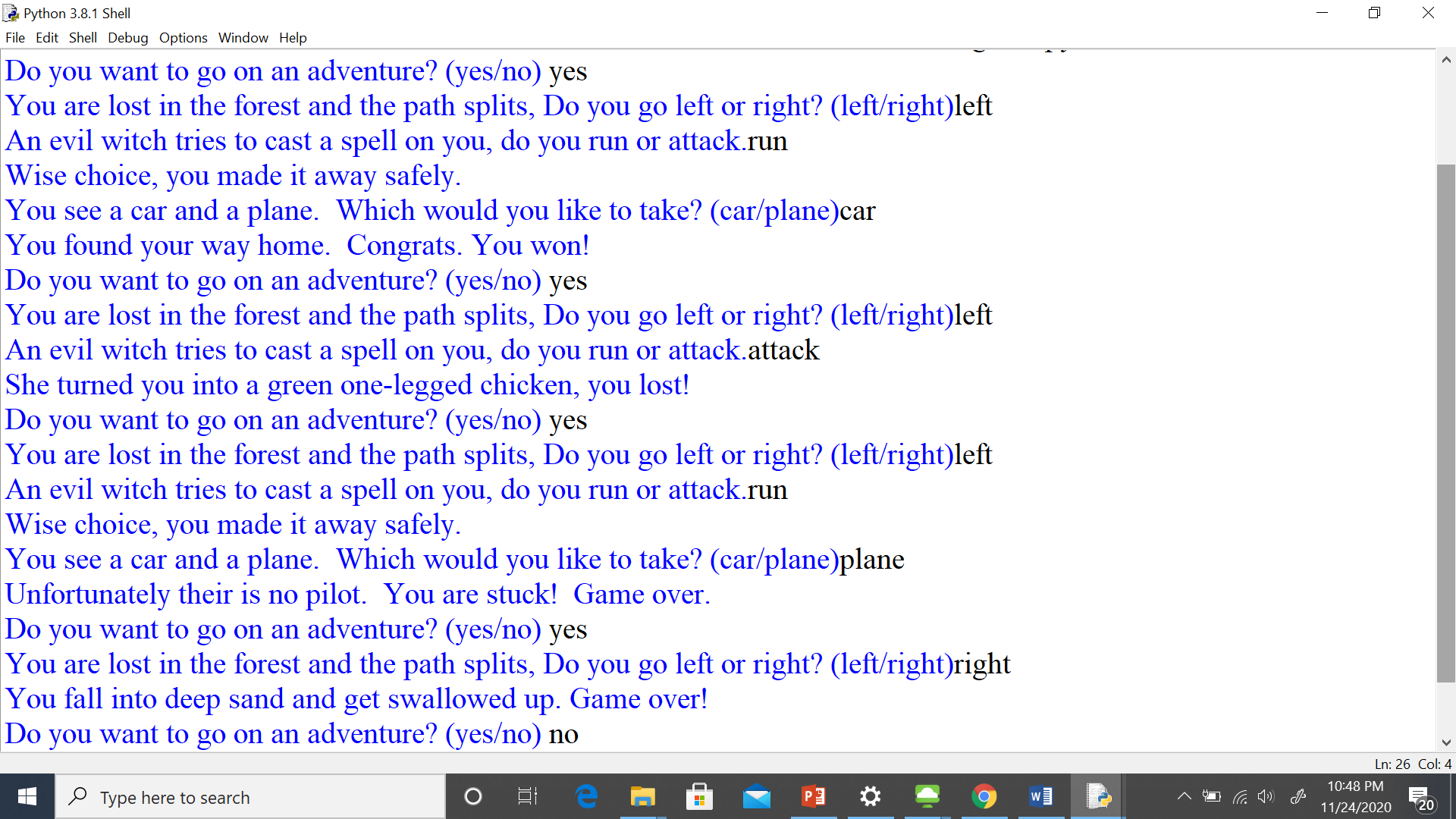
The text-based adventure game will allow you to interact with the user asking for their input. Depending on what the user enter it will lead them through different situations where they will need to decide what to do next. The hard work has been done for you, which is to write the source code for the game. The only problem is that it is not functional because of the many errors in the source code. The task for this project is to fix all the errors in the text-based adventure program and have it running error-free.

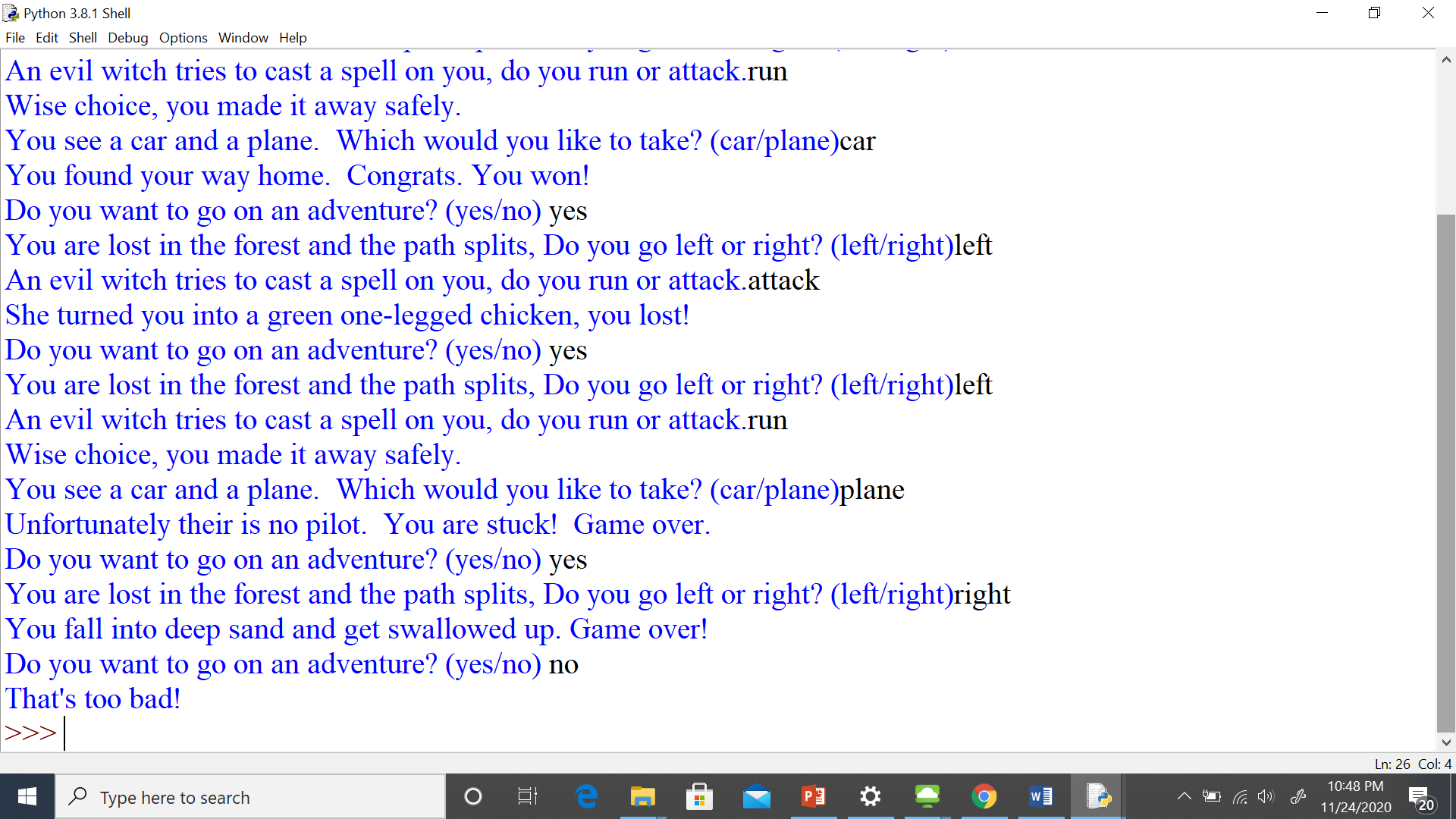
Final Project requirements:

**Part 1: Fix the errors**

1. Download the text adventure game.py from Moodle.
2. Save the python file and rename the file CS160\_*yourinitials*.
3. Open the python file and review the source code.
4. Include your name, course number and name, and description of the program (this should be above your source code and commented).
5. Locate the errors in the source code. Include a comment above the line that contains the errors. Indicate what the errors are, explain the reasons for the error and how you fix the errors.
6. Run the program and make changes based on the error.
7. Repeat step 5 as necessary until your program runs without any errors.
8. Save the file.

Sample Output:





**Part 2: Rewrite the Code**

1. Use the source code provided to you but without the errors and save the file CS160\_game2*yourinitials*.py.
2. Rewrite the game to include 5 chances.
3. Include a while loop for chance > 0.
4. After each chance, chance will be decreased by 1 and will print chances left using print format.
5. Include an input statement for player to pick a number from 1 to 5.
6. Include a condition statement if your answer equals the number of chance it will print you woke up from this dream.
7. The game is over if chance equals 0.

Sample Output:

