A Text-Based Adventure Game

Today we will be writing the code for our very own text-based adventure game. The purpose of this document is to show you how to start, after which you may enter the magical world and let the space dragons guide you. (In other words, I will guide you through the initial setup of the game. Following this you can expand the game as you wish.)

Your program will ask the user a bunch of questions, and the story will progress differently based on their responses. Your program will begin by printing a line welcoming the user to your game. Come up with an interesting name for your game!

Your program will then ask the user if they want to play the game as an octopus (though why they wouldn’t is a mystery to me), and save this information to use later.

The initial setting of the game will depend on the time of day. The program will ask the user to enter the time of the day in military time. For all times before 1100, the program will tell the user:

“You wake up surrounded by adolescent space dragons. One of them is your pet. What is his name?”

As the day progresses thing get a little iffy. For times between 1100 and 1700, your program will tell the user:

“You wake up and discover that a space dragon is eating one of your legs. Is it your left leg or your right leg? Enter L or R.”

Later in the day (after 1700) the program will tell the user:

“You have died and become a space dragon. Do you (1) believe in the afterlife, or are you (2) having an existential crisis. Enter a number strictly between 0 and 3.”

What happens next is a mystery to me. Expand on the story to whatever degree you deem appropriate. Email me the final version of your program. Have fun!