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~/Desktop/Adventure game/adventure_game_final.py
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1 #Initialise
2 #set up dictionaries
3 MAP = {'foyer_front':'back door',
4        'foyer_right':'lounge',
5        'foyer_back':'front door',
6        'foyer_left':'bedroom',
7        'bedroom_right':'foyer',
8        'front door_front':'foyer'}
9
10 DESC = {'foyer':'You are in the foyer. It is dark and scary. You want to get out!
11 ',
12         'back door':'Congratulations, you have escaped via the back door! ',
13         'bedroom':'You are in the bedroom. It has been redecorated.',
14         'lounge':'You are in the loungeroom. Carpet covers broken boards. You fall
15 through.',
16         'front door':'The front door is locked!'}
17
18 #set up list of items that end the game
19 FINISH = ['back door','lounge','quit' ]
20
21 #starting location
22 room = 'foyer'
23
24 #Start of game code
25 name = input('What is your name? ')
26 print ('Hello',name)
27
28 #loops continuously until a break. Note capital letter in boolean value True
29 while True:
30     print (DESC[room])
31     if room in FINISH:
32         break
33     direction = input( 'Enter a direction? Choose from front, back, left, right or
34 quit ')
35     if direction in FINISH:
36         break
37     key = room + '_' + direction
38     if key in MAP:
39         room = MAP[key]
40     else :
41         print ('You can\'t go ' +direction+'. ' )
42 print ('Game over!')
```