

Python

Session 5

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With thanks to Al Sweigart

“Above all, be cool.”

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The book is free online at
<http://inventwithpython.com>

Build and Test

Step 3: Write functions for scene2A and scene2B

Build and Test

Step 4: Use If else statement to print out Scene2A or scene2B

Build and Test

Step 5: Write functions for good end and bad end.

Build and Test

Step 6: Use if else again to call one of them.

Build and Test

Step7: Work on the game to make it more user friendly.

```

#main program starts here
playAgain = 'yes'
while playAgain == 'yes' or playAgain == 'y':

    scene1()

    #use the makeChoice function to get
    #the player to decide which way to go
    firstChoice = makeChoice()

    #this if else statement will show the next
    #scene based on the players choice
    if firstChoice == '1':
        scene2A()
    else:
        scene2B()

    secondChoice = makeChoice()

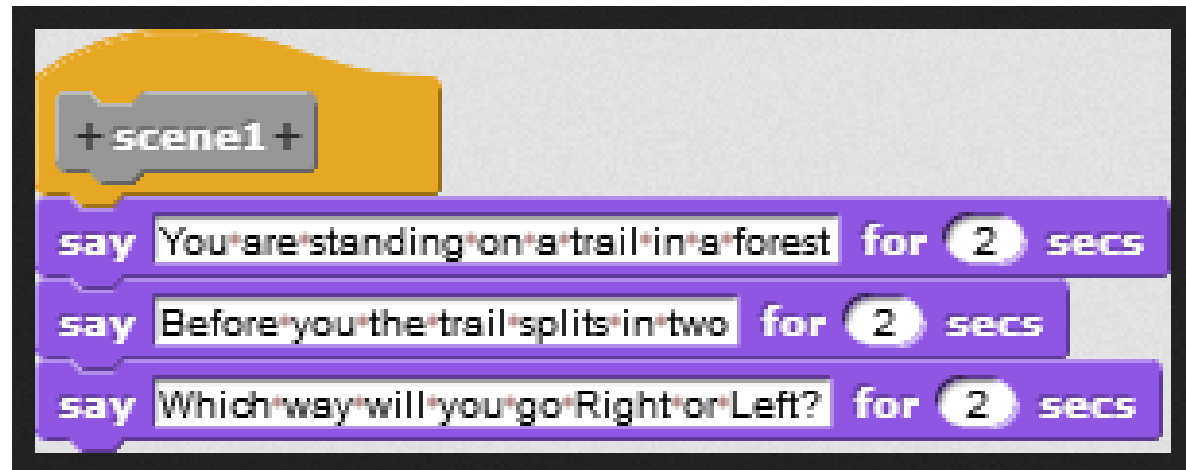
    #this if else statement will show the next
    #scene based on the players choice
    if secondChoice == '1':
        goodEnd()
    else:
        badEnd()

print('Do you want to play again? (yes or no)')
playAgain = input()

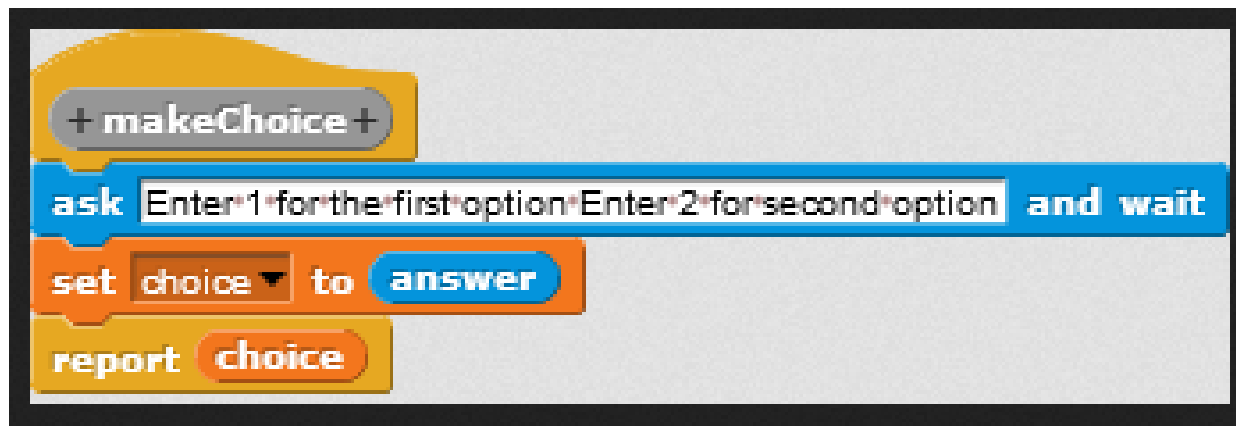
```



```
def scene1():  
    print('You are standing on a trail in a forrest')  
    print('Before you the trail splits in two')  
    print('Which way will you go right or left?'\n')
```



```
def makeChoice():  
    choice = ''  
    while choice != '1' and choice != '2':  
        print('Press 1 followed by enter to choose the first option')  
        print('Press 2 followed by enter to choose the second option')  
        choice = input()  
    return choice
```



SNAP

SNAP (formerly BYOB) is a visual, drag-and-drop programming language. It is an extended reimplementation of [Scratch](#) that allows you to Build Your Own Blocks.

<http://snap.berkeley.edu/>