## Python

Session 5

By Declan Fox With thanks to Al Sweigart

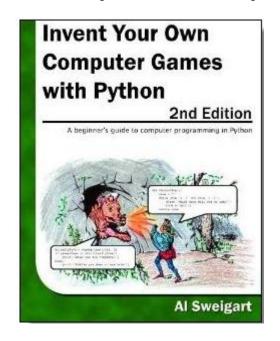
# "Above all, be cool."

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Remember to check out "Invent your own computer games with Python" by Al Sweigart.



#### The book is free online at

http://inventwithpython.com

Step 3: Write functions for scene2A and scene2B

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

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

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

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()
```

```
when a clicked
set playAgain to yes
repeat until not playAgain = yes
 scene1
 set firstChoice to makeChoice
 if (firstChoice) = 1
 scene2A
 else
 scene2B
 set secondChoice to makeChoice
 if secondChoice = 1
 goodEnd
 else
  badEnd
 ask enterves to play again and wait
 set playAgain to answer
stop all
```

```
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')
```

```
+scene1+
say You are standing on a trail in a forest for 2 secs
say Before you the trail splits in two for 2 secs
say Which way will you go Right or Left? for 2 secs
```

```
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
```

```
+ makeChoice +

ask Enter*1*for*the*first*option*Enter*2*for*second*option and wait

set choice to answer

report choice
```

#### SNAP

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

http://snap.berkeley.edu/