CSE 1321L: Programming and Problem Sol ving I Lab

Assignment 3 – 100 points

Solving Problems

What students will learn:

Enter a positive number: 4 12 3 4 5 6 7 8 9 10
Enter a positive number: 1 1

Assignment 3B: Text-Based Game Write a Python program that creates a simple text-based adventure game. The user starts in a
room and must choose a direction to move in. The program should: Instructions:
1. Prompt the user to choose a direction: 'north', 'south', 'east', or 'west'.
2. Use a while loop to keep asking the user for input until they choose a valid direction.
3. Use if statements to check the user ’s input and respond with a different message for each

direction: For example: ● "You move north and find a river." ● "You move south and discover a dense forest." ● "You move east and encounter a mountain." ● "You move west and stumble upon a cave."

4. Use a match statement (or if-elif ) to decide what happens next based on the user ’s choice:

● North: The user can choose to "swim" or "build a raft". ● South: The user can choose to "climb a tree" or "walk deeper into the forest". ● East: The user can choose to "climb the mountain" or "go around it". ● West: The user can choose to "enter the cave" or "walk past it".

5. Prompt the user for the next action based on their previous choice, and print an

appropriate response. For example: ● If the user moves north and chooses to "swim", print "You swim across the river

and find a hidden treasure." ● If the user moves west and chooses to "enter the cave", print "You enter the cave
and find a sleeping dragon."

21(O) 22(E) 23(O) 24(E) 25(O)

Submission:

1. You will submit 3 separate files containing source code – one for each of the assignments

above.

2. Upload all 3 files (simultaneously) to the assignment submission folder in Gradescope.