

# H446 - Intro to Procedural Programming (Python)

## \* Learning Goals:

- Understand procedural programming concepts.
- Use sequence, selection, iteration, and functions in Python.
- Write clean, modular code.

## \* Task:

You and a partner will design a 3-room text-based escape game using Python.

## \* Requirements:

- At least 3 functions, each representing a 'room' or ending.
- Use input() to take user choices.
- Use if/else statements for decisions.
- Use a while loop for at least one puzzle or retry mechanism.
- Add comments to explain each section.

## \* Planning Space:

### Room 1: (Starting room)

Describe it:

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Choices:

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What function name?

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### Room 2: (Puzzle or obstacle)

Describe it:

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Puzzle or condition:

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How will looping work?

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### Room 3: (Escape or trap)

What's the challenge?

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What outcomes can happen?

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### End function

How will you finish the game?

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### \* Check Before Submitting:

[ ] Code runs without errors.

## **H446 - Intro to Procedural Programming (Python)**

☐ I used at least 3 functions.

☐ I used an if/else block.

☐ I used a while loop.

☐ My code is commented and easy to read.