**Mission 8.7: Coding A Story Script**

1. **Situation**
2. The story you will be coding into a “choose your own adventure” style program has a set format and is defined by particular variables. The basic progression of the story is as follows:
3. The basic structure is simple. After each portion of the story, the user is presented with a choice. If they choose one option (option “a”), the main line of the story continues. If they choose the other option (option “b”), the story ends with an alternate ending.
4. **Mission: Your team will write a script that uses user input to navigate through multiple pathways of a “choose your own adventure” style story.**
5. The first line of code will use the import function to define the variables you will use in your script. These are all in the file defaultstory.py. (Later, for actual stories, you will import different files). Remember, this module file has to be located in the same file directory as your main script. Syntax:

from defaultstory import \*

1. Save your script as 805XXStory.py, where XX is your team number.
2. You will write the code as 5 different custom functions: part1, part2, part3, part4, and part5. Define these first.
	1. Each part function will:
		1. Print the correct act variable. This is the main portion of the story.
		2. Use input to set the value of a variable named “choice”. For the argument of the input function (the stuff in parenthesis that gets printed), use the variable “choiceX”, where X= the part you are in. The printed variable explains the choice to the user, and gives them the options they may select. E.g. in part 1:

choice = input (choice1)

* + 1. Use if/elif/else to check if “choice” is equal to the two options for that part.
			1. EXAMPLE:

if choice = option1a:

 part2 ()

elif choice = option1b:

 print (alt1, “THE END”)

 part1 ()

else:

 print (“Please input options exactly as written. Try again.”)

 part1 ()

1. Define the 5 part functions using the example above, with each leading to the next, or back to the beginning after an alternate ending.
2. After the 5 part functions are defined write the actual script.
	1. Print an introduction to the story that includes the variables “author”, “coders”, and “title” in a way that makes sense.
	2. Don’t forget the single line of code at the end that actually begins the program – part1 ()

Happy Coding!