def chemLab():

- # Narrative for Chem Lab Incident
- # Prompt User for Input

print("-----")

print("\tYou head to the ChemLab which is located in the Physical Science Building, East of the Main Building. Upon arrival, you observe Intro to Chem is about to start and casually proceed to check the lab's inventory, starting with the various chemicals in the wall case. As you're evaluating the contents of the wall case, you hear elated murmurs arising from the opposite side of the lab. You continue to mentally scrutinize the available chemicals. Aluminum Powder, Check. Barium Carbonate, Check. Ethanol, Check. Hydrochloric Acid, Check. Hydrogen Peroxide..., Not Here. Pondering this for a second you consider the school's Medical Centre must have been low on supply and borrowed the Hydrogen Peroxide; you can check with them about it later.")

print("\n\tThe elated murmurs have slightly escalated, "Pour the whole thing in."; "Don't forget to add the soap." You go on with the chemical inventory. Iodide, Check. Iron Sulfate, Check. Lactic Acid, Check. Magnesium Dioxide..., missing! "Drop the powder in!" You piece together where the missing chemicals are with an abrupt realization; the students procured the chemicals to achieve the visual spectacle of what is referred to as Elephant Toothpaste. However, the Manganese Dioxide the students took wasn't ordinary. It was specially designed by a previous student of Sophos Academy to be ten times more efficient. This means any reactions achieved with this specialized version of the chemical will occur faster and more powerful. You know the reaction normally results in producing water, oxygen and heat. The students are already pouring in the Manganese Dioxide powder; which means you don't have enough time to go over and stop the reaction.")

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# Print options for Solution
   needEntry = True # Global Variable
   while needEntry:
       solution = input("Your Solution: ")
       if (solution == "A" or solution == "a" or solution == "Exothermic" or solution == "exothermic"):
           needEntry = False
            exothermic()
       elif(solution == "B" or solution == "b" or solution == "Endothermic" or solution == "endothermic"):
           needEntry = False
            endothermic()
        elif(solution == "C" or solution == "c" or solution == "Passive" or solution == "passive"):
           needEntry = False
           passive()
        else:
           print("'%s' is not a valid solution." %(solution))
           needEntry = True
def exothermic():
   print("")
def endothermic():
   print("")
def passive():
   print("")
chemLab() #Call chemLab() Function
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def exposition(): # Narrative providing background information of the happenings of Sophos Academy # No Player Input print ("-----------"\ print("\tProceeding to go over today's undertakings. First on this list is to valet a Transfer Student to their first class. Whoops! You forgot to get up early to meet them. You rush out the room to the main entrance. Luckily it's not too far and arrive in time to meet the transfer student.") print("\nThe Caretaker: Hello, you must be the new Transfer Student. I'm The Caretaker here at Sophos Academy. What's your name?") print("Transfer Student: I'm Marsh Banks.") print("The Caretaker: Great. I'm here to show you to your first class, Flight Vehicle Engineering.") print("Marsh Banks: I'm ecstatic to finally be at a school with an Advanced Aerospace Engineering Major. Where will I find my other classes?") print("The Caretaker: Sophos Academy is separated by Major. Class space is assigned depending on the number of students enrolled in a Major and the requirements of the Major. Advanced Aerospace Engineering is located South of this building with plenty of open area to build, test, and experience aerospace technology. Once I show you where to find your first class, you can easily find the others. Let's go.") print("\nAs you valet Marsh Banks to his first class, you show some of the various Majors at Sophos Academy.") print("\nThe Caretaker: As I'm sure you know, Sophos Academy is the top prestigious school in the world. Any area of study can be explored here. Every year, additional Majors are added as the top students are accepted to focus on their desired subject.") print("Marsh Banks: These classes look pretty mundane to me.") print("The Caretaker: That's because this is the main building. It's where you can find all the more "Pen and Paper" based subjects; such as Mathematics and Literature.") print("\nMarsh Banks notices posters for the Quinquennial Competition.") print("\nMarsh Banks: *Pointing to the poster.* Is this where the fun takes place?") print("The Caretaker: You've joined our school at the best time. The Quinquennial Competition is the chance students are able to spotlight their academic abilities. I'd say it is where the fun takes place!") print("Marsh Banks: How do students show their academic abilities?") print("The Caretaker: They do so mostly in the form of projects they spend the year working on.") print("Marsh Banks: The school picks a winner?") print ("The Caretaker: Actually the students vote. The Competition is separated into Majors just like the school itself to provide winners in all areas of study. All students can vote in each separate Major; except their own to keep it fair.") print("Marsh Banks: I've got to get started then!") print("The Caretaker: There's plenty of time. The year has just begun.") print("\nYou and Marsh Banks arrive to the Flight Vehicle Engineering class in the Advanced Aerospace building. You withdraw proceeding with your day's undertakings.") # Print options for Undertakings exposition() # Call exposition() Function

def puzzleRoom():

print("-----Puzzle Room-----")

print("On the way back to your room, you discern Marsh Banks in one of the Mathematics classrooms. Marsh Banks, while walking up to the window, has a curious look. You follow his line of sight and find a cube shaped object on the window sill. Marsh reaches for the Cube at the same time you recognize it as Amelia Ford's project. You dash to intercept Mash and the Cube but, he's already pondering it in his hand. You hastily retrieve it from his hand; however, Marsh has already accidentally activated Amelia Ford's Puzzle Cube.")

Trapped = True # Global Variable

print("The Puzzle Cube engulfs you, sparing Marsh. Suddenly you find yourself in a dimly lit room with overhead lights and mostly bare walls. The wall behind you consists of a door with a keyhole at its center. The wall across from you has a round table at its center; a radio resting on the table serenades the room with white noise. The wall to your left is filled, floor to ceiling with books. The remaining wall bears only a mounted plaque.") print("Which wall do you want to look at first?") print("A: Wall with Door.") print("E: Wall with Books.") print("C: Wall with Table.") print("D: Wall with Plaque.") currentWall = input("Enter Choice: ") while Trapped: if(currentWall == 'A' or currentWall == 'Door' or currentWall == 'door'): doorWall() elif(currentWall == 'B' or currentWall == 'b' or currentWall == 'Table' or currentWall == 'table'):

tableWall()
elif(currentWall == 'C' or currentWall == 'Book' or currentWall == 'book'):
bookWall()

elif(currentWall == 'D' or currentWall == 'd' or currentWall == 'Plaque' or currentWall == 'plaque'):
 plaqueWall()

print("\nThe Puzzle Cube releases you, revealing Amelia Ford standing next to a sheepish Marsh Banks.") print("\nAmelia Ford: I'm so sorry, this is all my fault! I accidentally left my Puzzle Cube behind after class. I knew I shouldn't have left it on the window sill.") print("The Caretaker: Don't worry. Luckily I was the one stuck in the Cube. I don't think Mr. Banks here would have been able to get out.") print("Marsh Banks: Very true! I'm terrible at puzzles.") print("Amelia Ford: I should probably improve the Cube's Puzzle initiation to avoid this happening to someone else. I'll work on that ASAP.") print ("Marsh Banks: The would be preferable; regardless I'm never touching that thing again!") print("The Caretaker: You'd be surprised of all the potential accidents and disasters here at Sophos Academy.") print("Amelia Ford: Well, if you need any help with any future mishaps, I'm happy to help the best I can. It's the least I can do.") print("The Caretaker: Thanks, I'll keep that in mind.") def doorWall(): print("") if(hasKev): Trapped = False # Global Variable print("") def tableWall(): print("") def bookWall(): print("") def plaqueWall(): print("") puzzleRoom() #Call puzzleRoom() Function