

# Task 7: dragon.py

Re-write this pseudocode into Python. Don't forget to write comments into your code.

```
import random, time
```

```
FUNCTION displayIntro
```

```
    PRINT 'You are in a land full of dragons. In front of you, you see two caves. In one
    cave, the dragon is friendly and will share his treasure with you. The other dragon is
    greedy and hungry, and will eat you on sight.'
```

```
END displayIntro
```

```
FUNCTION chooseCave
```

```
    cave ← empty string
```

```
    WHILE cave <> '1' and cave <> '2' # <> means not equal to
```

```
        PRINT 'Which cave will you go into? (1 or 2)'
```

```
        cave ← input
```

```
    END WHILE
```

```
    return cave
```

```
END chooseCave
```

```
FUNCTION checkCave(chosenCave):
```

```
    PRINT 'You approach the cave...'
```

```
    Sleep for 2 seconds
```

```
    PRINT 'It is dark and spooky...'
```

```
    Sleep for 2 seconds
```

```
    PRINT 'A large dragon jumps in front of you! He opens his jaws and...'
```

```
    Sleep for 2 seconds
```

```
    friendlyCave ← random.randint(1, 2)
```

```
    IF chosenCave is equal to str(friendlyCave)
```

```
        PRINT 'Gives you his treasure!'
```

```
    ELSE
```

```
        PRINT 'Gobbles you down in one bite!'
```

```
    END IF
```

```
END checkCave
```

```
playAgain ← yes
```

```
WHILE playAgain is equal to yes or playAgain is equal to y
```

```
    displayIntro()
```

```
    caveNumber ← chooseCave()
```

```
    checkCave(caveNumber)
```

```
    PRINT 'Do you want to play again? (yes or no)'
```

```
    playAgain ← input
```

```
END WHILE
```