

What would you like to do?

1. View Quests
2. Travel
3. Interact with NPC
4. View Inventory
5. Quit

Enter your choice: 2

Where would you like to travel?

Town

Forest

Enter destination: Forest

You are now at Forest.

You are at Forest. a dense forest with hidden dangers

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Enter your choice: 2

Where would you like to travel?

Town

Forest

Enter destination: forest

Invalid destination!

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Enter your choice: 3

Who would you like to interact with?

Blacksmith

Healer

Enter NPC's name: Blacksmith

Blacksmith: I need someone to deliver this package.

Will you accept the quest? (yes/no): yes

Quest 'Collect Herbs' completed! You earned 30 gold.

You received 30 gold.

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Enter your choice: |

PythonApplication6

Process: [18572] PythonApplication6.py Lifecycle Events Thread: Stack Frame:

```
PythonApplication6.py → X
LegendOfPythonia → interact_with_npc

        print("Thanks for playing!")
        break
    else:
        print("Invalid choice! Please try again.")

def travel(self):
    print("Where would you like to travel?")
    for loc_name in self.locations.keys():
        print(f"{loc_name}")
    destination = input("Enter destination: ")
    if destination in self.locations:
        self.current_location = self.locations[destination]
        print(f"You are now at {destination}.")
        time.sleep(2)
        self.current_location.display_info()
    else:
        print("Invalid destination!")

def interact_with_npc(self):
    print("Who would you like to interact with?")
    npcs = [NPC("Blacksmith", "I need someone to deliver this package."), NPC("Healer", "Bring me some herbs!")]
    for npc in npcs:
        print(npc.name)
    npc_choice = input("Enter NPC's name: ")
    for npc in npcs:
        if npc_choice == npc.name:
            npc.interact()
            if npc.name == "Blacksmith":
                quest_completion = input("Will you accept the quest? (yes/no): ").lower()
                if quest_completion == "yes":
                    quest = self.current_location.quests[0] # assuming first quest is "Deliver Package"
                    quest.complete()
```

121 % 11 0

Autos Search (Ctrl+E) Search Depth: Name Value Type

Error List

Entire Solution 11 Errors 0 Warnings 0 Messages Build + IntelliSense Search Error List

Description	Project	File	Line
invalid syntax	PythonApplication6	PythonApplication6.py	13
invalid syntax	PythonApplication6	PythonApplication6.py	30
invalid syntax	PythonApplication6	PythonApplication6.py	50
invalid syntax	PythonApplication6	PythonApplication6.py	59
invalid syntax	PythonApplication6	PythonApplication6.py	64

Call Stack Breakpoints Exception Settings Command Window Immediate Window Output Error List

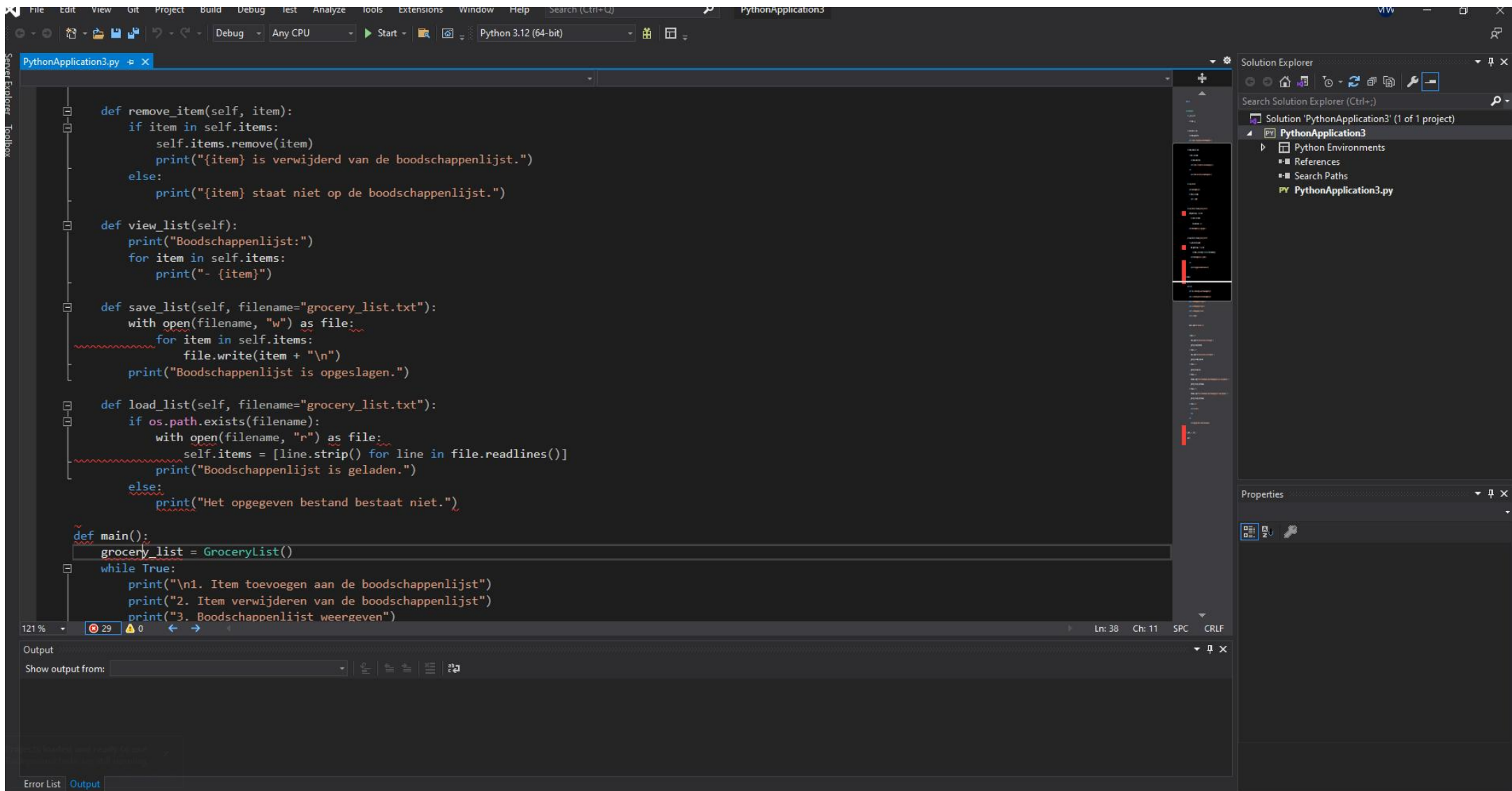
What would you like to do?

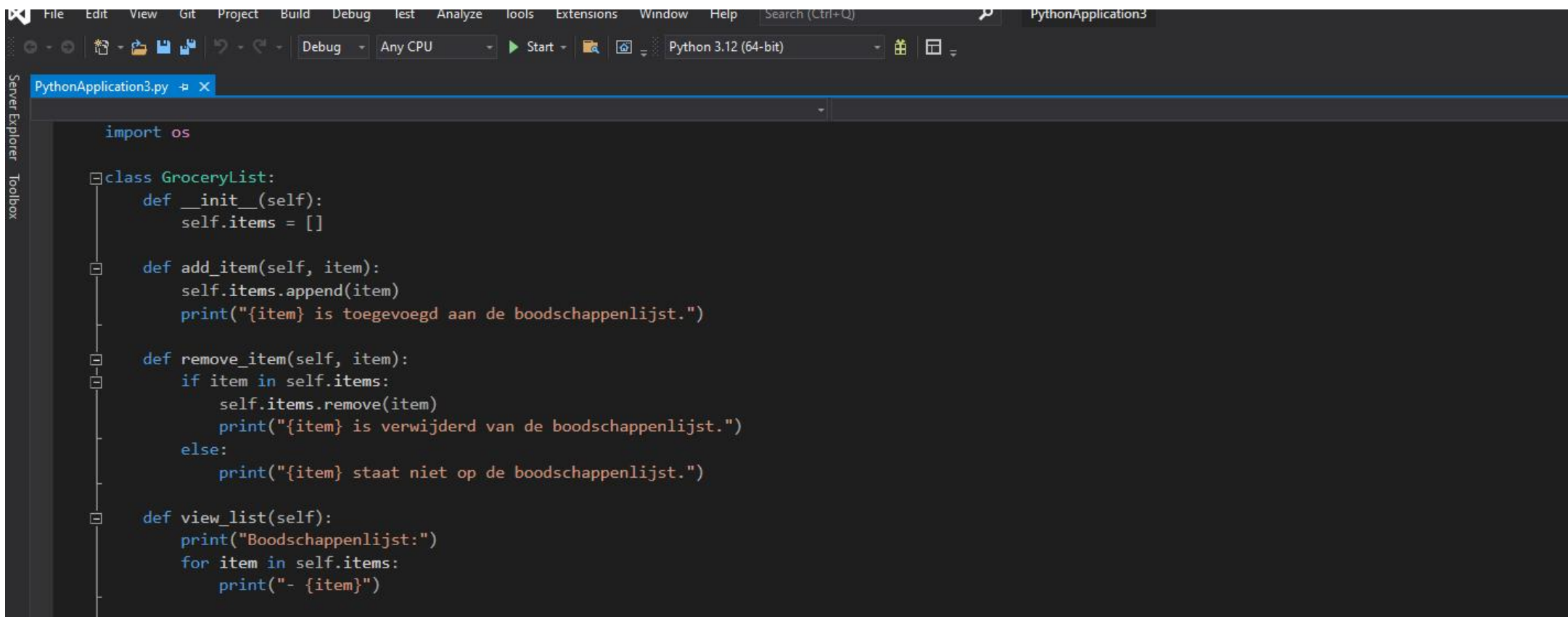
1. View Quests
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Enter your choice: 5

Thanks for playing!

Press any key to continue . . . |





Geographic Latitude.. -46.38
Clock Time.. 07:00:48
Brightness: 0 10
TURN OFF

