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Thread: [Python help needed \(creating small game\)](#)

DevonRay - October 28, 2013, 7:29 pm

I'm currently using the book "Learn Python the Hard Way" and I'm supposed to be making my own game at this point. I just have a few questions! If any experienced Python users can quickly answer them that'd be great(: skype is devonray96

Deadmau5_ - October 28, 2013, 7:48 pm

I've read "Learn Python the hard way" and I didn't like it AT ALL.
I don't think it's a good python introduction book.

I have a copy of the official python tutorial, and it's really great and simple.

You can check it online at <http://docs.python.org/2/tutorial/>

DevonRay - October 28, 2013, 7:50 pm

I will check it out, thank you very much!

T0ucaNSaM - October 28, 2013, 8:53 pm

(Oct 28, 2013 07:48 PM)Deadmau5_ Wrote: [\[CITE\]](#) I've read "Learn Python the hard way" and I didn't like it AT ALL.

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hahaha reading book titled like that for sure does not encourage me to try giving the lang a shot at. especially as a n00b

DevonRay - October 29, 2013, 7:54 pm

Well here is the problem I have: I am creating a small game, and I want the user to be able to pick one of two sides at the beginning of the game. For example, If it was StarWars based, I will have my main script with the intro to the game, then allow the user to `raw_input` if they want to play the game on the good side, or the bad side. and based on their input i want a specific script to run that has their choice of the game on it. Sorry if this is confusing...

Dmaster_773 - October 29, 2013, 10:16 pm

(Oct 29, 2013 07:54 PM)DevonRay Wrote: [\[CITE\]](#) Well here is the problem I have: I am creating a small game, and I want the user to be able to pick one of two sides at the beginning of the game. For example, If it was StarWars based, I will have my main script with the intro to the game, then allow the user to `raw_input` if they want to play the game on the good side, or the bad side. and based on their input i want a specific script to run that has their choice of the game on it. Sorry if this is confusing...

I wouldn't start a game at your level yet, until you understand what classes are and how to use them properly would probably be the first place to start...

but for what you asked:

Code `def good()`:

```
print("you picked good team!")

def evil():
    print("you picked evil team!")

choice = ""
while choice not in ["1", "2"]:
    choice = raw_input("pick a side\n1. good team\n2. evil team")
if choice == "1":
    good()
elif choice == "2":
    evil()
```

Mr_Roboman4321 - *October 30, 2013, 3:24 pm*

Learn Python The Hard Way is exactly what it sounds like. Hard. What I suggest to start out with is something like scratch, or stencyl. Now I know I'm gonna get some crazy replies saying "Don't tell him to use some sort of crap program like that" but I myself still use Scratch extensively. It helps me create an idea for a game, without going to the time and effort to actually coding the whole thing from start to finish. It's also a good way to learn programming command flow, and to learn how programming works in general.