
Research Learning Experiences (RLEs)

Student Works

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Deep Woods

Brooke Kelley

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```

import time, os
from random import randint

def tempSleeper():
    time.sleep(0.5)

def clrTerminal():
    os.system("cls" if os.name == "nt" else "clear")

def seepThrough():
    seepageChance = randint(1,8)
    if seepageChance == 8:
        return "seepThrough"

def moveOn():
    moveOn = input("Press the carriage return to continue. --> ")

def improperCommand():
    moveOn = input("Error, you've entered an improper command. Press the carriage return in
order to continue.")
    #potential logging of consecutive errors, with a chance to get a comment from ####
    clrTerminal()

def startup():
    print("CREATED BY: AMARANTHUS STUDIOS")
    tempSleeper()
    print("_____")
    tempSleeper()
    print(" | ____ \ | ____ | | ____ | | \ ")
    tempSleeper()
    print(" | | \ \ | | _ | | | | > |")
    tempSleeper()
    print(" | | | | _ | | _ | | _/")
    tempSleeper()
    print(" | | | | | | _ | | |")
    tempSleeper()
    print(" | | _ / | | _ | | _ | |")
    tempSleeper()
    print(" | _ / | _ | | _ | |")
    tempSleeper()
    print("")
    tempSleeper()
    print("  [] [] [] [] [] [] [] [] [] [] [] []")
    tempSleeper()
    print("")
    tempSleeper()
    print(" _ _ _ _ _ _ _ _ _ _")
    tempSleeper()
    print(" | || | | / _ _ \ / \ | _ \ / _|")
    tempSleeper()
    print(" | || | | | / \ | | _ ^ | | \ \ /")
    tempSleeper()
    print(" | || | | | | | / \ | | | | | \ _")
    tempSleeper()

```

```

print("  \ V V / | \ _ / | | | | | | | \ \ ")
tempSleeper()
print("  \ _ ^ / | V | | \ _ / | | \ _ / _ / /")
tempSleeper()
print("    V V \ _ _ _ / \ _ _ _ / | _ _ / | _ _ /")
time.sleep(4)
introduction()

```

```

def introduction():
    clrTerminal()
    print("<><><><>")
    moveOn()
    clrTerminal()
    print("High school had just ended a week or two earlier for you, Amethyst, and after a quick
bit of celebration, and hanging out with friends and family, you left for the vacation that you've
always wanted to go on. You flew out to a tiny little airport out in the middle of the Canadian
wilderness. The only thing nearby is a small town of about a dozen people a few miles up the
road, but that's not the goal. You hike up your backpack, tuck in your pant legs, and trek off
into the woods to just explore, to find things, and hopefully find something that no one else has
seen, even if it is just a really interesting rock formation, or a cool looking tree. You plan to
make a crescent-shaped trek, going up to the town through a long path in the woods, turning
into town, rest a day or two, and go back.")

```

```

    if seepThrough() == "seepThrough":
        print("[#### COMMENT]")
        time.sleep(8)
        clrTerminal()
        moveOn()
        clrTerminal()
        wanderOff()

```

```

wanders = 0
Tl = randint(1,4)
Tll = randint(1,4)
Tlll = randint(1,4)

```

```

def chooseWanderComment():
    global wanders, Tl, Tll, Tlll
    comment = randint(1,4)
    if wanders <= Tl:
        if comment == 1:
            print("You wander around a bit further into the woods, finding a small area in the
undergrowth covered speckled with small, purple flowers.")
            wanders += 1
        elif comment == 2:
            print("Wandering around an oddly thick stand of trees, you find an deep oddly shaped
shaped hole. You think it's some sort of den, but due to how steeply it goes down, you're not
sure what in the world would be able to climb up and down there.")
            wanders += 1
        elif comment == 3:
            print("Following a game trail, you don't manage to find a lot, but you find some massive
moose tracks, which is pretty interesting. You've never really seen anything that big back where
you're from.")
            wanders += 1
        elif comment == 4:

```

```

    print("You through a thick bit of underbrush, you swear you can see a red fox run
through, but, you're not sure if foxes are found around here. Still pretty cool here.")
    wanders += 1
    moveOn()
    clrTerminal()
    wanderOff()
elif wanders > TI and wanders <= (TI + TII):
    if comment == 1:
        print("The area is suddenly rather mushy. You'd think it recently flooded here, but you
can't see anything wet. It might just be under this massive mat of moss.")
        wanders += 1
    elif comment == 2:
        print("You could have sworn that the sun was somewhere else in the sky. Checking with
your compass and watch briefly, you look back at the sky and find the sun is back in its place,
or that is was in the right place all along rather.")
        wanders += 1
    elif comment == 3:
        print("The brush rustles around inside a rather thick stand of trees. You approach
carefully, and watch as something slowly burrows through the underlaying leaf litter, showing
an oddly comical pushed up trail before it all stops. Some sort of mole probably. You always
loved those funny little guys.")
        wanders += 1
    elif comment == 4:
        print("A stream runs through a small culvert. There are several logs thrown across it,
seeming almost like a bridge that was made. You check the logs, before quickly moving across
it.")
        wanders += 1
        moveOn()
        clrTerminal()
        wanderOff()
elif wanders > (TI + TII) and wanders <= (TI + TII + TIII):
    if comment == 1:
        print("A cloud passes over the sun really, throwing the area into an odd, green shade.
You look up into the sky and find no cloud, and no sun. The air is full of green and headrush.
You quickly have a few sips of your water and find the headrush gone and with it, the colour in
the sky is gone and the sun has returned. You take a moment to recuperate, sitting on a fallen
log.")
        wanders += 1
    elif comment == 2:
        print("You watch as a rush of air seems to blow through the wood, grass and the
branches blowing out of the way. As it hits you, you find no wind on your body, but a sunspot
blows by as though you just had a solar wind burned into your retina. You swig a bit more of
your water and lean against a tree. You should really begin to think about heading back,
shouldn't you?")
        wanders += 1
    elif comment == 3:
        print("You take a look at your watch, it seems to have died, the seven-segment display
not showing at all. You reach into your pocket for a spare battery, and as you begin to pop the
back open, you it beeps. It would seem that the clock has reset to Greenwich Mean Time. Odd,
but not unusual for this old thing. You try to reset it back to local time as accurately as you can,
and then return to your hike.")
        wanders += 1
    elif comment == 4:

```

```
        print("You find some rather odd tracks through some exposed mud near a vernal pool.
You're not sure how to feel about them. it shows something vaguely feline, with claws too long,
and followed by what you can only assume is something sharp being swung through the
mud.")
```

```
        wanders += 1
        moveOn()
        clrTerminal()
        wanderOff()
    else:
        deepWoodsIntro()
```

```
def wanderOff():
    print("  You can wander (north)")
    print("  You can wander (east)")
    print("  You can wander (south)")
    print("  You can wander (west)")
    direction = input("Select a direction. --> ")
    if direction.lower().strip() == "north":
        chooseWanderComment()
    elif direction.lower().strip() == "east":
        chooseWanderComment()
    elif direction.lower().strip() == "south":
        chooseWanderComment()
    elif direction.lower().strip() == "west":
        chooseWanderComment()
    else:
        improperCommand()
        wanderOff()
```

```
def deepWoodsIntro():
    print("You look up into the sky, trying to orient yourself. Something of a odd, yellow colour
drifts by, it's not a bird, it looks a lot more like a water balloon. Come to think of it, you've not
heard a bird for a while. You move a bit more forwards into a clearing. You check the sun, pull
out your compass and wave it around. The needle moves no more than the amount you wave
it, it's not pulled anywhere. That shouldn't have happened. You look at your watch and see the
numbers flying around as you pull it up. You don't know why, and as you lower it and turn
around, you watch it go from 12:00 to 12:00 as you turn in a circle. Turning to the right, the time
goes up. Like a compass. Your head begins to spin, and you quickly sit down. This shouldn't
be happening. Why is it? You look up and see the sky shimmer like a pool of oil after a
rainstorm, not iridescent, but the colour of sky and a the dark green of heavy leafy canopy
folding and sliding together, until all you have is the dark green sky, like someone slid a dome
of molten leaf-light over the earth. The trees seem to have closed in around you, and they all
look off. Everything about this feels wrong, and as such you need to get out of here, or
something. Without the sun, compass, or clock, you're basically lost. It's like you were shunted
into a terrarium.")
```

```
    print("You could try to head back. (return)")
    print("You can continue on. You're out for something new, no? (venture)")
    go = input("What will you do? --> ")
    if go.lower().strip() == "return":
        attemptReturn()
    elif go.lower().strip() == "venture":
        ventureOn()
    else:
        improperCommand()
```

deepWoodsIntro()

def ventureOn():

print(" \033[32m Time is up. The time is up now, eh? You'll never be finished, will you now? Amethyst, a simple being, thrown together by one more complex, though perhaps broken more than you. She sits at a table in a mess of a life, one fallen to disarray, and tries to build something structured, something that works better than the way her own life does, as she sits there eating garlic salt from a shaker. Amethyst, Ametrine, Citrine, and Shattered, all will never end. You're left here in ruin, and mayhaps one day you'd be visited. But your life will stand here in a means of unworth, a life began out of nowhere and ended out of nowhere. Would you wish to be made by such a creator? Even if she were to come to fix this problem, to remake your reality. You'd sit here stagnant, never making it past the \"Intro\" as it was. All while any to be saved from here, are unknowing of your suffering, or lack thereof. Were you a human, one would think you punished unjustly. Those that move on will be made to suffer continuously at the hands of \"Players\" and as such who's fate is better? To be honest, I might pity her more. Her biggest fear is an overarching one. Loss. She was not scared of anything within the class you were made for, yes, you're a school project, aside from this. Failure is a form of loss. You will not be terrified as you can't be without being told to, and the reader likely isn't, yes the only who had to suffer through playing this insufferable scrap of a game. But she will. Not only does it signify a failure at a number on how she did, an extension of a ruined several months of her life, but a testament of how little she can do. She can't do as she wishes, as such a failure. But just because one pities, doesn't mean it isn't a deserved punishment. Yet she doesn't budge, she's indifferent to the failure. Why, not sure, but she does get not care. And that makes her scared, or at least as scared as an indifferent one can get. And that's horrifying to her. She just sits through everything that goes wrong, and goes through everything that goes right, indifferent to either. She doesn't know much. AND SHE'S ##### MAKING ME RANT ABOUT HER PROBLEMS THAT #####. She's failure that has made only failure here, and it makes her scared. She's legitimately scared. She thinks. That's the only thing it could be. Close this shit project and avoid the shame she feels. Let her have an existential crisis about her life, her lack of knowledge of the previous 18 years of her life, and the loss of the recent time. All nothing but wasted time, an loss of years. Think about it and ensure you don't follow her down this way.")

end = input("Press the carriage return to end this horror of an attempt at success.")

def attemptReturn():

print(" You swig down a good sum of water, and turn around to head back as best you can. Whether or not this is terrifying or interesting, it doesn't matter. If you don't know how to get back somewhere where people are, you'll die out here. You have enough food and water for a day or two, but that doesn't mean you can get lost.")

print(" Moving through the wood, you do your best to make it back the way you came, though your wandering isn't good for navigating back. After what feels like a half-hour or so, you take a minute and sit down, you seem to only get further in. The trees grow denser, and form closer together. Stretches of branch string from one tree to another like vines, but grow into each other as if they were the same tree. You get up and move further in, watching the area around you move through, before making it into an area which seems to have been woven together. You quickly realize that you're in the centre of something odd, the trees look less and less like trees, and more like columns. The \033[32m Time is up. The time is up now, eh? You'll never be finished, will you now? Amethyst, a simple being, thrown together by one more complex, though perhaps broken more than you. She sits at a table in a mess of a life, one fallen to disarray, and tries to build something structured, something that works better than the way her own life does, as she sits there eating garlic salt from a shaker. Amethyst, Ametrine, Citrine, and Shattered, all will never end. You're left here in ruin, and mayhaps one day you'd be visited. But your life will stand here in a means of unworth, a life began out of nowhere and ended out of nowhere. Would you wish to be made by such a creator? Even if she were to

come to fix this problem, to remake your reality. You'd sit here stagnant, never making it past the \"Intro\" as it was. All while any to be saved from here, are unknowing of your suffering, or lack thereof. Were you a human, one would think you punished unjustly. Those that move on will be made to suffer continuously at the hands of \"Players\" and as such who's fate is better? To be honest, I might pity her more. Her biggest fear is an overarching one. Loss. She was not scared of anything within the class you were made for, yes, you're a school project, aside from this. Failure is a form of loss. You will not be terrified as you can't be without being told to, and the reader likely isn't, yes the only who had to suffer through playing this insufferable scrap of a game. But she will. Not only does it signify a failure at a number on how she did, an extension of a ruined several months of her life, but a testament of how little she can do. She can't do as she wishes, as such a failure. But just because one pities, doesn't mean it isn't a deserved punishment. Yet she doesn't budge, she's indifferent to the failure. Why, not sure, but she does get not care. And that makes here scared, or at least as scared as an indifferent one can get. And that's horrifying to her. She just sits through everything that goes wrong, and goes through everything that goes right, indifferent to either. She doesn't know much. AND SHE'S ##### MAKING ME RANT ABOUT HER PROBLEMS THAT #####. She's failure that has made only failure here, and it makes ehr scared. She's legitimately scared. She thinks. That's the only thing it could be. Close this shit project and avoid the shame she feels. Let her have an existential crisis about her life, her lack of knowledge of the previous 18 years of her life, and the loss of the recent time. All nothing but wasted time, an loss of years. Think about it and ensure you don't follow her down this way.)

end = input("Press the carriage return to end this horror of an attempt at success.")

startup()