

Python Equipment List Problem

Write a program to allow me to keep track of the equipment my character has in a popular role playing game.

Basic equipment for all characters is: backpack, bedroll, waterskin, 50 foot rope and a sword.

The program needs to allow me to create a new list of equipment, print out the items I'm carrying, add items to my list, remove items from my list, empty the list entirely (if I lose everything) and count how many items are in the list.

The program should work in the following way:

(Suggested order of work: 1, 2, 7, 3, 4, 5, 6)

1. A new equipment list populated with the starting items should be created first
2. A menu is displayed allowing the user to select from the following options:
 - print the items being carried
 - add an item
 - remove an item
 - discard all items
 - count how many items carried
 - quit

If the user selects the 'quit' option then a suitable message should be displayed and the program ends. Otherwise the program should continue asking the user for a choice

3. If the user selects the print the items carried option:
 - a. the program should print a list of the items being carried
 - b. the user is returned to the main menu

4. If the user selects the add an item option:
 - a. the user is asked to enter an item to add to the list
 - b. the program should check that an item with that name is not already in the list/ If there is an item with that name an error message should be displayed and the program should return to the menu
 - c. if the user entered a valid item to add to the list, the item should be added to the list
 - d. the user is returned to the main menu

5. If the user selects the remove an item option:
 - a. the user is asked to enter an item to remove from the list
 - b. if the item is in the list, the item is removed
 - c. if the item is not in the list a suitable error message is displayed
 - d. the user is returned to the main menu

6. If the user selects the discard all items option:
 - a. every item in the list should be removed
 - b. a message is displayed telling the user that all their items have been removed
 - c. the user is returned to the main menu

7. If the user selects the count how many items carried option:
 - a. a message should be displayed telling the user how many items they are carrying
 - b. the user is returned to the main menu

EXTENSION:

- I can only carry 20 items