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#!/usr/bin/python

# Title: "Astral Creature Center"
# Author: Vicki Lau (001444626)
# Purpose: A virtual pet store themed to mythical and magical creatures
# Date Written: 02/21/2012
# Date Revised: 02/27/2012
# Revised By: Author
# VSFX 160 - Project 3 (Note: Please maximise the screen of the shell terminal for long text output)

import time, sys, os, random    # Imports the necessary packages in order to use specific functions

os.system("clear")              # Clears the screen of the shell output before proceeding

# The next block of codes from lines 16-42 serve as the introduction to the virtual pet store
time.sleep(1)

print "   ,óÜ    ,óÅ,óÅ   ,óÅ,óÅ,óÅ,óÅ,óÅ   ,óÅ,óÅ,óÅ    ,óÜ    ,óÅ "
print "   ,óÜ ,óÜ  ,óÜ  ,óÜ  æü ,ú¢,óÅ   ,óÅ,ú¢ || ,ú¢,ú¢  ,óÜ ,óÜ  ,ú¢ ,ú¢"
print " ,óÜ,óÜ,óÜ,óÜ,óÜ,óÜ  ¬«,óÜ,óÜ.  ,óÜ ,óÜ   ||=æü  ,óÜ,óÜ,óÜ,óÜ,óÜ ,ú¢ ,ú¢,óÅ,óÅ"
print " ,óÜ   ,óÜ  ,óÜ æü___,ú¢  ,óÜ,óÅ,óÜ   || æüæü ,óÜ   ,óÜ ,ú¢____,ú¢"
print " æüæü C R E A T U R E    C E N T E R  æüæü \n"

time.sleep(1)

print "Welcome to Astral Creature Center - your virtual pet store for all things mythical and magical."

time.sleep(1)

print """\nYou may choose to explore the following sections while in the center:
        1. Shop Counter: Buy or sell creatures, or check the stock market.
        2. Volunteer Zone: Volunteer to help the store for a day."""

time.sleep(2)

print """\nType in the representative number to choose your option.
 You may also check your cash and current creatures owned by typing the word 'domain'
  or leave the store by typing the word 'exit'- anytime, anywhere.\n"""

time.sleep(2) # time.sleep(VALUE) will be used frequently throughout the entire script as a simple form or user interface cleanliness

#-------------------------------------------------------------------------------------------------------------------------------------------------------

# The next block of codes from lines 45-221 is a list of declared variables and functions for use in the final big while loop
userLocation = "Entrance"       # Variable to keep track of the user's current location
MAIN_RESELECT = "on"            # Main variable that controls the re-iteration big while loop
FIRSTTIME_DOMAININTRO = "on"    # Controls the single execution instance of a set of code (domain introduction) so that it will never re-execute after a second run

# Chosen prices to be manipulate within the loop later
dragonPrice = 550
phoenixPrice = 500
behemothPrice = 700

# Generates a random amount of cash for the user at every beginning from 200 to 1000 (randrange's last number is exclusive)
userCash = random.randrange(200, 1010, 10)

userCreatures = {}
myPetsName = userCreatures.keys()
myPetsNumber = len(userCreatures)

storeCreatures = {"Dragon":dragonPrice, "Pegasus":200, "Behemoth":behemothPrice, "Minotaur":300, "Sea Siren":250, "Centaur": 150, "Griffin": 350, "Phoenix":phoenixPrice}
storeCreatureType = storeCreatures.keys()
storeCreatureNumber = len(storeCreatures)

# Virtual shopping cart variables
shoppingCart = []
numInShoppingCart = 0
cartTotal = 0

# Functions are declared here because they require certain variables to be declared earlier in order to function
# A 'domain' function which lists the user's inventory when called upon by the user or within the loop
def checkDomain():
        if FIRSTTIME_DOMAININTRO == "on":
                time.sleep(1)

                print "\nWelcome to your domain. As a new customer, here is a brief introduction to how this works.\n"
                time.sleep(2)

                print "Your current cash will be listed as a statement."
                time.sleep(1)

                print "This will be followed by a listing of your owned creatures, their names and types."
                time.sleep(2)

                global FIRSTTIME_DOMAININTRO    # FIRSTTIME_DOMAININTRO has been declared global in order to manipulate its value
                FIRSTTIME_DOMAININTRO = "off"

        time.sleep(1)

        # Re-iterated here in order to re-update the elements in the lists, myPetsName and myPetsNumber - this will appear multiple times within the script for the same purpose
        myPetsName = userCreatures.keys()
        myPetsNumber = len(userCreatures)

        print "\n\t- YOUR DOMAIN -"
        print "You currently have $%i for use." %userCash
        print "You have %i creature(s) in your Domain.\n" %myPetsNumber
        time.sleep(1)

        creatureCounter = 1

        myPetsName.sort() # Due to the numerical re-naming convention, myPetsName must be sorted in order for this function to work logically
        for domainCreature in myPetsName:
                if domainCreature.isdigit():    # Checks whether the string data is a number
                        time.sleep(0.5)
                        print "\nYou have a new nameless creature in your domain.\n What would you like to name your %s creature?" %userCreatures[domainCreature]
                        time.sleep(1.5)
                        print " As these creatures are creatures of habit, please note that they cannot be renamed.\n"
                        time.sleep(1.5)

                        RENAME_RESTART = "on"
                        while RENAME_RESTART == "on":
                                time.sleep(0.5)
                                newName = raw_input(" Please enter a name for your creature.\n")

                                if newName.isdigit():
                                        print "Please enter a proper name. No name shall be fully numerical."
                                        time.sleep(1)

                                elif len(newName) > 10:
                                        print "Your name is too long. Please enter a name shorter than 10 characters."
                                        time.sleep(1)

                                elif newName == "":
                                        print "You did not type in a name.\n"
                                        time.sleep(0.5)

                                else:
                                        # If the name the user types already exists in the dictionary of userCreatues, a digit will be appended to the back of the name
                                        for key in userCreatures:
                                                if key == newName:
                                                        newName = newName + str(creatureCounter)

                                        RENAME_RESTART = "off"

                                        # The next line changes the key names based on the user input for the selected key in the userCreatures dictionary
                                        userCreatures[newName] = userCreatures.pop(str(creatureCounter))
                                        # The next line of variable re-assignment updates domainCreature to prevent the for loop from re-assessing the same amended key
                                        domainCreature = newName

                                        time.sleep(0.5)
                                        print "\n Rename successful.\n"
                                        time.sleep(1)

                                        creatureCounter += 1

        # For loop done for the sole purpose of printing out neatly to the user
        for domainCreature in userCreatures:
                print "    - %s the %s" %(domainCreature, userCreatures[domainCreature])

        print

        time.sleep(3)

# A hidden function which prints location information out to the user accessed by the script only
def locationIntro():
        time.sleep(0.5)
        print "\t<<%s>>\n  Welcome to the %s." %(userLocation, userLocation)

        if userLocation == "Shop Counter":
                print "  You may buy or sell creatures here, or check the stock market prices.\n"
                time.sleep(1.5)

                print "  What would you like to do?"
                time.sleep(1)

                print "\t1. Buy creatures\n\t2. Sell creatures\n\t3. Check the stock market"
                time.sleep(1.5)
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                print "  You may also type in 'domain', 'cancel' or 'exit' to check your \n  possessions, go back to the entrance or leave the store respectively."
                time.sleep(1.5)

        elif userLocation == "Volunteer Zone":
                print "  You may volunteer to help out the store in this zone while earning some cash.\n"
                time.sleep(1.5)

                print "  Would you like to volunteer?\n"
                time.sleep(2)

# use this for all printing of this particular formatted list?
# A hidden function which prints out information pertaining to the shopping cart to the user
def printCart(cartList):
        time.sleep(0.5)
        print "You have these creature(s) for check-out:"
        for creatureInCart in cartList:
                print " - %s" %creatureInCart

        print "\n Number of Creatures in Cart: %i" %numInShoppingCart
        print " Cart Total for Check-out: $%i" %cartTotal
        print " Your Cash: $%i\n" %userCash
        time.sleep(2.5)

# An 'exit' function which allows the user to quit the program when called upon by the user
def leaveStore():
        EXIT_RESELECT = "on"
        while EXIT_RESELECT == "on":
                time.sleep(0.5)

                userExit = raw_input("\nAre you sure you want to leave the store?\nType 'yes' or 'no' only.")

                if userExit == "yes":
                        EXIT_RESELECT = "off"

                        time.sleep(0.5)
                        print "\nThank you for visiting the Astral Creature Center.\n We hope you would visit us again!\n"
                        time.sleep(2.5)

                        print
                        sys.exit()

                elif userExit == "no":
                        EXIT_RESELECT = "off"

                        time.sleep(0.5)
                        print "\nYou choose not to leave the store.\n"
                        time.sleep(1)

                else:
                        print "\nPlease type in a valid answer.\n"
                        time.sleep(0.5)

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# This entire while loop (lines 224-669) serves as the running engine of the virtual pet store
while MAIN_RESELECT == "on":

        # The next block of codes from lines 227-249 set randomized values that will affect and modify events in the store
        randomizedCash = random.randrange(50, 200, 10)
        randomizedStockEvent = random.randint(0, 3)

        # Using the value in randomizedStockEvent, this set of if-elif statements modify the selected creature prices for the stock market
        if (randomizedStockEvent == 0) or (randomizedStockEvent == 2):
                pass    # Passes this statement as empty

        elif randomizedStockEvent == 1:
                # Causes an 'inflation' of the selected prices
                dragonPrice += randomizedCash
                phoenixPrice += randomizedCash
                behemothPrice += randomizedCash

        elif randomizedStockEvent == 3:
                # Decreases the prices of the selected creatures
                dragonPrice -= randomizedCash
                phoenixPrice -= randomizedCash
                behemothPrice -= randomizedCash

        # After the above evaluation, stores the new price as the values to the respective keys of the storeCreatures dictionary
        storeCreatures["Dragon"] = dragonPrice
        storeCreatures["Phoenix"] = phoenixPrice
        storeCreatures["Behemoth"] = behemothPrice

        time.sleep(0.5)
        print "\nYou are at the %s." %userLocation
        time.sleep(2.5)

        print """\n  Center Sections:
        1. Shop Counter
        2. Volunteer Zone"""

        print """\tType in 'domain' to check your possessions or 'exit' to leave the store.\n"""
        userInput = raw_input("Where would you like to go to?\n")


        if userInput == "1":
                userLocation = "Shop Counter"

                SHOP_RESELECT = "on"
                while SHOP_RESELECT == "on":
                        locationIntro()
                        userInput_shop = raw_input("\n  Type in the representative number to select your option.\n")

                        if userInput_shop == "1":
                                time.sleep(0.5)
                                print "\nExcellent choice. What would you like to buy?\n Below is a list of the creatures in stock and their market price."
                                time.sleep(1.5)

                                ADDCREATURE_RESELECT = "on"
                                while ADDCREATURE_RESELECT == "on":
                                        print "\t  Creature\t\t Price\n\t ``````````\t\t``````"

                                        # Prints out a specifically-formatted numerical list for the store creatures
                                        numCounter = 1
                                        for creature in storeCreatureType:
                                                print "\t%i. %s\t-------- $%i" %(numCounter, creature, storeCreatures[creature])
                                                numCounter += 1

                                        time.sleep(1.5)
                                        print "\nType the representative number to add the creature to your shopping cart."
                                        time.sleep(1)

                                        addToCart = raw_input(" Type 'stop' to finish adding creatures to your cart and proceed to check-out.\n")

                                        # Assesses whether the user input is a valid digit and within the scope of the listed numeric values of the store creatures
                                        if addToCart.isdigit() and (1 <= int(addToCart) <= storeCreatureNumber):
                                                selectedCreature = storeCreatureType[int(addToCart)-1]
                                                selectedCost = storeCreatures[selectedCreature]

                                                print "\nYou added a %s (price: $%i) to your cart." %(selectedCreature, selectedCost)
                                                time.sleep(0.5)

                                                # Adjusts the user's shopping cart based on the evaluated outcome of the user's input
                                                shoppingCart.append(selectedCreature)
                                                cartTotal += selectedCost
                                                numInShoppingCart = len(shoppingCart)

                                                printCart(shoppingCart)

                                        # "stop" takes the user to more nested conditions controlling the check-out process
                                        elif addToCart == "stop":
                                                if numInShoppingCart == 0:
                                                        time.sleep(0.5)
                                                        print "\n You don't have anything in your cart to check-out.\n"
                                                        time.sleep(1.5)

                                                        ADDCREATURE_RESELECT = "off"

                                                else:
                                                        time.sleep(0.5)
                                                        print "\n\t- CHECK-OUT -"
                                                        print "You are now in the process of checking-out your cart."
                                                        time.sleep(1)

                                                        CHECKOUT_RESELECT = "on"
                                                        while CHECKOUT_RESELECT == "on":
                                                                printCart(shoppingCart)
                                                                confirmPay = raw_input("\n Would you like to confirm your cart for check-out? ('yes' or 'no')\n")

                                                                if (confirmPay == "yes") and (userCash < cartTotal):
                                                                        # If the user does not have enough value in userCash, the user is forced out of the respective loops
                                                                        time.sleep(0.5)
                                                                        print "You only have $%i at hand. You do not have enough to check-out your cart.\n" %userCash
                                                                        time.sleep(1.5)

                                                                        # Completely clears out the shoppingCart list for re-use later; a function was not made for certain variables require values made inside the script
                                                                        del shoppingCart[:]
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                        cartTotal = 0
                        numInShoppingCart = len(shoppingCart)

                        CHECKOUT_RESELECT = "off"
                        ADDCREATURE_RESELECT = "off"

                elif (confirmPay == "yes"):
                        creatureTagNumber = 1   # creatureTagNumber will be seen at other instances in this script to reset the value to 1 in order to allow ordered renaming
                        for creature in shoppingCart:
                                # For each creature in the shoppingCart, a value of that string is created in the userCreatures dictionary with numbers as temporary keys
                                userCreatures[str(creatureTagNumber)] = creature

                                time.sleep(0.5)
                                print "Your Purchase #%i: %s" %(creatureTagNumber, creature)
                                creatureTagNumber += 1

                        myPetsNumber = len(userCreatures)
                        userCash -= cartTotal

                        time.sleep(1)
                        print "\nYou paid $%i. You now have $%i left in your pocket.\n" %(cartTotal, userCash)

                        time.sleep(1)
                        print "Your purchased creature(s) has been added to your domain.\n Your creature(s) has each been assigned a tag number."

                        time.sleep(2.5)
                        print " You will now be taken to your domain to rename your newly-purchased creatures."
                        time.sleep(2)

                        del shoppingCart[:]
                        cartTotal = 0
                        numInShoppingCart = len(shoppingCart)

                        CHECKOUT_RESELECT = "off"
                        ADDCREATURE_RESELECT = "off"

                        # Automatically takes the user to the domain to rename the creatures for code simplicity and user-friendliness
                        checkDomain()

                elif confirmPay == "no":
                        CHANGECART_RESELECT = "on"
                        while CHANGECART_RESELECT == "on":
                                time.sleep(0.5)
                                print "\n Would you like to add more items, edit your cart or abandon your cart?"
                                redoCart = raw_input(" Type 'add', 'edit' or 'drop' to choose your option respectively.\n")

                                if redoCart == "add":
                                        CHANGECART_RESELECT = "off"
                                        CHECKOUT_RESELECT = "off"
                                        printCart(shoppingCart)

                                        time.sleep(0.5)
                                        print " What more would you like to add? (type the representative number)\n"
                                        time.sleep(1.5)

                                # Allows the user to remove items from the shoppingCart list
                                elif redoCart == "edit":
                                        EDIT_RESELECT = "on"
                                        while EDIT_RESELECT == "on":
                                                time.sleep(0.5)
                                                print "\nCreatures in cart:"

                                                numCounter = 1
                                                for creatureInCart in shoppingCart:
                                                        print " %i.  %s" %(numCounter,creatureInCart)
                                                        numCounter += 1

                                                time.sleep(1)
                                                print "\nPick a creature to remove from your cart by typing in the representing number."
                                                delFromCart = raw_input(" Type 'stop' to stop editing your cart and check-out.\n")

                                                if delFromCart.isdigit() and (1 <= int(delFromCart) <= numInShoppingCart):
                                                        correctIndex = int(delFromCart)-1       # Sets the correct integer number for accessing the list index
                                                        cartTotal -= storeCreatures[shoppingCart[correctIndex]]

                                                        time.sleep(0.5)
                                                        print "\nYou removed a %s from your cart.\n" %(shoppingCart[correctIndex])
                                                        time.sleep(1)

                                                        # Uses the number in correctIndex to remove its respective element stored in the shoppingCart list
                                                        del shoppingCart[correctIndex]
                                                        numInShoppingCart = len(shoppingCart)

                                                        if numInShoppingCart == 0:
                                                                time.sleep(0.5)
                                                                print "\n You have nothing left in your cart.\n"
                                                                time.sleep(1.5)

                                                                EDIT_RESELECT = "off"
                                                                CHANGECART_RESELECT = "off"
                                                                CHECKOUT_RESELECT = "off"

                                                        else:
                                                                printCart(shoppingCart)

                                                # Stop removing items from the cart and return to the loop to add more creatures
                                                elif delFromCart == "stop":
                                                        time.sleep(0.5)
                                                        printCart(shoppingCart)

                                                        EDIT_RESELECT = "off"
                                                        CHANGECART_RESELECT = "off"
                                                        CHECKOUT_RESELECT = "off"

                                                else:
                                                        time.sleep(0.5)
                                                        print "\nPlease type in a number representing a creature in your cart, to remove."
                                                        time.sleep(1)

                                elif redoCart == "drop":
                                        print "\n  You have abandoned your current cart.\n"
                                        time.sleep(1)

                                        del shoppingCart[:]
                                        cartTotal = 0
                                        numInShoppingCart = len(shoppingCart)

                                        CHANGECART_RESELECT = "off"
                                        CHECKOUT_RESELECT = "off"
                                        ADDCREATURE_RESELECT = "off"

                                else:
                                        time.sleep(0.5)
                                        print "\nPlease type in a valid option."
                                        time.sleep(0.5)

                else:
                        time.sleep(0.5)
                        print "\nPlease type 'yes' or 'no' only.\n"
                        time.sleep(0.5)


        else:
                time.sleep(0.5)
                print "\nPlease select from the list of creatures available in the store."
                time.sleep(1)


elif userInput_shop == "Z":
        # If the user has no creatures to begin with, the user does not go through with the selling process
        if myPetsNumber == 0:
                time.sleep(0.5)
                print "\n Sorry, you don't have any owned creatures to sell.\n\n"
                time.sleep(2)

        else:
                time.sleep(0.5)
                print "Pick the creature you would like to sell.\n Below is a list of your owned creatures."

                SELLCREATURE_RESELECT = "on"
                while SELLCREATURE_RESELECT == "on":
                        myPetsName = userCreatures.keys()
                        myPetsNumber = len(userCreatures)

                        time.sleep(1.5)
                        print "\t  Your Creatures\n\t ``''''''''''''''''"

                        for pet in userCreatures:
                                print "\t - %s the %s" %(pet, userCreatures[pet])

                        time.sleep(1.5)
                        print "\nType the exact name of the creature you wish to sell (case-sensitive)."
                        time.sleep(1)

                        sellCreature = raw_input(" Type 'stop' to stop selling your creatures.\n")
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                                        if sellCreature in userCreatures:
                                                # Evaluates the amount of cash the user will earn based on the current market price and how the stock market fairs
                                                earnedCash = storeCreatures[userCreatures[sellCreature]] - randomizedCash

                                                if randomizedStockEvent == 1:
                                                        earnedCash += 100

                                                else:
                                                        # This small set of if-elif statements prevent earnedCash from going below value 0
                                                        if earnedCash > 50:
                                                                earnedCash -= 50
                                                        elif earnedCash <= 0:
                                                                earnedCash = 10

                                                CONFIRMSELL_RESELECT = "on"
                                                while CONFIRMSELL_RESELECT == "on":
                                                        time.sleep(0.5)
                                                        print "\nYou picked %s the %s. According to the market price, %s can be sold for $%i." %(sellCreature, userCreatures[sellCreature], sellCreature, earnedCash)
                                                        time.sleep(1)

                                                        confirmSale = raw_input("\n Would you like to confirm your sale? ('yes' or 'no')\n")

                                                        if confirmSale == "yes":
                                                                time.sleep(0.5)
                                                                print "\n You sold %s the %s for $%i." %(sellCreature, userCreatures[sellCreature], earnedCash)

                                                                # Uses the string value in sellCreature to delete the respective dictionary value in userCreatures
                                                                del userCreatures[sellCreature]
                                                                myPetsName = userCreatures.keys()
                                                                myPetsNumber = len(userCreatures)

                                                                userCash += earnedCash

                                                                time.sleep(1)
                                                                print " You now have $%i in your pocket.\n" %userCash
                                                                # If the user has sold off all his creatures, the user is forced out of the selling process
                                                                if myPetsNumber == 0:
                                                                        time.sleep(1.5)
                                                                        print "You do not have any more creatures to sell."
                                                                        time.sleep(1)

                                                                        print "Thank you for using our selling services.\n"
                                                                        time.sleep(1)

                                                                        CONFIRMSELL_RESELECT = "off"
                                                                        SELLCREATURE_RESELECT = "off"

                                                                CONFIRMSELL_RESELECT = "off"

                                                        elif confirmSale == "no":
                                                                time.sleep(0.5)
                                                                print "\nYou did not sell %s the %s.\n" %(sellCreature, userCreatures[sellCreature])
                                                                CONFIRMSELL_RESELECT = "off"

                                                        else:
                                                                time.sleep(0.5)
                                                                print "\nPlease type 'yes' or 'no' only."
                                                                time.sleep(1)

                                        # The user types "stop" in order to stop selling creatures and return to the Shop Counter interface
                                        elif sellCreature == "stop":
                                                time.sleep(0.5)
                                                print "\nThank you for using our selling services.\n"
                                                time.sleep(1)

                                                CONFIRMSELL_RESELECT = "off"
                                                SELLCREATURE_RESELECT = "off"

                                        else:
                                                time.sleep(0.5)
                                                print "\nPlease type a valid name of a creature you wish to sell.\n"


                        elif userInput_shop == "3":
                                time.sleep(1)
                                print "\n\t- STOCK MARKET -"
                                print "It's a good idea to be updated on market trends. \n Below is a list of the creatures in stock, their "
                                print " market price and the amount changed from the last pricing."

                                time.sleep(2.5)
                                print "\t   Creature\t Market Price\t Value Change\n\t  `********`\t`************`\t`************`"

                                numCounter = 1
                                for creature in storeCreatureType:
                                        # Depending on the changeable randomizedStockEvent, this if-else statement will print out different outcomes representing the stock market for selected creatures
                                        if (creature == "Dragon") or (creature == "Phoenix") or (creature == "Behemoth"):
                                                if (randomizedStockEvent == 0) or (randomizedStockEvent == 2):
                                                        print "\t%i. %s\t|  $%i\t\t|   --" %(numCounter, creature, storeCreatures[creature])

                                                elif randomizedStockEvent == 1:
                                                        print "\t%i. %s\t|  $%i\t\t|  ¸Ü±$%i" %(numCounter, creature, storeCreatures[creature], randomizedCash)

                                                elif randomizedStockEvent == 3:
                                                        print "\t%i. %s\t|  $%i\t\t|  ¸Ü¡$%i" %(numCounter, creature, storeCreatures[creature], randomizedCash)

                                        else:
                                                print "\t%i. %s\t|  $%i\t\t|   --" %(numCounter, creature, storeCreatures[creature])

                                        numCounter += 1

                                print
                                time.sleep(5)

                        elif userInput_shop == "exit":
                                leaveStore()

                        elif userInput_shop == "domain":
                                checkDomain()

                        elif userInput_shop == "cancel":
                                userLocation = "Entrance"
                                SHOP_RESELECT = "off"

                        else:
                                time.sleep(0.5)
                                print "\nPlease type in a valid option or command.\n"
                                time.sleep(1.5)

        elif userInput == "2":
                userLocation = "Volunteer Zone"

                VOLUNTEER_RESELECT = "on"
                while VOLUNTEER_RESELECT == "on":
                        locationIntro()
                        userInput_volunteer = raw_input("  Type 'help' to volunteer or 'cancel' to go back.\n   You can also type in 'domain' or 'exit'.\n")

                        if userInput_volunteer == "help":
                                # Adds a randomized integer value from randomizedCash to the user's amount
                                userCash += randomizedCash

                                time.sleep(1)
                                print "\nYou spent some time volunteering at the store.\n Astral Creature Center is grateful for your support."

                                time.sleep(2)
                                print "\n You've been rewarded $%i.\n You now have a total of $%i in your pocket." %(randomizedCash, userCash)

                                time.sleep(2)
                                print "\n You've done all that needs to be done here for now."
                                time.sleep(2.5)

                                userLocation = "Entrance"
                                VOLUNTEER_RESELECT = "off"

                        elif userInput_volunteer == "exit":
                                leaveStore()

                        elif userInput_volunteer == "domain":
                                checkDomain()

                        # User goes back to the Entrance by typing "cancel"
                        elif userInput_volunteer == "cancel":
                                userLocation = "Entrance"
                                VOLUNTEER_RESELECT = "off"

                        else:
                                print "\nPlease type in a valid option.\n"

        elif userInput == "domain":
                checkDomain()

        elif userInput == "exit":
                leaveStore()

        else:
                time.sleep(0.5)
                print "\nPlease type in a valid number of the center section of your choice.\n"
                time.sleep(1)
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# End of code
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