

*In this workshop, you'll write a simple, interactive "choose-your-own-adventure" story. Your workshop leader will guide you through the process. Please **do not** work ahead.*

1. The program should begin by displaying the story's title and author (that's you!).
2. The program must keep track of whether the user is healthy (initially True) and how far the user has traveled (decimal number, initially 0).
3. Greet the user by name. (Hint: you'll need to ask for the user's name.)
4. Initialize the user's experience level on their age and the following equation: $\text{age} + 2 * 3 - 20 // 4 \% 100$. In your program, you should rewrite this formula to include parenthesis that match the expected order of operations.

5. Tell the user their initial health, distance travelled, and experience, along with what type of values each of these are.
6. Tell the user (in 1-2 sentences) where they are located. Your description must contain an apostrophe (').
7. Ask the user how far they would like to move. Update the user's distance traveled and add one-third of the distance (rounded down) to the user's experience. Tell the user how much experience they gained and their new total experience.
8. Tell the user (in 1-2 sentences) where they are now located. Your description must contain a pair of double quotes (").

9. Ask the user to choose between two options. If the user chooses the first option, they should become unhealthy. If the user chooses the second option, their experience should be doubled.
10. Ask the user how far they would like to move. If the user is unhealthy, then the distance should be reduced by half if the user-provided distance is < 100 ; the distance should be reduced by a quarter if the user-provided distance is ≥ 100 . If the user is healthy, then the distance should be doubled.
11. Tell the user how far they have traveled in total and their current experience level.
12. An unhealthy user should attempt to cure themselves using a means of your choosing. For example, ask a question of the user. If they get it correct, then the user should be able to return to full health.

