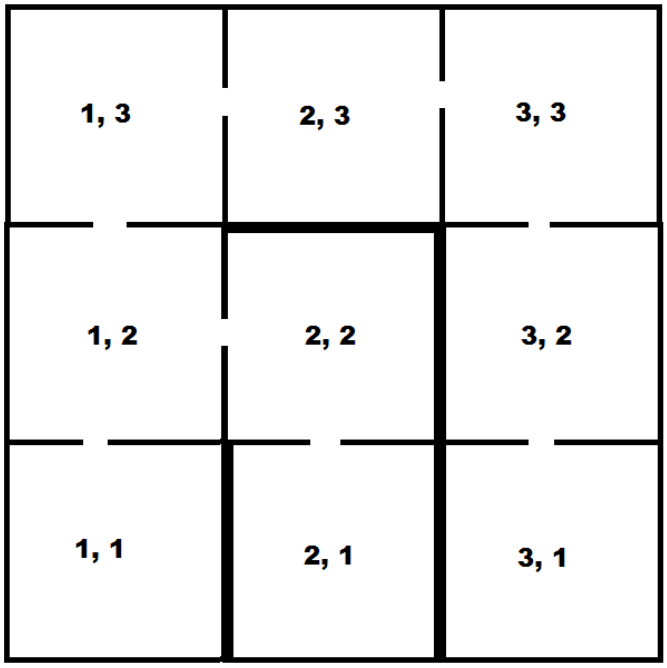
Tile Traveller (continued)

In this assignment you extend the functionality of the TileTraveller program you implemented earlier. You should start off with the version that includes functions. You can either use your own implementation or the solution given on github (https://github.com/reykjavik-university/2018-T-111-PROG/tree/master/assignments/functions/tileTraveller/tileTraveller2.py)



Pulling levers for coins

Add the following functionality to tiles (1,2), (2,2), (2,3) and (3,2):

When the player enters these tiles offer them the choice to pull a lever. If they choose to pull the lever (answering either with 'y' or 'Y'), they are to be told that they received one coin.
In addition, you need to keep track of the amount of coins the player has and display that before showing the available actions.

Example run:

```
You can travel: (N)orth.
Direction: s
Not a valid direction!
Direction: n
Pull a lever (y/n): y
You received 1 coins, your total is now 1.
You can travel: (N)orth or (E)ast or (S)outh.
Direction: N
You can travel: (E)ast or (S)outh.
```

```
Direction: w
Not a valid direction!
Direction: E
Pull a lever (y/n): n
You can travel: (E)ast or (W)est.
Direction: e
You can travel: (S)outh or (W)est.
Direction: s
Pull a lever (y/n): y
You received 1 coins, your total is now 2.
You can travel: (N)orth or (S)outh.
Direction: S
Victory!
```

Play multiple times

In the final version, the program should allow the user to play the game multiple times. Once the player obtains a victory, a question is asked if the user wants to play again. As long as the answer is 'y' or 'Y', the game continues. Note that when the game is played again, the total number of coins are initialized.

In this part, you need to make sure that your main program is short, i.e. that it only contains the main loop and a call to a play() function.

Example run:

```
You can travel: (N)orth.
Direction: n
Pull a lever (y/n): y
You received 1 coins, your total is now 1.
You can travel: (N)orth or (E)ast or (S)outh.
Direction: e
Pull a lever (y/n): y
You received 1 coins, your total is now 2.
You can travel: (S)outh or (W)est.
Direction: w
Pull a lever (y/n): n
You can travel: (N)orth or (E)ast or (S)outh.
Direction: n
You can travel: (E)ast or (S)outh.
Direction: e
Pull a lever (y/n): y
You received 1 coins, your total is now 3.
You can travel: (E)ast or (W)est.
Direction: e
```

```
You can travel: (S)outh or (W)est.
Direction: s
Pull a lever (y/n): n
You can travel: (N)orth or (S)outh.
Direction: s
Victory!
Play again (y/n): y
You can travel: (N)orth.
Direction: n
Pull a lever (y/n): y
You received 1 coins, your total is now 1.
You can travel: (N)orth or (E)ast or (S)outh.
Direction: n
You can travel: (E)ast or (S)outh.
Direction: e
Pull a lever (y/n): y
You received 1 coins, your total is now 2.
You can travel: (E)ast or (W)est.
Direction: e
You can travel: (S)outh or (W)est.
Direction: s
Pull a lever (y/n): n
You can travel: (N)orth or (S)outh.
Direction: s
Victory!
Play again (y/n): n
```