GAME TITLE: TOWER OF TRIALS

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Game Overview:

A series of questions must be answered in the interactive console quiz game "Tower of Trials" in order for players to receive points. It is intended to test fundamental C# programming ideas like loops, string methods, and type casting.

Players receive a personalized message at the beginning of the game that uses the name they entered. After that, there are a series of multiple-choice questions in the game, with points awarded for each right response.

Game Instructions:

1. Launch the program in a C# compatible environment.
2. Enter your name when prompted. The game will display a personalized welcome message:
   a. Example: *"Welcome [PlayerName] to TOWER OF TRIALS game!"*
3. Type **PLAY** to start the game. The input should be in all Uppercase or Caps lock.
4. Answer the questions by entering **A** or **B** as your response.
5. Continue answering the questions until the game concludes or you decide to quit.

Rules:

1. Only valid responses (A or B) will be accepted. Invalid responses will prompt a retry.
2. The player must answer each question correctly to proceed to the next one.
3. Points are awarded only for correct answers.
4. The game loops continuously unless terminated manually.

Scoring System:

- Each Correct answers award 10 points each.
- The total score is displayed at the end of the game. Example:
- "Congratulations, [PlayerName]! Your total points are: [Points]"

Features:

- Personalized Experience: The game greets players by name for a personalized touch.
- Question-Based Gameplay: A series of four questions tests the player's knowledge of programming.

- Dynamic Looping: Players can attempt the game repeatedly as it loops indefinitely unless the program is manually terminated.
- Error Handling: Invalid inputs prompt a retry without crashing the program.