Code Instruction

1. The `main.py` contains the main loop of the program. It is also the start of the game and functions as the top-level launcher of all the supporting modules.
2. The `model.py` contains all the data and functions of the game. The most important variables are the `model.hp` and `model.inventory` variables. They are designed to track the player's hp and inventory items to determine if the game is over.
    1. The init value of `model.hp` is 20, which is the max hp level.
    2. The init value of `model.inventory` is `[False, False, False]`, indicating the user has not obtained any item yet. Once the user has obtained all three items, he wins the game.

    FUNCTIONS

    `askInputUntilValid(prompt, *validOptions) -> str`

    Asks the user for input until it is valid.
    Returns the valid input.

```
isGameOver() -> int
    Returns negative if the player has lost all HP.
    Returns positive if the player has obtained all three inventory items.
    Returns 0 if the game is not over.

moveCosts() -> None
    Minus 1 hp from the player as a move cost, and plot the health bar.

plotHealthBar() -> None
    Plots a health bar with the current health
```

DATA

figure = None
hp = 20
inventory = [False, False, False]

What to do next?

1. Room design. The comments and `TODO` tags in `main.py` specifies where these functionalities will lie. It is recommended that they are written in separate modules (scripts) for easy collaboration.
2. Save and load functions.
3. Inventory system.
4. Background story texts.