Create a script **Adventure.py**

1. (5 pts) Print a welcome message for your player
2. (5 pts) Ask player for their name and store it in a variable called *user_name*
3. (10 pts) Ask them "Which direction do you want to go, [*their name here*]? " and give them the option of **North, South, East, and West "N,S,E or W?"**
4. (5 pts) If they give you a string that is not north south east or west (capitalization shouldn't matter. So 'North' and 'north' both work), tell them that's not a valid response and keep asking them till they give you a correct response
5. (20 pts) For each direction ask them a different question of your choice (like "what's your favorite color" or "What's the airspeed velocity of an unladen swallow") and prompt them for a response. This means you should have 4 questions. One for each direction they could choose.
6. (5 pts) Based on their response, print some kind of appropriate response. Something like "You got it right!" or "Wow, that was an easy one"
7. (5 pts) Ask them AGAIN "Which direction do you want to go for your second step, [*their name here*]? " and give them the option of **North, South, East, and West**. (*remember, this is their second step, after their first step).*
8. (5 pts) If they give you a string that is not north south east or west, tell them that's not a valid response and keep asking them
9. (5 pts) If they go **South**, **East**, or **West**, Tell them that "Sorry, [their name here], you died" and add an additional death message.
10. (30 pts) If they choose North, they get to play a game/solve a puzzle. You'll create 4 puzzles (one for when their choices were **North** for the first step and then **North** for the second step, one for if they Chose **South** and then **North**, one for if they chose **West** and then **North**, one for if they chose **East** and then **North**). Below is a diagram to help with the logic.

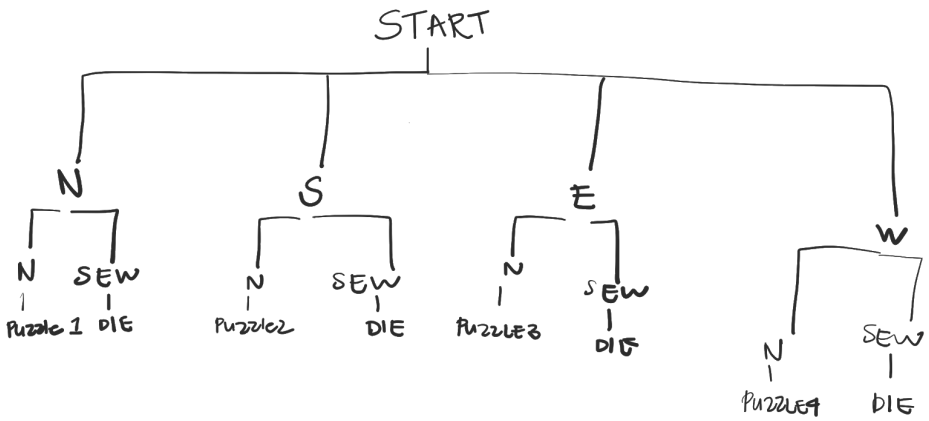
First step → Second Step ↓	**NORTH**	**SOUTH**	**EAST**	**WEST**
NORTH	Puzzle 1	Puzzle 2	Puzzle 3	Puzzle 4

SOUTH	*DIE*	*DIE*	*DIE*	*DIE*
EAST	*DIE*	*DIE*	*DIE*	*DIE*
WEST	*DIE*	*DIE*	*DIE*	*DIE*

a. Puzzle 1: **GUESSING GAME**: Create a variable that stores a list of the names of the 7 dwarves. Ask them to name one. Check if it's correct. Ask them for another name. Check that it's correct AND that it's different from the first one they names. CASE should not matter. Print out some response telling them if they got them right or wrong.
b. Puzzle 2: **DICE**: Roll a die and show them the value they rolled. Ask them if it's even or odd. If they get it right, tell them they're smart. If they get it wrong, tell them they got the right answer.
c. Puzzle 3: **BACKWARDS**: Give them a word and ask them to type it in backwards. CASE MATTERS. If they get it correct, tell them good job. Otherwise show them the correct answer.
d. Puzzle 4: **PRIME**: ask them for a prime number. Check if they're correct, and let them know if they're right or wrong.

11. (5 pts) Based on their response, print some kind of appropriate response string and tell them they made it out alive!
12. **Extra Credit** (5 pts): Instead of simple QUESTIONS for #5 make them do **anagrams** (you should have 4 separate anagrams). To create an anagram, store a word of your choice (NOT USER INPUT) in a variable called *word*. Make sure the word is all lower case. Then scramble the order of the letters (there are many ways to do this, that's the extra credit part! For example 'apple' could become 'plpea' or 'alepp'), and print it out so the user can see. Ask them to type in the correct, unscrambled word. If it's correct, then tell them they're correct. If it's not, tell them they were wrong.

SEE BELOW DIAGRAM for more game logic help:


START
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SEW
Puzzle 1
DIE
Puzzle 2
DIE
Puzzle 3
DIE
Puzzle 4
DIE