**IT 102 – Land of Elves**

The game we will create is called "Land of Elves" and lets the player choose between tree houses which may hold treasure or certain doom.

In this game, the player is in a land of elves. The elves live in trees with piles of collected treasure. Some elves are friendly, and will share their treasure. Other elves are mean, and will cast a nasty spell on anyone who enters their tree house uninvited.

The player is in front of two tree houses, one with a friendly elf and the other with a mean elf. The player is allowed to choose between the two. If they choose correctly, they receive a reward. If they choose incorrectly, the elf will cast a spell on them.

You are in a land of elves. In front of you, you see two tree houses. In one, the elf is friendly and will share his treasure with you. The other elf is mean and nasty, and will cast a spell on you.  
  
Which tree house will you go into? (1 or 2)  
**1**  
  
An elf jumps out in front of you. He waves his wand and turns you into a giant toad!

Do you want to play again? (y or n)  
**n**

Goodbye!

Here is a sample run. Feel free to take creative license with the details.



**Criteria**

To receive a passing grade for this assignment:

* Define a function **displayIntro** that displays the introductory paragraph.
* Define a function **chooseTree** prompts the user for a number: 1 or 2. It will continue prompting until the user enters one of those two values. It will then return the chosen value.
* Define a function **checkTree** accepts a parameter representing the chosen tree house, 1 or 2. It will then generate a random number, 1 or 2. The function should return **True** if the user’s pick matches the random number, and **False** otherwise.
* The main program prints a “reward” message if **checkTree** returns True, and a “spell” message if checkTree returns False.
* After the first run, ask the user if they want to play again. Continue the game for as long as the user says yes or y, case insensitive.
* Your program runs without errors, and produces correct results.
* Include a comment header with the file name, a program description, your name, and the date.
* Include line comments for each logical unit of code.
* Upload a copy of your python file to Canvas.
* **Challenge** (extra 5 points): After the program is functioning, create 2 new functions. One called **rewards**, and one called **spells**. These functions should generate a random number and print a different reward and / or spell message based upon the random number generated.