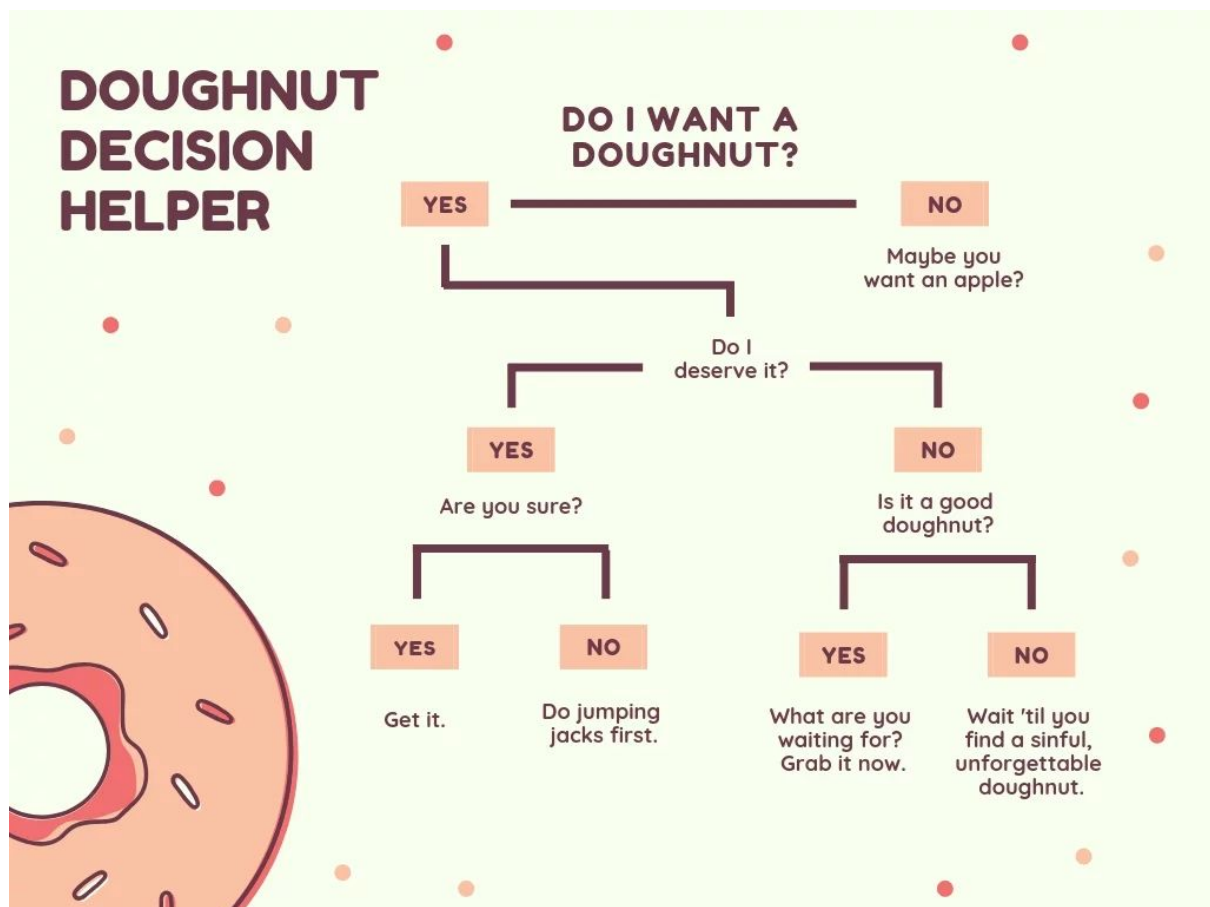




## Choose your own adventure

Write a simple web application which allows a player to choose their own path by picking between two simple choices displayed on their screen in order to progress to the next set of choices, until they get to one of the endings. You should be able to persist the player's choices and in the end, show the steps they took to get to the end of the game.

A major bonus would be a **decision tree diagram** page that shows all the possible choices, and even more bonus, highlights the choices the user has made in their story.



A simple design will be more than enough, and you are welcome to use existing scss (from an org chart project etc)

This is an open-ended exercise but we would like you to use .net Core as the back end and Angular as the front end, and have some test coverage for the most important parts of the application. We also want to be impressed with how you structure your data. Create a GitHub repo for your project and send it to us when you're ready.

You can choose a cool topic that you're interested in.

You can make your answers in a Yes/No format or use full sentences.



The longest path should have a minimum of 3 questions to get to the end of a story.  
In the end, just have fun!