Text based adventure, written in Python

This is an adventure. You are TRON, and have to battle against the Mainframe. All the while TRON is trying to learn more about his user/programmer. I hope you have fun and learn Python while writing it. Have fun!

Program requirements

1. This is a text-based adventure, use if, else if, or while statements to power your characters decision making process
2. Use Object/Class to equip your character with items, and edit his gear when foes are slain throughout the journey.
   1. Character has a health pool that can be impacted by story events
   2. Use of items should make a difference (a +1 weapon deals more damage, owning a tool allows actions, not owning the tool prevents those actions.)
3. File manipulation
   1. Create at least 3 files of code in the same directory, and 1 outside the program's directory
   2. You should have to import data/functions/methods from other files
4. Discover
   1. Local Computers Name, version and OS
   2. Local Computers Internet History
   3. Local Computer accounts password hash

Story requirements

1. Travel to at least 2 additional locations (Locations stored in other .py files? Learning task – invoke a second .py file from the first
2. Battle at least 2 opponents
3. Equip at least 2 items
   1. Require use of at least 1 item
4. Character should
   1. Create a file
   2. Copy a file
   3. Move a file
   4. Manipulate contents of a file
      1. Concatenate contents
      2. Extract contents and locate them elsewhere
   5. Keep a log of his adventures
      1. Example: when TRON discovers the Name/version and OS, he should log that somewhere
5. Find 1 lifetime friend
6. Final Boss Battle- battling the mainframe for the local computer's password hash (stored in the SAM registry file)
7. Generate a log of what TRON accomplished/discovered/learned in his adventure