1. If mountain selected ask to go town or continue and do as said that

Same step for the first selection of all the options.

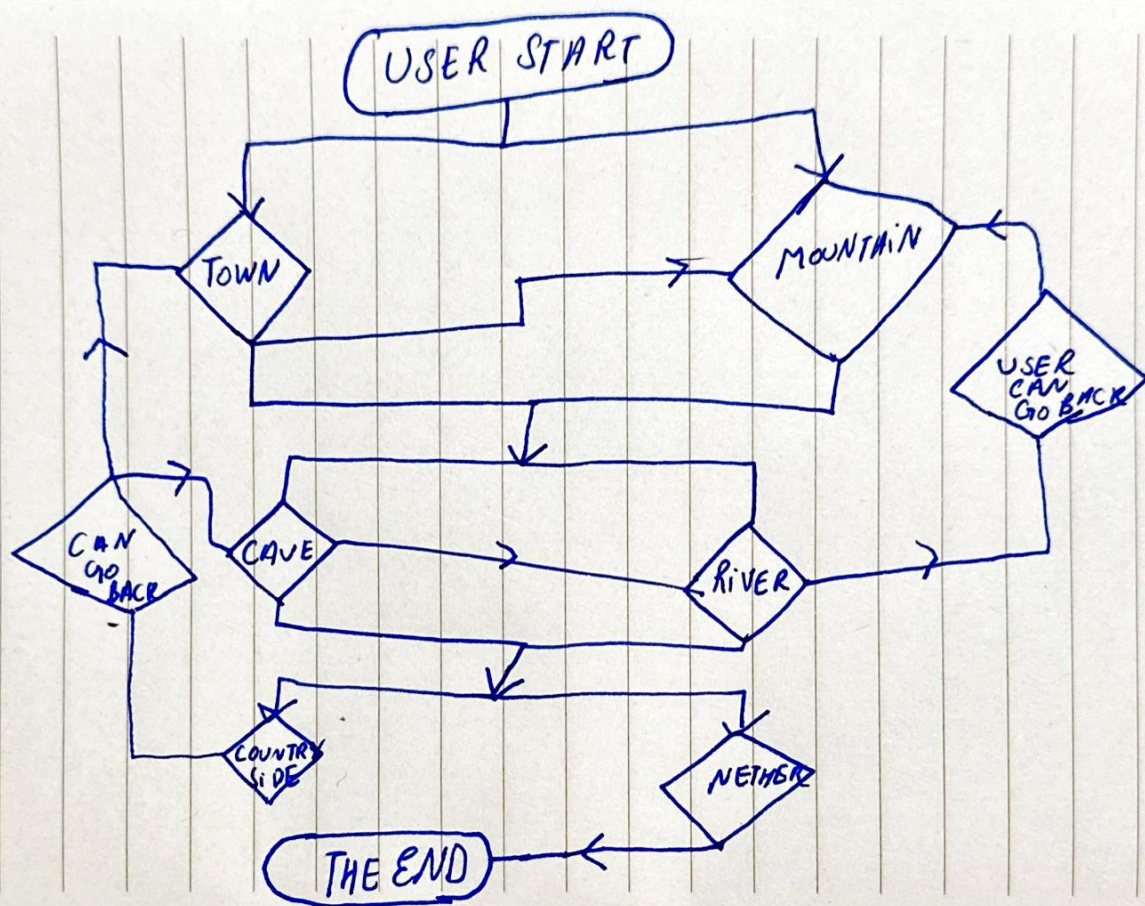2. Ask if wanna change the route to some other place or still wanna continue.

3. if yes ask for where while showing options. Change if they want.
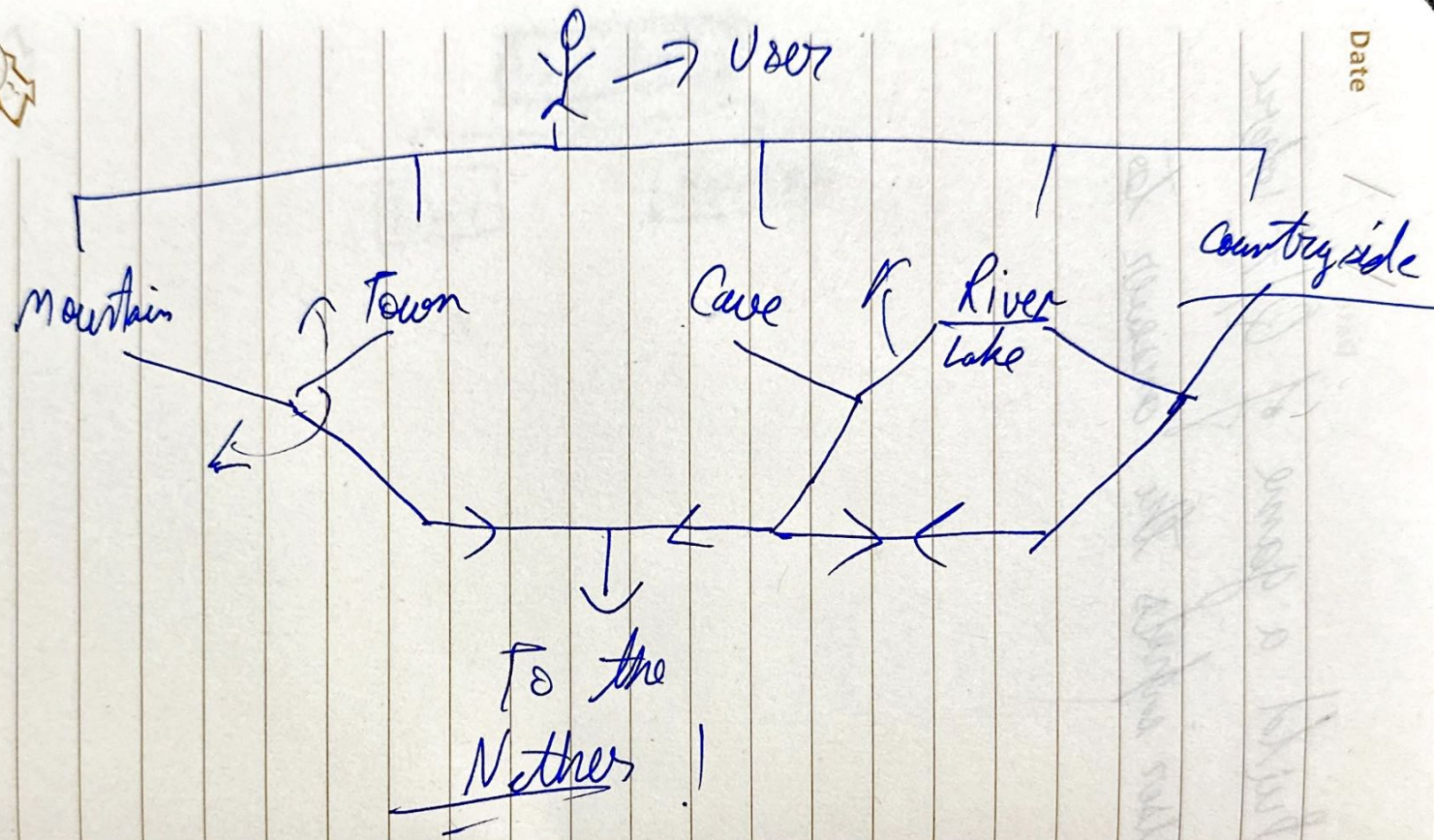
4. other wise continue to the final destination

5. And youre there now and ask if wanna go back or no.

```
                        ( USER START )
                             |
        +--------------------+--------------------+
        |                                         |
        v                                         v
     /TOWN\                                  /MOUNTAIN\
     \    /                                  \        /
        |                                         |
        |                                    /USER\
        |                                    /CAN  \
        |                                    \GO BACK/
        |                                         |
     /CAN \          /CAVE\          /RIVER\
     /GO   \         \    /          \     /
     \BACK /
        |
     /COUNTRY\                      /NETHER\
     \ SIDE  /                      \      /
        |
    ( THE END )
```

$\rightarrow$ User

Mountain

Town

Cave

River
Lake

Countryside

To the Nethers !

- Build a game of Q/A where user inputs the answer to questions provided by the computer.

- different types of Questions based off of what the user selects from the given set of options.

- is rewarded 1 point for each correct answer and 0 for incorrect.

- gets the result printed out with no. of correct answers.

- Could also display the incorrect answers too.

- Maybe even try to make the user do the incorrect questions only again.