

```

def print_maze(maze, player_pos):
    for i, row in enumerate(maze):
        for j, col in enumerate(row):
            if (i, j) == player_pos:
                print("P", end="")
            else:
                print(col, end="")
        print()

def move_player(pos, direction, maze):
    x, y = pos
    if direction == "w" and maze[x-1][y] != "#":
        return (x-1, y)
    elif direction == "s" and maze[x+1][y] != "#":
        return (x+1, y)
    elif direction == "a" and maze[x][y-1] != "#":
        return (x, y-1)
    elif direction == "d" and maze[x][y+1] != "#":
        return (x, y+1)
    return pos

def maze_game():
    maze = [
        "#####",
        "#      #",
        "# ##### #",
        "# #   # #",
        "# #   # # #",
        "# #   # # #",
        "# #   # #",
        "# ##### #",
        "#      #",
        "#####E#"
    ]

    maze = [list(row) for row in maze]
    player_pos = (1, 1)

    print("Welcome to the Maze Game!")
    print("Use W (up), A (left), S (down), D (right) to move.")
    print("Reach 'E' to win!\n")

    while True:
        print_maze(maze, player_pos)
        move = input("Move (W/A/S/D): ").lower()

        if move not in ['w', 'a', 's', 'd']:
            print("Invalid move! Use W, A, S or D.")
            continue

        player_pos = move_player(player_pos, move, maze)

```

```

if maze[player_pos[0]][player_pos[1]] == "E":
    print_maze(maze, player_pos)
    print("Congratulations! You reached the exit!")
    break

```

```

if __name__ == "__main__":
    maze_game()

```

output

```

oem@oem-OptiPlex-3000:~$ maze.py
maze.py: command not found
oem@oem-OptiPlex-3000:~$ gedit maze.py
^C
oem@oem-OptiPlex-3000:~$ maze.py
maze.py: command not found
oem@oem-OptiPlex-3000:~$ python3 maze.py
Welcome to the Maze Game!
Use W (up), A (left), S (down), D (right) to move.
Reach 'E' to win!

#####
#P   #
#   #
#   #
#   #
#   #
#   #
#####E#
Move (W/A/S/D): D
#####
# P  #
#   #
#   #
#   #
#   #
#   #
#####E#
Move (W/A/S/D): D
#####
# P  #
#   #
#   #
#   #
#   #
#   #
#####E#
Move (W/A/S/D): D
#####
# P  #

```

```

#####
#   #
#   #
#   #
#   #
#   #
#   #
#####E#
Move (W/A/S/D): S
#####
#   #
#   #
#   #
#   #
#   #
#   #
#####P#
Move (W/A/S/D): S
#####
#   #
#   #
#   #
#   #
#   #
#   #
#####P#
Move (W/A/S/D): S
#####
#   #
#   #
#   #
#   #
#   #
#   #
#####P#
Congratulations! You reached the exit!
oem@oem-OptiPlex-3000:~$

```