Assignment 18: Choose Your Own Adventure

1. Create a program called ChooseYourOwnAdventure.py.
2. Make a "Choose Your Own Adventure" game. The starting room should give the user two choices. Then the second room they travel to should give them two more choices. Finally the third room should give them two choices. Each ending room should have a different message. Your game will have a total of fifteen rooms: 1 starting room, 2 possibilities from there, 4 from those, 8 final rooms from those.
3. Run the program and make sure it works as expected.
4. Email to the instructor.
5. Swap with a partner and play their game!