Micro Assignment

Game Loop

Using the code from the ChoiceGraph assignment, create a program that walks randomly through the graph every time it is run.

Pseudo code:

1. Start at first situation.
2. If the situation has no options, end game.
3. Print out the title of situation.
4. Choose a random option from the situation.
5. Print out the selected option keyword.
6. Get the consequence (Situation) from the selected option and repeat step 2.

Example output:

```
Seeing two doors
    Selecting "right"

Entering room
    Selecting "paintings"

Being amazed
    Selecting "table"

Finding gem

Process finished with exit code 0
```

Hints:

- In the *Situation* class:
  - Implement a public *play()* method that is responsible for presenting the situation for the user and handling things related to the situation. The method should return the next Situtation or in case the game ends null.
  - Optionally, you can create private helper method *getOptionByRandom()* that can be used inside the *play()* method.

- In the *Main* class:
  - Encapsulate the creation of *Situations* and *Options* in a private static method named *populateWorld()* and call it from the main method.
  - Implement a private static method *playRecursive()* that takes a *Situation* as an argument. The method should call *play()* on the situation. Unless *play()* returns null, call *playRecursive()* passing the next situation as argument.
  - In the main method, call *playRecursive()* passing the first situation as argument.