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import random

# Define the adventurer class
class Adventurer:
    def __init__(self, name):
        self.name = name
        self.trinkets_collected = 0
        self.personal_resource = 100

    def collect_trinket(self):
        self.trinkets_collected += 1

    def reduce_resource(self, amount):
        self.personal_resource -= amount

    def display_stats(self):
        print(f"Adventurer: {self.name}")
        print(f"Trinkets Collected: {self.trinkets_collected}")
        print(f"Personal Resource: {self.personal_resource}")


# Define the enemy class
class Enemy:
    def __init__(self, name, introduction, resource):
        self.name = name
        self.introduction = introduction
        self.resource = resource

    def attack(self):
        damage = random.randint(10, 20)
        self.resource -= damage
        return damage

    def display_intro(self):
        print(self.introduction)


# Define the game function
def play_game():
    adventurer_name = input("Enter the name of the adventurer: ")
    adventurer = Adventurer(adventurer_name)

    # Define the possible enemies
    enemies = [
        Enemy("Shark", "It's a fearsome shark! Watch out for its sharp teeth!",
50),
        Enemy("Nosy Neighbor", "Beware of the nosy neighbor! They're snooping
around!", 30),
        Enemy("Kylo Ren", "The dark warrior Kylo Ren is here! Prepare for a
lightsaber duel!", 70)
    ]

    goal_steps = 10
    current_step = 0

    while current_step < goal_steps:
        print(f"\nStep {current_step + 1}:")
        action = input("Choose an action - 'C' to continue, 'A' to attack an enemy:
")
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        if action.upper() == "C":
            trinket_chance = random.randint(1, 10)
            if trinket_chance <= 5:
                adventurer.collect_trinket()
                print("You found a trinket!")
            else:
                print("Nothing interesting happened.")

            current_step += 1
        elif action.upper() == "A":
            enemy = random.choice(enemies)
            enemy.display_intro()

            attack_damage = enemy.attack()
            adventurer.reduce_resource(attack_damage)
            print(f"You attacked the {enemy.name} and caused {attack_damage}
damage!")

            if enemy.resource <= 0:
                print(f"You defeated the {enemy.name}!")
                enemies.remove(enemy)

            current_step += 1
        else:
            print("Invalid action. Try again.")

    print("\nGame Over!")
    adventurer.display_stats()


# Run the game
play_game()
```