

Conditional Mario Kart

You are going to help Mario to cross the finish line. Mario starts at position 0, and the finish line is at position 20. He is also collecting coins during the race.

Create a program where an element is randomly selected to indicate Mario's actions. This is the list of possible elements ['mushroom', 'koopas troopa', 'banana', 'coin'].

Define your list like this:

```
elements = ['mushroom', 'koopas troopa', 'banana', 'coin']
```

Randomly selection:

Write the following line at the beginning of your script. The previous line imports the random module which is an in-built module of Python which is used to generate random items.

```
import random
```

Then randomly select an item from the list elements.

```
selected = random.choice(elements)
```

If Mario gets a mushroom and has less than 5 coins, he advances 2 positions. If Mario gets a mushroom and has 5 coins or more, he advances 3 positions and loses 5 of his coins (the minimum coins Mario can have is 0). If Mario gets a koopas troopa, he does not move and loses all his coins. If Mario gets a banana, he goes back one position (if possible). If Mario gets a coin, he advances 1 position and his coins increase by 1.

Your program should run until Mario crosses the finish line (position=20).