

# this is the instruction of Nerve of Steel Game

Game instruction

- Print the message that everyone is standing up

- Create an empty list there is no player in it at the very beginning

- Create a variable that stores the current time

- Create a variable to store the times up picture

- Create a variable to store the sleep time

- Create a variable to store the current time

- WHILE the time in the loop not exceed the sleep time

  - Ask the player to input the name and store it in a new variable

  - Append the player name into the list

  - If the time in the loop exceed the sleep time

    - Print message times up

    - Break the loop

- Create a new variable which is the last player in the list

- Print the message that 'you win' and everyone else is eliminated

- Show the picture that times up