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        teeny tiny adventure game (my first JavaScript)
var userName=prompt("Choose a name for your character.").toLowerCase();
var character=prompt("Hello,
"+userName.charAt(0).toUpperCase()+userName.substr(1,userName.length)+". Let's build your character.
Is "+userName.charAt(0).toUpperCase()+userName.substr(1,userName.length)+" FAST or

STRONG?").toLowerCase();
var user=prompt(userName.charAt(0).toUpperCase()+userName.substr(1,userName.length)+", you are
standing on a road to TOWN. There is a HOUSE on your left and a SCHOOL on your right. Choose
HOUSE, TOWN, or SCHOOL to

explore.").toLowerCase();
var randomLuck=function () {
    return Math.floor((Math.random()*100)+1);
};

switch(user) {
    case 'house':
        luck=randomLuck();
        if (luck<33 && character!="strong") {
            alert("oooh, sorry dude. you have bad luck and weren't strong enough. you just died. sorry I
didn't warn you about that troll.");
        }
        else if (luck<67 || character=="strong") {
            alert("dude, look out! there is a troll. you escape with most of your face intact.");
        }
        else
            alert("fortune smiles on you today. there is no danger and you find gold treasure in the
kitchen.");
        break;
    case 'town':
        luck=randomLuck();
        if (luck<33 && character!="fast") {
            alert("ouch, sorry dude. you have bad luck and you are not fast enough. you were hit by a bus.
you are dead.");
        }
        else if (luck<67 || character=="fast") {
            alert("dude, look out! there is a bus on the road. you escape with a broken foot.");
        }
        else
            alert("fortune smiles on you today. there is no danger. you make it to town and drink a beer at
the local watering hole.");
        break;
    case 'school':
        luck=randomLuck();
        if (luck<33 && character!="fast") {
            alert("um...didn't you see that ax murderer?! dude, you are so dead. hopefully your next character
will be faster.");
        }

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    }
    else if (luck<67 || character=="fast") {
        alert("dude, look out! there is an ax murderer in the school! you escape with a close shave.");
    }
    else
        alert("fortune smiles on you today. there is no danger and you find your sensei.");
    break;
default:
    console.log("I do not understand.");
}
```