REACT exercise :: Animal in the Forest v2.0

Description

Send your forest Animal on a Journey to different lands and see what item it brings back. Count the number of journeys.

With

- Your app `REACT exercise :: Animal in the Forest`.
- And this data structure

```
// Animal
{
  id: String,
  type: String | null,
  journeys: {
    desert: {
      no: Number,
    },
    lake: {
      no: Number,
    }
  },
  items: Array Item
  isHere: Bool,
}

// Place
{
  id: String,
  name: PlaceName,
  items: Array Item,
  image: String,
}

// Item
{
  id: String,
  name: String,
}

// PlaceName
"Desert" | "Lake"
```

Do

1. **FIRST**, create the UI with following elements:

    - `<select>` or `<input type="radio">` displaying all places (underneath the `Go on a Journey` button)
    - display Animal's Items and detailed info about its Journeys (next to all other information about the Animal)
2. **THEN**, write the application's logic:
    - the Animal can Journey to only one Place at a time
    - when the user sends the Animal on a Journey, increment the correct Journey's `no` by 1
    - when the user summons the Animal back from the Journey, give it an Item from the Items of the Place
        - the Animal can have infinite amount of Items
        - every Place starts with 3 Items
        - the Animal takes a randomly chosen Item from the array of the Place's Items
            - the Item must be deleted from the collection of Place's Items, and added to the collection of Animal's Items

Use

- `nanoid` npm package for all `ids`
- spread operator and Array methods (`map/filter/etc`) to do CRUD operations on Items
- don't mutate the data(!)
- *(OPTIONAL)* `TypeScript`

Notes

You can keep the entire App in a single Functional Component.