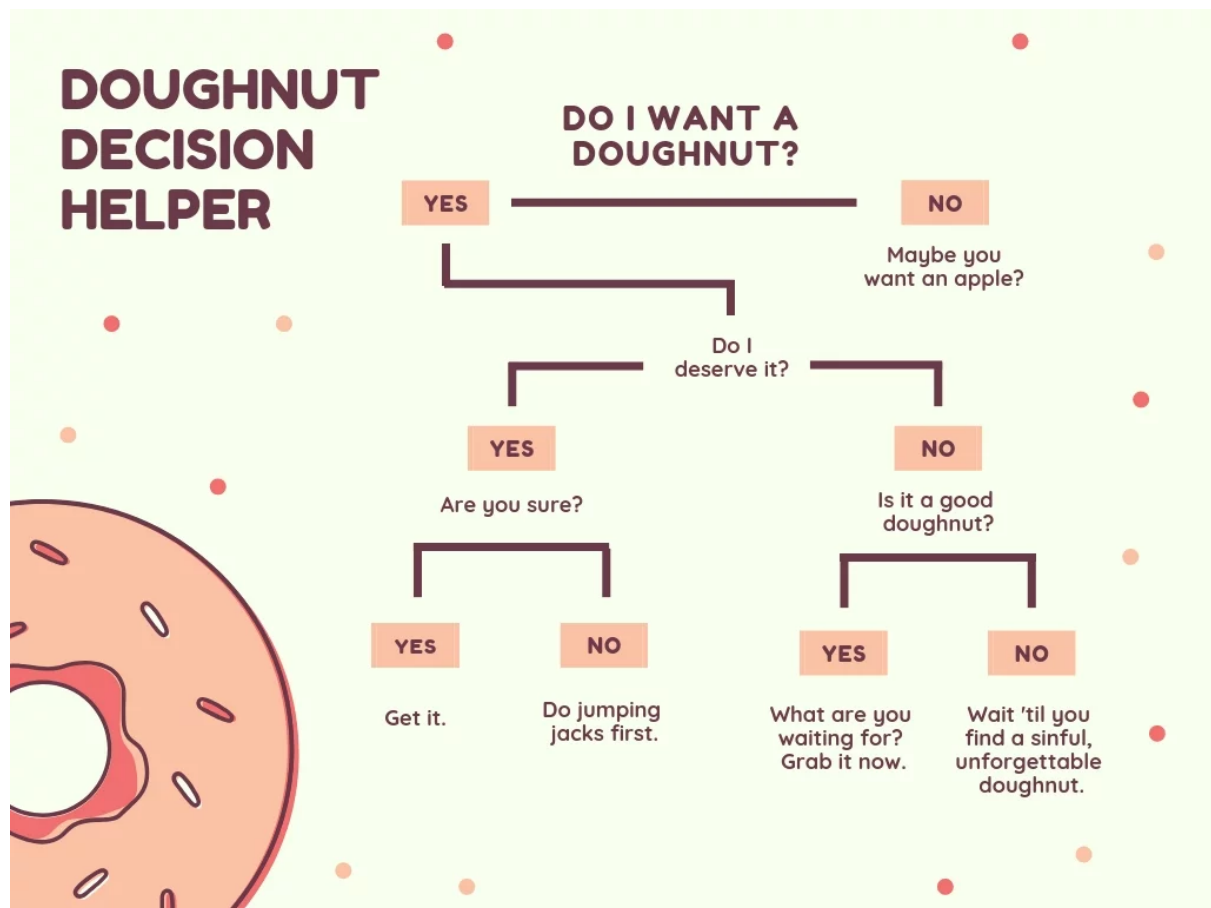
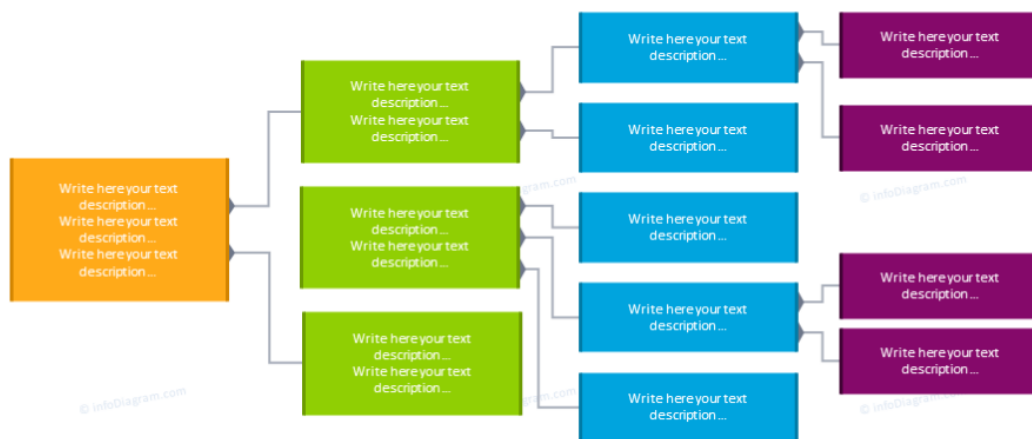


Choose your own adventure

Write a simple web application which allows a player to choose their own path by picking between two choices displayed on their screen in order to progress to the next set of choices, until they get to one of the endings. You should be able to persist the player's choices and show the steps they took to get to the end of the game.

A major bonus would be a tree diagram page that shows all the possible choices, and highlights the choices the user has made for the story. (These are just some random examples, it doesn't need to look as pretty or as complicated as this.)





This is an open-ended exercise, but we would prefer it if you used **.net Core** as the back end and **Angular** or **React** as the front end.

- You can choose a cool topic that you're interested in.
- You can make your answers in a Yes/No format or use full sentences.
- In the end, make it fun, for yourself and for the people using it.