#Moddable hoose own adventure game

import time, string

module\_li = ["Maze"]

def startup():

inp = str(input("Enter name of adventure module: "))

if inp not in module\_li:

print ("Invalid module")

startup()

else: return inp

def module\_maze():

direct1 = str(input("You walk through the small near clausterphobic mossy passage. The walls seem to narrow around you but you advance even so. You come to a divergance. There are two paths. Left or Right?"))

if direct1.lower() == "left":

print ("You walk off a cliff and die")

if startup() == "Maze":

module\_maze()