QND Computer Science Day 16

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Agenda

- Guess My Number

- Adventure Game

Guess My Number

- Mirror game logic
- Use a Picker

Bindings

- Use '$'
- Passes some state value into another view
- Lets another view modify this view's state

Adventure Game

- Use `NavigationStack` to manage the app

- Create a view struck for each node in the tree

- Use `NavigationLink` for each choice

- Copy your story from Replit into this project

- Replace each `print` with `Text`