

Part 3: Improve the maze game

A. Make the player move

- Create a `while` loop in your main program.
- During each loop, ask the user for a direction
 - Use `input`
 - You can use the `AWSD` system:
 - A = left
 - S = down
 - W = up
 - D = right
- Make the player move in that direction if he is allowed to.
- If the player reaches the end, exit the loop.

B. Make sure the player can pick up items

- Adjust the program so that when the player walks over an item, it goes into their backpack.

B. Make sure the player can win

- Adjust the program so that the player wins when they reach the exit AND they have picked up all the items.