```python
userInput = input("press 1 to play game , press 2 to see previous player.")

def playGame():

name = input("Type your name: ")

print("Welcome", name, "to this adventure!")

k = open('./players.txt', "a")

k.writelines(name+"\n")

k.close()

answer = input(

"You are on a dirt road, it has come to an end and you can go left or right. Which way would you like to
go? ").lower()


if answer == "left":

answer = input(

"You come to a river, you can walk around it or swim accross? Type walk to walk around and swim to
swim accross: ")


if answer == "swim":

print("You swam acrross and were eaten by an alligator.")

elif answer == "walk":

print("You walked for many miles, ran out of water and you lost the game.")

else:

print('Not a valid option. You lose.')


elif answer == "right":

answer = input(

"You come to a bridge, it looks wobbly, do you want to cross it or head back (cross/back)? ")
```

```python
if answer == "back":

print("You go back and lose.")

elif answer == "cross":

answer = input(

"You cross the bridge and meet a stranger. Do you talk to them (yes/no)? ")


if answer == "yes":

print("You talk to the stanger and they give you gold. You WIN!")

elif answer == "no":

print("You ignore the stranger and they are offended and you lose.")

else:

print('Not a valid option. You lose.')

else:

print('Not a valid option. You lose.')


else:

print('Not a valid option. You lose.')


print("Thank you for trying", name)



def listPlayer():

oldPlayers = open("./players.txt", "r")

playersList = oldPlayers.readlines()
```

```python
for player in playersList:

    print(player)

oldPlayers.close()


if userInput=="1":

    playGame()

elif userInput=="2":

    listPlayer()

else:

    print('you entered wrong input!!')
```