Problem Statement:

Do you guys know about the Adventure Game or has anyone played it at any point? If you haven’t then read through this page linked below to understand how the game works.

<https://en.wikipedia.org/wiki/Adventure_board_game>

So, what we will be coding nothing that complicated but we are mostly focussed on the traversal path for a player. Let’s take a scenario to better understand how the game should work.

Suppose you are player A and when the game starts you are randomly placed at a location for instance the forest (with the reference to **AdventureGame\_FlowChart** file shared). From every location as shown in the legend of the file you have paths that either go both ways, one-way, weak way, narrow passage, etc. So, from a point where the player is present you should ask the player where he/she would like to traverse basically to which end-location. Certain locations need certain special skills for the player to possess for him to be able to reach there. While some places will need less baggage with him. This can be quite tricky but to ease the build process for you we are saying that you do not have to consider these parameters.

Just consider that the below things are true.

1. A player can traverse in any direction of his choosing
2. He doesn’t need any skills or weapons for traversal

Now, with these considerations you will have to build a game that can be a WebApp/CLI/GUI. The objectives for a player are to reach the strange passage in the house via the shortest path. Keep in mind that the player should always be created/start from one of the forest locations or inside the barrow or at the canyon bottom.

If you like to build the game using the actual assumptions provided in the legend of the file then you are welcome to give it a shot. Else, keep it simple and try to build the game based upon the above assumptions/considerations.

Concepts to keep in mind:

* Strings
  + Variables
* Input/Output
* If/Else Statements
* Print
* List
* Integers
* Loops

When ever a player starts to play ask his name and keep a track of his position. If a player returns to the position that he has already traversed from then the game ends.