```python
1  # Now we have a premise. We are in a room and we have two door to choose from.
2  # Each door leads to a room and we need to do something, in the red room specifically.
3  #
4  # Run this code a few times and see what happens with different choices.
5  # It's good to test all options and see if that's what you expected.
6
7  ##### ROOMS #####
8  def blissful_ignorance_of_illusion_room():
9      # Nothing happens here, let's do one room at the time. :-)
10     print("The door knob jiggles but nothing happens.")
11     return
12
13 def painful_truth_of_reality_room():
14     print("There you see the great evil Cthulhu.")
15     print("He, it, whatever stares at you and you go insane.")
16     print("Do you flee for your life or eat your head?")
17
18     next_move = raw_input("> ")
19
20     # Flee to return to the start of the game, in the room with the blue and red door or die!
21     # This is another way to find if "flee" is in the text typed by the user.
22     # You can substitute the picking of the door option with this comparison.
23     if "flee" in next_move:
24         start_adventure()
25     else:
26         print("You died. Well, that was tasty!")
27 ### END ROOMS ###
28
29 def start_adventure():
30     print("You enter a room, and you see a red door to your left and a blue door to your right.")
31     door_picked = raw_input("Do you pick the red door or blue door? > ")
32
33     # Pick a door and we go to a room and something else happens
34     if door_picked == "red":
35         # This calls a function that contains stuff that happens in painful_truth_of_reality_room
36         painful_truth_of_reality_room()
37     elif door_picked == "blue":
38         # This calls a function that contains stuff that happens in blissful_ignorance_of_illusion_room
39         blissful_ignorance_of_illusion_room()
40     else:
41         print("Sorry, it's either 'red' or 'blue' as the answer. You're the weakest link, goodbye!")
42
43 def main():
44     player_name =  raw_input("What's your name? >")
45     print("Your name is {}".format(player_name.upper()))
46
47     start_adventure()
48
49 if __name__ == '__main__':
50     main()
```