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**Final design:**

1. **Prompt the User:**
   * Ask the user to enter their name.
   * Store the user's input in a variable called player\_name.
2. **Introduction:**
   * The user takes a walk in the forest but realizes they have wandered too far and become lost.
3. **First Decision (Bear Encounter):**
   * A grizzly bear appears, growling and staring at the user.
   * Prompt the user to choose: throw rocks at the bear, run, or stay still.
   * If the user’s input is invalid, ask for a valid choice until one is provided.
4. **Handle Bear Encounter Choices:**
   * **If the user chooses to throw rocks:**
     + The bear gets angry and charges.
     + Prompt the user to decide whether to run or climb a tree.
     + If the input is invalid, ask again until a valid choice is provided.
       - **If the user tries to run:**
         * The bear catches up quickly, ending the user’s journey.
       - **If the user climbs a tree:**
         * Ask for the height of the tree.

**If the tree is taller than 15 feet:**

The user climbs to safety.

**If the tree is 15 feet or shorter:**

The bear catches the user, ending their journey.

* + **If the user chooses to run:**
    - Ask how fast the user can run.
      * **If they can run faster than 20 mph:**
        + The user escapes and hides.
      * **If they run at 20 mph or slower:**
        + The bear catches up, ending the adventure.
  + **If the user chooses to stay still:**
    - The bear loses interest and leaves.

1. **Second Decision (Paths Diverge)**
   * The user continues walking and finds a split in the path.
   * Prompt the user to choose whether to go left or right.
   * If the input is invalid, ask again until a valid choice is made.
2. **Handle Path Choices:**
   * **If the user chooses the left path:**
     + The user encounters a cabin belonging to the bear and is caught again.
   * **If the user chooses the right path:**
     + The user finds their way out of the forest and escapes.
3. **End of Game:**
   * Congratulate the user on completing the adventure and ask if they would like to play again.