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Final design

1. Output to tell user that they are about to go on an adventure in the woods
2. Ask user what their name is
3. output saying hello
4. ask user if they want to go left or right
5. if left:
   1. they walk towards a lake
   2. ask if they know how to swim
   3. convert swim learn to lowercase
   4. if they know how to swim
      1. ask what age they learned in float
      2. ask if they want to swim
         1. if not swim
            1. output “You do not swim”
         2. otherwise,
            1. output “You swim in the lake”
   5. if they don’t know how to swim:
      1. output “You do not swim in the lake”
6. otherwise, if user turns right:
   1. they are faced with 3 paths ahead
   2. ask user to pick a number 1-10
   3. if input <=3 and input >= 1 go left
      1. output that the user strolls upon two empty houses
      2. ask user if they prefer the color ‘red’ or ‘blue’
      3. if red
         1. user goes to red house
      4. if blue
         1. user goes to blue house
      5. otherwise output that was not one of the options
   4. if input > 3 and <= 7 go middle
      1. user sees a wolf and runs back to the start
   5. otherwise input >7 go right
      1. user finds an apple tree
      2. ask user what their favorite apple is
      3. output that they eat the apple that they choose
7. output that is the end of your adventure