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Initial 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
   1. if left they walk towards a lake
   2. ask if they like to swim
   3. ask when they learned to swim(age)
   4. ask if they want to swim
      1. if yes user swims in the lake
      2. otherwise user does not swim in the lake
   5. otherwise user turns right and is faced with 3 paths ahead
   6. ask user to pick a number 1-10
   7. if input <=3 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
   8. if input > 3 and <= 7 go middle
      1. user sees a wolf and runs back to the start
   9. otherwise input >7 go right
      1. user finds an apple tree
      2. ask what user favorite apple is
5. output that is the end of your adventure