Assignment #5. Game of Adventure.
(20 points, with possible 5 points extra credit.)

An adventure game typically maintains a state, such as whether the player is dead, alive, healthy or wounded, how many gold coins or weapons the player has, or where the player is located. The state changes as the player wanders about, going into rooms, mazes, or forests, acquires or loses possessions, confronts various challenges, and either overcomes these challenges or succumbs.

The game starts in some initial state, and keeps going until it reaches a final state (e.g. no more gold coins, the player is killed, the player finds a treasure, etc.) The adventure advances according to user input or random events.

Consider the adventure game at:

http://cs.nyu.edu/courses/spring14/CSCI-UA.0002-008/hw/adventure1.py

Your assignment is to add sufficient comments to this program to show that you understand how it works. To understand the code completely, you need to run it as well as study the code. Submit the code with the comments you added.

Extra credit (5 points): Modify the program to add or change functionality, to make it better.