Adventure Game Assignment

Your goal of this assignment is to demonstrate:

* a strong grasp of ‘basic’ if statements        (if / else if / else)
* use of fonts and images
* an introductory grasp of writing and calling your own functions

Create a keyPress based adventure game that incorporates the following:

* **6-10 questions** that the user is asked to press one of 2 or more keys (examples: *Press j for jump or d for duck, Press s to pick up the sword, c to pick up the club.*)
	+ each question triggers an if statement that adds to the story
	+ all branches must have an ending
* Use of at least 2 font sizes (and/or typefaces)
* At least 4 images