```
#setup your rooms and corresponding items i.e. £300 is in Room 2.
rooms = ['Room1','Room2','Room3','Room4']
items = ['Dave','£300','Money Exchange Machine','Gate Keeper']
yourItems = []

startRoom = 0

currentRoom = 0

move = 0

def checkCurrentRoom(currRoom,move):
    #only check for instances where the user can move. If the user is trying to move
    #in a direction they are not allowed, this will be caught by the else statement
    if currRoom == 0 and move == 1:
        currentRoom = 1
        print ("You have entered %s and there is £300 sitting on the desk"%rooms[currentRoom])
        decision = raw_input("Do you want to pick up the money? y/n")
        if decision == 'y':
            yourItems.append(items[currentRoom])
            print ("The money has now been added to your briefcase")
        else:
            print ("Money has been left")
    elif currRoom == 1 and move == 3:
        currentRoom = 2
        #enter the decision making code here, like above.
    else:
        print ("You cannot move in this direction")
    return
```

```
def displayInstructions():
    print ("Right = 1, Left = 2, Up = 3 and Down = 4")
    print ("To speak just press 's'")
    print ("To pick up an item press 'p'")
    print ("Press 'h' for help")
    return

displayInstructions()

decision =  raw_input("You are in the first room. Do you want to speak to Dave?")
if decision == 's':
    print ("I am Dave, keeper of this room and I have little to say to someone like you. Apart from GET OUT!")
else:
    print ("Dave is disappointed that you did not speak to him")

while (move != 5):
    move = int(input("Please enter which direction you would like to move?"))
    checkCurrentRoom(currentRoom,move)

print ("Your game has finished")
```