In Text Game. Paper details: For this milestone, you will be submitting a working draft of the code for a simplified version of the text-based game that you are developing for Project Two. You will focus on displaying how a room dictionary works with the “move” commands. This will include the if, else, and elif statements that move the adventurer from one room to another. Before beginning this milestone, it is important to understand the required functionality for this simplified version of the game. The game should prompt the player to enter commands to either move between rooms or exit the game. Review the Milestone Simplified Dragon Text Game Video and the Milestone Simplified Text Game Flowchart to see an example of the simplified version of the game. A video transcriipt is available: Transcriipt for Milestone Simplified Dragon Text Game Video. IMPORTANT: The “Move Between Rooms” process in the Milestone Simplified Text Game Flowchart is intentionally vague. You designed a more detailed flowchart or pseudocode for this process as a part of your work on Project One. Think about how your design will fit into this larger flowchart. In PyCharm, create a new code file titled “ModuleSixMilestone.py.” At the top of the file, include a comment with your name. As you develop your code, you must use industry standard best practices, including in-line comments and appropriate naming conventions, to enhance the readability and maintainability of the code. Next, copy the following dictionary into your PY file. This dictionary links rooms to one another and will be used to store all possible moves per room, in order to properly validate player commands (input). This will allow the player to move only between rooms that are linked. Note: For this milestone, you are being given a dictionary and map for a simplified version of the dragon-themed game. Make sure to read the code carefully so that you understand how it works. In Project Two, you will create your own dictionary based on your designs. #A dictionary for the simplified dragon text game #The dictionary links a room to other rooms. rooms = { 'Great Hall': {'South': 'Bedroom'}, 'Bedroom': {'North': 'Great Hall', 'East': 'Cellar'}, 'Cellar': {'West': 'Bedroom'} } This is a pycharm assignment btw