## START each coordinate in the game board has a type of the following board = create game\_board() character, gain a new skill, encounter enemy, no event, etc. character = make\_game\_characte Introduce game goal and background story character HP>0 or game goal achieved ask user for direction Tell user direction is not direction = accessible or not within user\_direction\_acce board direction is False character\_y\_positi execute\_event(event is\_alive(character\_ — True er\_x\_position, character\_y\_positi HP) on) False True "You died! The world has been taken over "You did it! You by the Unkillable saved the world! For Demon King. All now..." hope is lost, and humanity is doomed to become livestock for the demons."

events: heal

