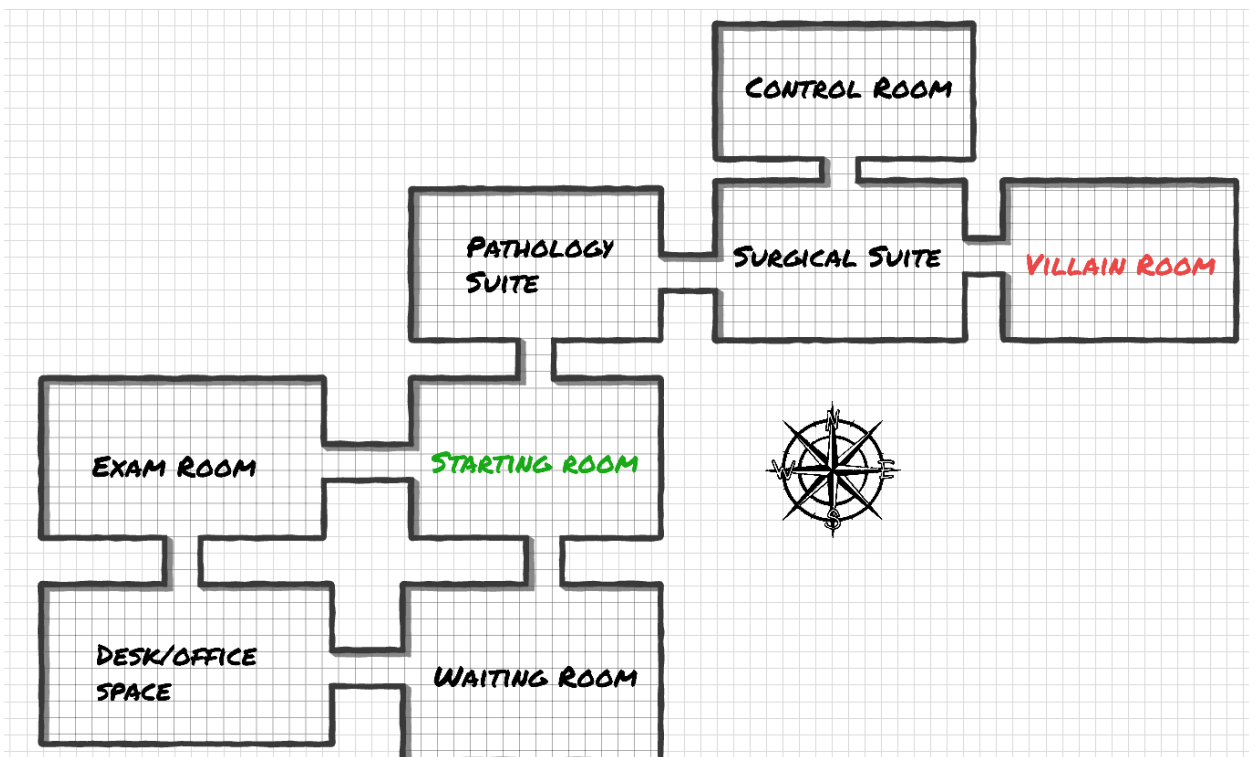


Storyboard (Description and Map)

The theme of this text-based game is the sinister plot involving a Mad Scientist/Pathologist named Dr. Anthony Senagore, who is suspected of harming patients instead of aiding them. The player's character is on an undercover investigation, posing as a new medical assistant in the medical facility. The character navigates through a series of rooms within the medical facility, including the Starting room, Surgical suite containing a loaded scalpel, Control room with an enigmatic unlabeled specimen cup, Exam room with a used syringe, Waiting room containing a key card or staff badge, Desk/office space containing a mysterious leather folder, and the Pathology suite/lab containing a used microscope slide. The player must collect all six items to confront Dr. Senagore in his lair. The collected items not only serve as evidence to accuse the villain of his misconduct but are also necessary for convincing Dr. Senagore to grant access to the Villain room, as he will only allow entry if the player appears to be an actual medical assistant equipped with the required items. When confronted, the doctor attacks the undercover agent, who with the aid of law enforcement overcomes Dr. Senagore, and places him under arrest.



Pseudocode or Flowchart for Code to “Move Between Rooms”

```
SET currentRoom to startRoom
PRINT description of currentRoom
```

```
validRooms EQUAL startRoom (south: waitingRoom, west: examRoom, north: pathologySuite),
waitingRoom (north: startingRoom, west: deskOfficeSpace), deskOfficeSpace (north: examRoom,
east: waitingRoom), examRoom (south: deskOfficeSpace, east: startingRoom), pathologySuite
(south: startingRoom, east: surgicalSuite), surgicalSuite (west: pathologySuite, north:
controlRoom, east: villainRoom), controlRoom (south: surgicalSuite), villainRoom (west:
surgicalSuite)
```

```
WHILE currentRoom EQUAL validRooms
    direction EQUALS input
    IF input EQUALS north or east or west or south
        IF direction is in currentRoom and currentRoom is NOT villainRoom
            SET currentRoom to direction:room
            PRINT description of currentRoom
        ELSE IF direction is in currentRoom and is villainRoom
            PRINT you cannot go here until you have collected all 6 items!
        ELSE PRINT you cannot go that way!
    ELSE PRINT please enter a valid direction
```

Pseudocode or Flowchart for Code to “Get an Item”

```
PRINT description of room and item
itemInRoom EQUALS true
```

```
WHILE INPUT EQUALS pickUpItem
    IF itemInRoom EQUALS true
        itemInRoom ADDED to playerInventoryList()
        itemInRoom EQUALS false
        PRINT itemInRoom has been added to your inventory!
    ELSE PRINT there is nothing here to pick up!
```