Extras

* AA
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| --- | --- | --- |
| Input | Processing | Output |
| userInput | //Main Algorithm  userInput = GetMenuChoice()  While(userInput != 3){  Route(userInput)  userInput = GetMenuChoice()  } |  |

Main

|  |  |  |
| --- | --- | --- |
| Input | Processing | Output |
|  | DisplayMenu() | userInput |

GetMenuChoice()

|  |  |  |
| --- | --- | --- |
| Input | Processing | Output |
|  | Display   1. Wizard Training 2. Raiding 3. Exit |  |

DisplayMenu()

Route()

|  |  |  |
| --- | --- | --- |
| Input | Processing | Output |
| userInput | Switch(userInput)  Case “1”:  WizardTraining()  break;  Case “2”:  Raiding()  break;  default:  display “Invalid input!”  break; |  |

WizardTraining()

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| --- | --- | --- |
| Input | Processing | Output |
| userInput  ref currentElixir | string deck[] = CreateDeck()  double bet = userInput  round = 1  while(round != -1)  If(round == 1)  Shuffle(deck)  DisplayArray(deck, 2)  If(userInput == deck[0])  userInput = readline  If(userInput == deck[1])  round++  display(“Correct guesses, you advance to the next round”)    else If(round == 2)  Shuffle(deck)  DisplayArray(deck, 3)  If(userInput == deck[0])  userInput = readline  If(userInput == deck[1])  userInput = readline  If(userInput == deck[2]  round++  display(“Correct guesses,  you advance to the next round”)  else If(round == 3)  Shuffle(deck)  DisplayArray(deck, 5)  If(userInput == deck[0])  userInput = readline  If(userInput == deck[1])  userInput = readline  If(userInput == deck[2])  userInput = readline  if(userInput == deck[3])  userInput = readline  if(userInput = deck[4])  round++  display(“Correct guesses”)    Switch(round)  Case “1”  currentElixir -= bet  break;  Case “2”  break;  Case “3”  currentElixir += bet  break;  Case “4”  currentElixir += bet \* 2  break; | currentElixir |

Raiding()

|  |  |  |
| --- | --- | --- |
| Input | Processing | Output |
| userInput  ref currentElixir  ref  currentGold  ref  currentArmy  ref  chosenBase | While(currentElixir > 0)  ChooseArmy()  ChooseRaidBase()  If(currentArmy == “Gobs” && chosenBase == “GoldCity”)  currentGold += 300  else If(currentArmy == “Hogs” && chosenBase == “WalledGarden”)  currentGold += 300  else If(currentArmy == “Wizards” && chosenBase ==“MagePalace”)  currentGold += 300  currentArmy = “” | currentElixir  currentGold  currentArmy |