IT 140: INTRODUCTION TO SCRIPTING

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# Step 1: Create a Storyboard (Theme Description)

1. I will make a space-themed game whereby the player is on a spaceship gathering tools to kill an alien.

1. Theme and Storyline: You are an astronaut on a spaceship hijacked by an alien inside the Control Room. Your crew will arrive soon, and you must gather tools to kill the alien before they arrive. Gather a laser gun, spacesuit, oxygen tank, wrench, shield, and communicator to be victorious.
2. Rooms: There are 8 rooms – Cockpit (start), Control Room (villain), Engine Room, Lab, Crew Quarters, Airlock, Storage, and Observatory.
3. Items: 6 items – Laser Gun (Engine Room), Spacesuit (Crew Quarters), Oxygen Tank (Airlock), Wrench (Storage), Shield (Lab), Communicator (Observatory)

A diagram of a system

AI-generated content may be incorrect.

## Pseudocode or Flowchart for Code to “Move Between Rooms”

WHILE the game is not over

DISPLAY "Enter a move:"

GET input from a player

IF input starts with "go "

direction = extract direction from input (e.g., "north" from "go north")

IF direction is in {north, south, east, west}

IF direction exists in the current room's exits

SET current room = room in that direction (e.g., if in Cockpit and go south, a new room is Engine Room)

DISPLAY "You moved to the " + current room

ELSE

DISPLAY "You can't go that way!"

ELSE

DISPLAY "Invalid direction! Use north, south, east, or west."

ELSE

DISPLAY "Invalid command! Use 'go' followed by a direction."

## Pseudocode or Flowchart for Code to “Get an Item”

WHILE the game is not over

DISPLAY "Enter a move:"

GET input from a player

IF input starts with "get "

requested\_item = extract item from input (e.g., "laser gun" from "get laser gun")

IF requested\_item matches the item in the current room

ADD requested\_item to inventory

REMOVE an item from the current room

DISPLAY "You picked up the " + requested\_item

ELSE

DISPLAY "That item is not here!"

ELSE

DISPLAY "Invalid command! Use 'get' followed by the item name."