# 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).
4. Villain: The extraterrestrial, standing in the Control Room.

# Step 2: Create a Map

* **Cockpit (Start)**

No items

# Engine Room

Item: Laser Gun

Connections: Cockpit (North), Storage (East), Airlock (South)

# Storage

Item: Wrench

* Connections: Engine Room (West), Airlock (North)

# Airlock

Item: Oxygen Tank

Connections: Engine Room (North), Storage (South), Crew Quarters (West)

# Lab

Item: Shield

Connections: Cockpit (West), Control Room (East), Observatory (South)

# Control Room

Item: Alien

Connections: Lab (West), Crew Quarters (South)

# Crew Quarters

Item: Spacesuit

Connections: Airlock (East), Control Room (North)

# Observatory

Item: Communicator Connections: Lab (North)

# Step 4: Pseudocode for Moving Between Rooms

WHILE game is not over DISPLAY "Enter a move:" GET input from 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 current room's exits

SET current room = room in that direction (e.g., if in Cockpit and go south, 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."

# Step 5: Pseudocode for Getting Items

WHILE game is not over DISPLAY "Enter a move:" GET input from 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 item from 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."