# IT 140 Design Document Template

## Instructions

Fill out the sections below. Be sure to remove the bracketed text before submitting your Design Document.

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## Storyboard (Description and Map)

Sneezy, the cat warrior from legend, has woken up in a strange facility. Sneezy assumes the Great Cat Catcher Timothy must have gotten the slip on him when Sneezy was sneezing at the river last night, and he must have hit him over the head with something. Sneezy must escape from this place. To escape and get past Timothy he needs to unlock the front door with 5 different keys and must also get a ladder to reach the locks. All the while avoiding going into Timothy’s room while he sleeps. Sneezy will need 5 different keys with different shapes on them: a moon, star, triangle, circle and a square. He will also need a ladder to reach the locks.

A diagram of a diagram

Description automatically generated with medium confidence

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

1. Output current room location
   1. Sneezy is currently in the 2nd Floor
2. Input which Direction would you like to go? (North, East, South or West?)
   1. Enter Room Loop
   2. User inputs direction
      1. If user choses North
         1. Output: Sneezy has moved to the Main Hall!
            1. End Main Hall Loop
      2. If user choses East
         1. Output: Sneezy has moved to the War Room!
            1. End Main Hall Loop
      3. If user choses South
         1. Output, Can’t Move that way. There is a Wall there. Choose another direction.
      4. If user choses West
         1. Output, Sneezy has moved to the Observatory!
            1. End Main Hall Loop

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

1. Upon Entering Room
   1. Does the room have an item?
      1. No
         1. Move to “Move Between Rooms”
      2. Yes
   2. Is the item in the inventory?
      1. Yes
         1. Output “You have already found the item and it is your inventory”
         2. Move to “Move Between Rooms”
      2. No
   3. Output “Do you want to search the room anything?”
      1. User Inputs Yes or No
         1. Yes
      2. Output “ Sneezy found [Item] and has added it to his inventory”
         1. No
            1. Move to “Move Between Rooms”