

1. Conversation

The user/player will engage in a conversation with a program.

2. Short Adventure

User will participate in a multi-choice adventure.

3. Escape Room

User must find clues to help them escape.

4. Game Show

User will play a trivia-based Game Show.

5. Interrogation

User is being questioned and must carefully choose their answers.

1- Conversation

WL = WriteLine

RL = ReadLine

else

else if

IP = Input

OP = Output

