

CISC108 - FINAL PROJECT - DESIGN PHASE

WEBSITE NAME

- HouseWitching

ROUTES

- Index
- Main Menu
- Living Room
- Guest Room
- Kitchen
- Closet
- Front Door
- Attic
- Game Over
- Pause

PAGES

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STATES

- State 1: Status
 - Fields:
 - Has_monsters: bool
 - Monster: int

- Monster_types: list[Monsters]
- Has_items: bool
- Items: int
- Item_types: list[Items]
- Name: str
- Player_health: int

INPUT FIELDS

- Name
- Item Gathering
- Spell Making

IF STATEMENTS

- If state.has_monsters == True:
 - (code here to have ability to fight monsters)
- If state.has_items == True:
 - (code here to find and obtain items)
- If state.player_health < 0:
 - (code here to move to game over screen)

LOOPS

- For monster in state.monster_types:
 - If state.monster_types.status == “calm”:
 - If player.action == “attack”:
 - State.monster_types.status == “hostile”

SITE PURPOSE

- Choose your own adventure game!

Final Project - Design Phase

