**Part 1 (10 marks):** Create a flow chart to show what your code is going to do. This chart should contain a starting point, all the ending points, and the branching choices of your game. The flowchart can be made using any software I recommend Mindomo or Lucidchart.

**Part 2 (20 marks):** Create the choose your own adventure game in python using nested if, elif and else statements. You should prompt specific user input and try to account for extraneous cases. (Account for uppercase/lowercase inputs, incorrect variable types, etc.) The code should include:

-At least 20 ending choices

-Your name, the date and title commented at the top

-Comments throughout the code describing different functions

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| RUBRIC | Level 4 | Level 3 | Level 2 | Level 1 |
| Flowchart Planning (6) | Flowchart describes all the required components of the code and represents the logical flow of operations. | Flowchart describes most of the required components of the code and shows an outline of the code function. | Flowchart describes most of the required components of the code and shows an outline of the code function. | Flowchart is incomplete and does not describe the required components of the code. |
| Flowchart Organization (4) | Flowchart is well organized and easy to follow. | Flowchart is mostly organized, | Flowchart is difficult to read. | Flowchart is incomplete. |
| Game Development (10) | The code runs properly without any errors. | The code runs properly with minor errors | The code has major errors impacting use | The code has major errors and does not function, |
| User friendly prompts and inputs.(6) | Prompts clearly direct the user to avoid errors within the code. Some methods of error mitigation are used. | Prompts direct the user for specific inputs. | Prompts are used but are vague or unclear. | Prompts are minimal or lacking, |
| Organization of Code (4) | Code is logically and neatly written with proper use of comments and accurate variable naming throughout. | Code follows a mostly logical path with use of comments. | Code has unnecessary components and lacks comments | Code is illogical and does not use any comments or proper variable naming conventions |