***Algorithm: Midterm project: Videogame***

This algorithm is written to be like a videogame, where you must make choices to move forward into the story. There are various possible results depending on your decisions. The thing that makes this different is that the video game story is inspired by horror and suspense, so you have to choose to survive.

To write this algorithm we used PSeInt, mainly using the “*según tal, hacer*” programming option.

