



IT 140 Project One

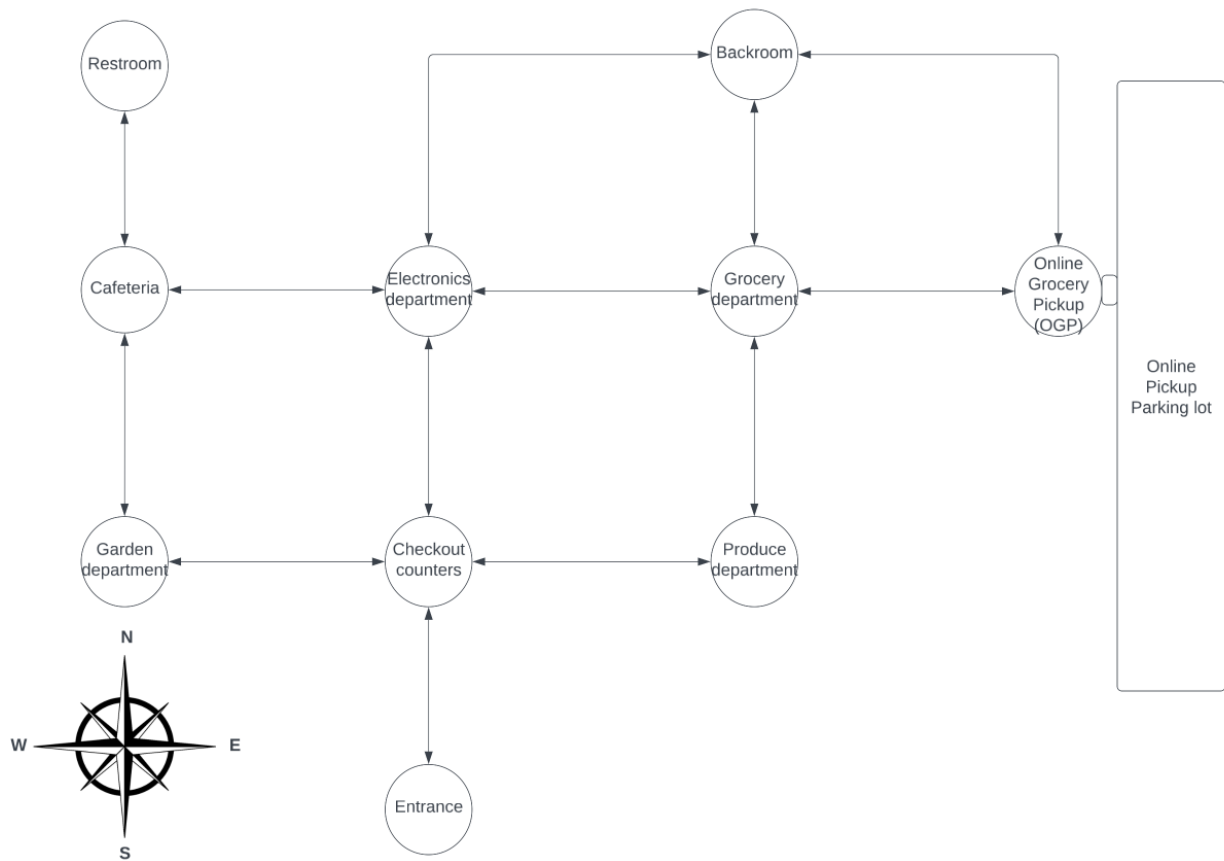
Instructions

- The game is a text-based program where you need to type actions to progress.
- Players can move from one room to another, deciding whether to go north, south, east, or west.
- If players enter the wrong direction, the game will show the message: "You entered the wrong input. Try again."
- Players start the game in the cafeteria.
- To win the game, the player needs to find three essential items and enter the Online Grocery Pickup (OGP) room.
- Items are randomly located in rooms throughout the map.
- The player can only carry a maximum of three items.
- There are non-essential items scattered throughout the map, so players need to be careful when selecting items.
- If you pick non-essential items and arrive at the OGP room, you lose the game.
- Players also lose if they are in the same room as the enemy (Karen).

Storyboard (Description and Map)

You are a Walmart employee in a Walmart superstore. You work in the Online Grocery Pickup (OGP) department. Before you start working in this department, you should have the safety vest, the key to the OGP parking lot, and the work phone because they are required in this department. These items are randomly distributed throughout the superstore in random locations. The enemy is a customer named Karen, who is complaining about everything and makes the Walmart workers miserable. The goal is to retrieve all the items and arrive at the OGP department while avoiding Karen.

Here is the Walmart superstore map:



Items to win the game:



Non-essential items:



Pseudocode or Flowchart for Code to “Move Between Rooms”

```
SET rooms with their available moves
SET player_position
WHILE game is not ended DO:
    PRINT “You are in the CURRENT_ROOM. What is your next move?”
    GET player_move
    IF player_move is correct THEN:
        MOVE player_position to the next room selected by the player
    END IF

    ELSE:
        PRINT “You entered the wrong input. Try again.”
    END ELSE
END WHILE
```

Pseudocode or Flowchart for Code to “Get an Item”

```
SET rooms_graph with their available connections
SET random_items_positions in rooms
SET player_inventory as an empty stack (max size 3)
SET player_position to starting room
WHILE game is not ended DO:
    PRINT player_inventory
    PRINT “You are in the CURRENT_ROOM. What is your next move?”
    GET player_move
    IF player_move is valid AND there is a connected room in that direction THEN:
        MOVE player_position to the next room
        IF player_position contains an item THEN:
            PRINT “You found ITEM_NAME. Do you want to pick it up? (Yes/No)”
            GET player_choice
            IF player_choice is Yes AND inventory is not full THEN:
                PUSH item into player_inventory
                REMOVE item from the room
                PRINT “You picked up ITEM_NAME.”
            END IF
            ELSE IF inventory is full THEN:
                PRINT “Your inventory is full!”
            END ELSE IF
        END IF
    ELSE:
        PRINT “You entered the wrong input. Try again.”
    END ELSE
END WHILE
```