

Requirements χ_1

- Identify 5+ scenarios meeting requirements
- Include Flow diagrams
- Include Write Console
- Read Console
 - \rightarrow `int.Parse`
 - \rightarrow `Interpolation $"[variable]"`
- Logical & Comparison operators
 - $=$ $!$ $<$ $>$ $<=$ $>=$
 - $! \& \& || \wedge$
- Conditional statements
 - if, else, else if
- \rightarrow Variables in Camel case
 - no spaces second part of compound uppercase
- Good code comments
- Variable names are descriptive
- Ideas should include
 - number input
 - `$ interpolation ($c...)` calls a variable
 - One logical or comparison operator
 - Conditional statement

IDEAS? pg 1/3

- Interaction with Siri asking if you have enough CAP money to buy an object in \pounds
 - Starts with write like by Siri
 - We ask if we can afford
- \rightarrow 1000 yen
 - Siri asks how much money we have
- For use? - Convert CAP to \pounds
 - Compare converted \pounds to 1000 \pounds
 - Write response
- Interaction with Siri
 - write line hello by Siri
 - Realise would you like an orange?
 - Write line how many oranges do you have
 - Realise 2
 - Comparing if realising is more than or equal to 2 - yes else no

Text based game walking through
dungeon

Text based supernatural simulator

Text based Fishing horror game,
"You row out to the center of
the lake."

"Would you like to cast a
line or Go Back"
Back

"Your line whizzes out You go back to dock
to the water. As you You're not sure why but
slowly reel it in or You feel oddly safe.

Frog calls in making
the hair in your neck
stand. You get an itching
as you shake reel in.

"Cast again", "Go back"

When you cast again you start reeling
You get another bite and start to tug
Suddenly the tug is rougher causing the
boat to shake.

Fright the line cut the line
A monster appears pulling you under
and game

Text based walking through haunted house
Approaches the house

Do you enter? Yes or No
You enters No prompts game end
You enter the main foyer

Would you like to inspect the painting
Search the dresser
Go to the next room

Are you ready to go to the next room?
Yes Moves to room

No You take in your surroundings
Be prompt ready to go to the next room

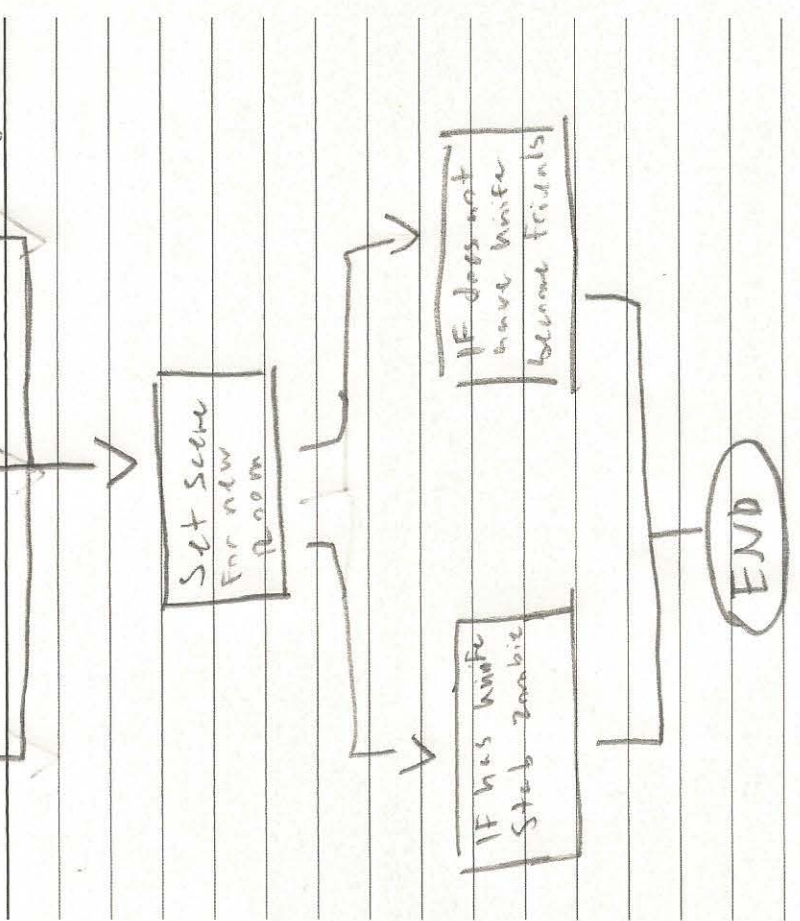
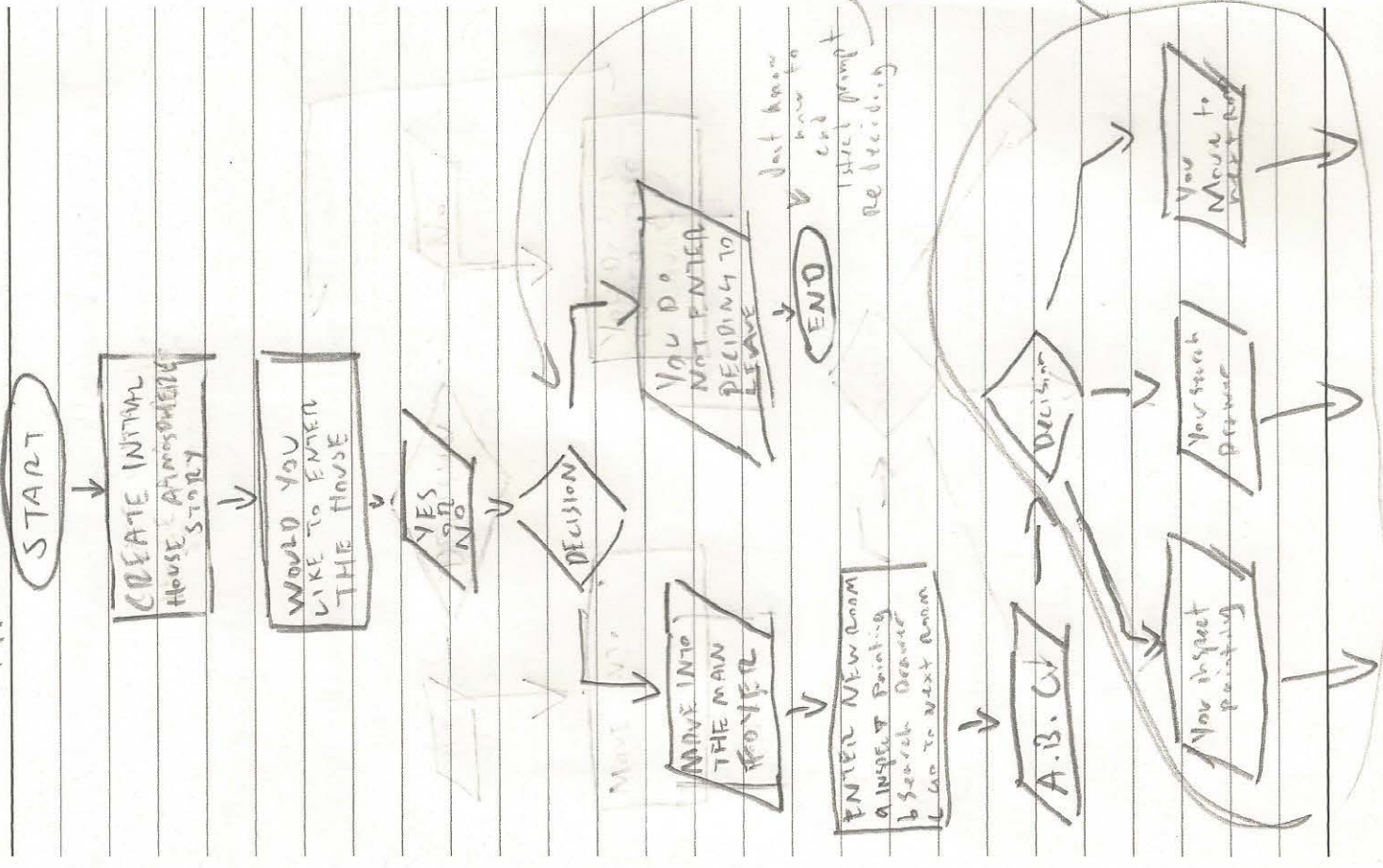
You go to the next room a frog calls
in. The hairs on your neck
stand in tension of the eerie
atmosphere.

"CLEAN"

You spin around a tall Fire looking
Zombie in front of you

a You have a knife you kill the zombie

You become friends with the zombie
and you escape either a killer
or you hang out with a new
friend.



* Cant end program early

F - Some thing like this instead?

F - Force back into inventory to solve current issue

```
graph TD
    A[ ] --> B{ }
    B --> C[ ]
    C --> B
```