**FLOWCHART:** main()

Input string y

String y

Charchoice

…

void play\_music

void clearScene

void spacelines

void set font color

Print “Welcome! + string y”

A

set font color

clearScene

spacelines

play\_music

A

Print”[ Establishing Connection ] [...........] [ Connecting ......... ...]”

Print “Noah: Hello? Is the anyone there ? Can anyone read me?”

Print “ string y +: a-(Who is this? ) , b-(I read you!)”

Input charchoice

**YES**

**NO**

//1st scene If char choice=a

Print [choice=b]

Print [choice=a]

B

B

**YES**

C

Print [choice=a]

Print [choice=b]

//2nd scene If char choice=a

Input charchoice

Print “string y + : a-(How do you not know?) , b-(Try using a map.)”

set font color

clearScene

spacelines

play\_music

**NO**

C

**YES**

D

Print [choice=a]

Print [choice=b]

//3rd scene If char choice=a

Input charchoice

Print “string y + : a-(Okay. Calm down.) , b-(Whoa take it easy!)

set font color

clearScene

spacelines

play\_music

D

**YES**

E

Print [choice=a]

Print [choice=b]

//4th scene If char choice=a

Input charchoice

Print “string y + a-(Okay. Calm down.) , b-(Whoa take it easy!)”

set font color

clearScene

spacelines

play\_music

E

**YES**

F

Print [choice=a]

Print [choice=b]

//5th scene If char choice=a

Input charchoice

Print “string y + : a-(Easy now, Just breathe .) , b-(Want to talk about James?)”

set font color

clearScene

spacelines

play\_music

F

**YES**

G

Print [choice=a]

Print [choice=b]

//6th scene If char choice=a

Input charchoice

Print “string y + : a-(That s okay, Where are you?) , b-(Are you hurt?)”

set font color

clearScene

spacelines

play\_music

C

**YES**

H

Print [choice=a]

Print [choice=b]

//3rd scene If char choice=a

Input charchoice

Print “string y + : a-(Describe “here”)”

set font color

clearScene

spacelines

play\_music

H

**YES**

I

Print [choice=a]

Print [choice=b]

//8th scene If char choice=a

Input charchoice

Print “string y + : a-(Check the Crash.) , b-(Head for the peak.)”

set font color

clearScene

spacelines

play\_music

I

**YES**

J

Print [choice=a]

Print [choice=b]

//9th scene If char choice=a

Input charchoice

Print “string y + : a-(Better get moving then.) , b-(Okay, Head for the crash)”

set font color

clearScene

spacelines

play\_music

Spaceline

Play\_music

J

Print “............To Be Continued.............. “

Print “See you on the next journey + string y “