

Main

- Load up the game dictionary

- Set currentnode to "start"

- As long as currentnode is not "quit"

 - Currentnode = playNode(game currentNode)

makeGame

- Create a dictionary called game

- Each row is only one node

- Name of the node is the key

- Contents in the game (desc, MenuA, MenuB, Node A , and Node B)

- Return game

playNode (game, node)

- Set a node key

- Extract desc, menu1, node1, menu2, node2, from the game.

 - Print menu:

 - 1 Menu 1

 - 2 Menu 2

- Get choice input

- If choice input 1

 - newNode gets node1

- If choice input is 2

 - newNode gets node2

- Else

 - Tell user " pick 1 or 2"

- Newnode gets currentnode

Return node