## Pseudocode to move between rooms

CREATE dictionary for rooms and moving directions

PRINT instructions

“Mouse Picnic Text Game

Help the little mouse get ready for a picnic,

sneak from the roommate Snake,

and avoid being invited to the Owl and Fox’s parties..

Move commands: go South, go North, go East, go West’”

LOOP

DEFINE the location “You are in ‘current location’”

IF location is equal to ‘Wardrobe’:

PRINT “You are in the Wardrobe

You see the Snake

NOM NOM...GAME OVER!

Thanks for playing the game. Hope you enjoyed it.”

BREAK

ELSIF location is equal to ‘Side Door’:

PRINT “You are at the Side Door

You see the Fox

NOM NOM...GAME OVER!

Thanks for joining the Fox’s party. Hope you enjoyed it.”

BREAK

ELSIF location is equal to ‘Main Door’:

PRINT “You are at the Main Door

You see the Owl

NOM NOM...GAME OVER!

Thanks for joining the Owl’s party. Hope you enjoyed it.”

BREAK

ELSIF location is equal to ‘Back Door’:

PRINT “You are at the Back Door

YOU DID IT!

Thanks for playing the game. Hope you enjoyed it.”

BREAK

ENDIF

GET move command from the user “Enter your move: ”

IF move command belongs to the current room:

ASSIGN current room to new room, moving command paired with

ELSE:

PRINT “You can’t go that way!”

ENDIF

ENDLOOP

## Pseudocode to get the item from the room and add it to the inventory.

CREATE dictionary for rooms and items in those rooms

PRINT instructions “Add to Inventory: get 'item name'”

LOOP

When user enters the room, inform them what item is in the room

PRINT “You see a ‘Insert item’”

GET input from the user “Enter your move: ”

IF input equal to “get 'Insert item’” located in the exact room:

REMOVE the item from dictionary

ADD the item to the list Inventory

PRINT “Inventory : ['Insert item']”

PRINT “‘Item’ retrieved!”

ELSE:

SPLIT the input by space

IF first(0) word not equal to ‘get’:

PRINT “Can’t get [‘Insert item’]”

ELSE:

PRINT “Invalid Input!”

ENDIF

ENDIF

ENDLOOP