

My story has multiple variables that are used for many callbacks. Here is a list of 10, although there are more throughout.

1. The var “name” is assigned in the knot “the_interview”. It is then referenced again in the knot “meeting”.
2. The var “desc1” is assigned in the knot “question_1”. It is then referenced again in the knot “question_2”.
3. The var “desc2” is assigned in the knot “question_2”. It is then referenced again in the knot “interview_conclusion”.
4. The var “desc3” is assigned in the knot “question_3”. It is then referenced again in the knot “interview_conclusion”.
5. The var “desc4” is assigned in the knot “question_4”. It is then referenced again in the knot “adventure”.
6. The var “score” is assigned from the start. It is incremented throughout the story and referenced in the knot “go_forward”.
7. The var “enjoyment” is assigned in the knot “meeting”. It is then referenced again in the knot “stressful”.
8. The var “pressure” is assigned in the knot “meeting”. It is then referenced again in the knot “stressful”.
9. The var “stamp count” is assigned in the knot “stamp”. It is then referenced again in the knot “stamp”.
10. The var “desc1” is assigned in the knot “question_1”. It is then referenced again in the knot “quitting”.

There are many more conditionals included using these variables.

The source code for this project is available at:

<https://github.com/LucasMoore123/CMPM148-asgn1/tree/main/assignment4>