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| INPUT   1. Ask user if they would like to play 2. Player faces first challenge 3. Player arrives at the second planet 4. Same input for rest of planets 5. Inform player they’ve arrived at last planet before traveling back to earth and last stop to buy/sell | PROCESS   1. Accept player’s input and convert to decision 2. Prompt to answer a fill in the blank question and see if player has won or has to be sent to beginning 3. Give user the choice to buy or sell current items 4. Repeat above process 5. Player will decide on what to buy/sell | OUTPUT   1. Player accepts mission and begins travel   If denied, game terminates.   1. Upon winning player earns tokens and allowed to proceed 2. Player buys/sells items at destination 3. Player will make decision on which items to sell/trade to complete mission 4. Based on player’s decision, mission will be successful or failure if the requirements are met |