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**Title: Mission Memory: Lenita's Quest for the Armor Pieces**

**Story:**

In the year 3020, the world had transformed into a darker, technological advanced place. Lenita, a half-human, half-robot teenager had grown up in this world and had learned to fend for herself at a young age. Despite the challenges she faced, Lenita believed that she could make a difference in the world. Lenita learned of a group of rebels fighting against the oppressive regime that ruled over the city. With her unique abilities, she became an invaluable member of the rebel group. While working alongside her fellow rebels, Lenita began to realize that there were holes in her memory. She would have major seizures and flashes of memories that began to give her clues on how to regain it back. She soon discovered that there were 6 different armor pieces that Lenita once wore when she was born. Each piece has a built-in bionic chip that contains memory data. It was believed that each piece of armor was kept by one of the wealthiest men in the city and CEO of the most corrupt company, Hemlock Industries, Franklin Limerick. Lenita’s recent seizures led her to an underground bunker where all armor pieces are kept. She must find all 6 to fully regain her memory and fight Franklin Limerick, to end the war between the rebels once and for all.

Here is the map of the underground bunker:

Diagram

Description automatically generated with medium confidence

**Pseudocode**

FUNCTION show\_instructions():

PRINT "Mission Memory: Lenita’s quest for the armor pieces."

"Find all 6 armor pieces to restore Lenita’s memory and defeat Franklin Limerick."

"Move commands: go North, go South, go East, go West"

"Add to Inventory: get “item name”"

show\_instructions()

DICT rooms:

{'Entrance tunnel': {'South': 'Technology research', 'North': 'Robotic engineering', 'East': 'Communication center'},

'Technology research': {'North': 'Entrance tunnel', 'East': 'Workshop', 'item': ‘Chest’},

'Workshop': {'West': 'Technology research', 'item': 'Greaves'},

'Robotic engineering': {'South': 'Entrance tunnel', 'East': 'Laboratory', 'item': 'Helmet'},

'Laboratory': {'West': 'Robotic engineering', 'item': 'Shoulders'},

'Armory': {'West': 'Communication Center', 'item': 'Buster', 'North': 'Living Quarters'},

‘Living Quarters’: {‘South’: ‘Armory’, ‘Boss’: ‘Franklin Limerick’},

Communication center': {'West': 'Entrance tunnel', 'East': 'Armory', 'item': 'Pulse'}

}

SET Inventory to []

SET current\_room to 'Entrance tunnel'

SET last\_move to ''

WHILE True:

PRINT "You are in the {current\_room}\nInventory : {inventory}\n{'-' \* 27}"

PRINT last\_move

IF the key 'item' exists in the dictionary 'rooms' for the current room:

SET nearby\_item to the value of 'item' for the current room in the 'rooms' dictionary

IF the 'nearby\_item' is not in the 'inventory' list:

PRINT "You see {nearby\_item}."

IF the key 'Boss' exists in the dictionary 'rooms' for the current room:

IF the length of 'inventory' is less than 6:

PRINT "You lost the fight with {rooms[current\_room]['Boss']}."

BREAK

ELSE:

PRINT "You have defeated {rooms[current\_room]['Boss']} and have regained all of your memories!"

BREAK

SET user\_input to the input "Enter your move:"

SET next\_move to the result of splitting 'user\_input' by whitespace

SET action to the first element of 'next\_move'

IF 'action' is equal to 'Go':

SET direction to the second element of 'next\_move'

IF 'direction' exists in the 'rooms' dictionary for the current room:

SET current\_room to the value of 'direction' for the current room in the 'rooms' dictionary PRINT "You travel {direction}."

ELSE:

PRINT "You can't go that way."

ELSE IF 'action' is equal to 'Get':

TRY:

SET item to the second element of 'next\_move'

IF 'item' is equal to the value of 'item' for the current room in the 'rooms' dictionary:

IF 'item' is not in 'inventory':

APPEND 'item' to 'inventory'

PRINT "{item} retrieved!"

ELSE:

PRINT "You already have the {item}."

ELSE:

PRINT "Can't find {item}."

EXCEPT:

PRINT "Can't find {item}."

ELSE IF 'action' is equal to 'Exit':

BREAK

ELSE:

PRINT "Invalid Command."