**IT 140 The Entity Text Based Game**

You are awoken in an unfamiliar place and time in what seems to be the entryway to an old house by a menacing looking entity staring at you. As fear feels you from head to toe, he begins to speak. The entity informs you that he has brought you here to this strange place to set him free and if you cannot succeed in finding and delivering five special items to him that he will consume your soul before the night ends.

The entity informs you that the following items must be found for you to save your soul from damnation. “First, you must find a picture of his wife he lost so many years ago. Second, you must find his wife’s favorite flower. The third item is her Sunday hat. Fourthly, a letter from his dearly departed wife and finally a heart-shaped key that will give you access to the master bedroom where I will be waiting for you to deliver all the items to me. If you should fail to deliver all the items, I will consume your soul and within me, shall you reside for all eternity, good luck weary friend”, as he finished speaking, he vanished.

Now, begins your adventure. Can you discover all the items and return them to the entity or shall remain within him for eternity.

**Map**

**North**

Guest

(Picture)

Sunroom

(Flower)

Office

(Key)

Master

Bedroom

(Entity)

Living

Room

**East**

**West**

Kitchen

(Letter)

Bathroom

Entry

(Start)

**South**

Dragon Text Game Pseudocode:

Print: Instructions for player on how to play the game. Who they are, and why they are playing the

game.

Explain that the player MUST collect all six (6) items before entering villain’s room in

order to win the game.

If player does not collect all six (6) items before entering the villain’s room, player loses

the game.

Def: moves between rooms.

Start: Show player in current room.

Prompt player to Enter move. Go North, East, South or West.

Def: Add item to inventory

Def: adding items to inventory

Print: Tell the player which room they are in, and the item in that room.

Player Input: Player types in Get said item.

Item is appended to the inventory list

Def: main menu

Dictionary for all rooms:

Def all rooms, connecting rooms, and inventory items in each room.

Create a List for storing player inventory.

Input: prompt player to enter their next move.

Print: Show the player what room they are in, what item is in the room, and what

Items they currently have in their inventory.

Player will continue in this fashion until all six (6) items are collected.

Winning the Game:

**Entity Text Game Pseudocode:**

Print: Instructions for player on how to play the game. Who they are, and why they are playing the

game.

Explain that the player MUST collect all five (5) items before entering villain’s room in

order to win the game.

If player does not collect all five (5) items before entering the villain’s room, player loses

the game.

Define: moves between rooms.

Start: Show player in current room.

Prompt player to Enter move. Go North, East, South or West.

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Items they currently have in their inventory.

Player will continue in this fashion until all five (5) items are collected.

**Winning the Game:**

While True

If the current room is Villain room,

And player has collected all six (6) items.

Print: Congrats, you’ve won the game

Else: Losing the Game:

If Current room is Villain Room

And player has not collected all six (6) inventory items.

Print: Sorry, you’ve lost the game. You must start over!

Return player to Start and continue to play.

At any time during the game player enters an invalid command.

Print: Invalid move, please try again

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And player has collected all six (6) items.

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While True

If the current room is Villain room,

And player has collected all five (5) items.

Print: You awake in your own bed with the sun shining upon your face thankful that you have survived.

Else: Losing the Game:

If Current room is Villain Room

And player has not collected all five (5) inventory items.

Print: Sorry, but the entity has consumed your soul. The entity shows mercy and allows you a chance to try again!

Return player to Start and continue to play.

At any time during the game player enters an invalid command.

Print: Invalid move, please try again