**Storyboard**

One day you were in your bedroom reading a wonderful adventure book when you started to smell something burning. You realize quickly that a fire had started somewhere in your house, but you don’t know where. You think quickly that you must save all your family’s pets somewhere in the house while hoping not to encounter the flames. You must save 4 cats, 3 dogs, 2 hamsters, 2 birds, and a rabbit for a total of 12 animals by navigating all 14 rooms in your house. If you save all the animals, you’ll be a family hero but, if run into the fire you’ll fall victim to the flames.

South

South

North

West

North

South

South

South

South

South

North

North

North

North

North

West

West

West

West

West

West

East

East

East

East

East

East

East

**Dining Room**

(bird)

**Parents Room**

(bird)

**Bathroom**

(dog)

**North Hall**

(cat)

**Laundry Room**

(Fire

(Villain))

**East Hall**

(dog)

**Main Hall**

(hamster)

**Computer Room**

(hamster)

**Sunroom**

(rabbit)

**Living Room**

(Starting point)

**Sister’s Room**

(cat)

**West Hall**

(cat)

**Kitchen**

(cat)

**Your Room**

(dog)

## Pseudocode or Flowchart for Code to “Move Between Rooms”

**CREATE** a dictionary called all\_rooms

**PUT** 14 dictionaries into all\_rooms called (Your Room, West Room, Sister’s Room, Laundry Room, Dining Room, Living Room, Computer Room, North Hall, Main Hall, Bathroom, Kitchen, Sunroom, East Hall, and Parents Room)

**PUT** the directions that can be moved within each room as the keys for each dictionary.

**SET** the name of each room that resides in each direction as the values

**CREATE** a Boolean called live\_game = True

**CREATE** a variable called num\_pets

**CREATE** a list called player\_status with ‘Living Room’ in index 0 and num\_pets in index 1

**WHILE** live\_game

**IF** player\_status[0] is equal to ‘Laundry Room’

**OUTPUT** ‘The fire consumed you’

**SET** live\_game = False

**ELSE**

         direction = **INPUT**(‘What direction would you like to go’)

**REMOVE** white space and place it in a title format for validation

**IF** direction is in all\_rooms[index of the string within the player[0]]

**SET** player\_status[0] = the value of direction

**ELSE** output ‘Incorrect direction’

**END** while loop

**END** program

## Pseudocode or Flowchart for Code to “Get an Item”

**CREATE** a dictionary called all\_rooms

**PUT** 14 keys into all\_rooms called (Your Room, West Room, Sister’s Room, Laundry Room, Dining Room, Living Room, Computer Room, North Hall, Main Hall, Bathroom, Kitchen, Sunroom, East Hall, and Parents Room)

**SET** pets as the values for the keys in all\_rooms

**CREATE** a Boolean called live\_game = True

**CREATE** a variable called num\_pets

**CREATE** a list called player\_status with ‘Living Room’ in index 0 and num\_pets in index 1

**WHILE** live\_game

**IF** player\_status[0] is in all\_rooms

         save\_pet = **INPUT**(‘Would you like to save the pet’)

**TAKE** out white space and place it in a title format for validation

**IF** save\_pet is equal ‘Save’

**ADD** 1 to num\_pets

**DELETE** all\_rooms[player\_status[0]]

**ELSE**

**PRINT** ‘You Ignored your pet’

**IF** num\_pets is equal to 12

**OUTPUT ‘**Congrats you saved all the pets’

**MAKE** live\_game  =  False

**END** while loop

**END** program