Pseudocode of Text-based Game

START

IMPORT random as rnd

DEF fight(monster\_strength, strength, monster\_hp, player\_hp):

WHILE TRUE:

attack = strength + rnd.range(1 - 6)

monster\_hp -= attack

PRINT(“Player is attacking”)

PRINT(“Monster has lost”, str(attack) + “hp”)

PRINT(“Monster hp:”, monster\_hp)

monster\_attack = monster\_strength + rnd.range(1-3)

player\_hp -= monster\_strength

PRINT(“Monster is attacking”)

PRINT(“Player has lost”, str(monster\_strength) + “hp”)

PRINT(“Player hp:”, player\_hp)

IF monster\_hp <= 0:

BREAK

ELSE:

CONTINUE

IF player\_hp <= 0;

RETURN(player\_hp)

BREAK

ELSE:

CONTINUE

hp = rnd.range(1 - 10)

strength = rnd.range(1 - 6)

PRINT(“Monster 1 has appeared”)

fight(3, strength, 10, hp)

IF player\_hp <= 0:

PRINT(“GAME OVER!!”)

EXIT()

ELSE:

CONTINUE

PRINT(“Monster 2 has appeared”)

fight(3, strength, 10, hp)

IF player\_hp <= 0:

PRINT(“GAME OVER!!”)

EXIT()

ELSE:

CONTINUE

PRINT(“Monster 3 has appeared”)

fight(3, strength, 10, hp)

IF player\_hp <= 0:

PRINT(“GAME OVER!!”)

EXIT()

ELSE:

PRINT(“YOU WON AND HAVE CONQUERED THE DUNGEON”)

END