Finding Milo Pseudo code

Class1 - findingMilo

* In this class communication between user and the interface is executed.(switch case)
* The user is provided with sets of instruction through print commands
* The user will be able to interact with the interface through our several switch case statements which will be taking him through out the game's story line.

String action = s.next();  
  
 switch (action){  
  
 case "ENTER" :  
 System.out.println("That's not possilbe right now. Try something else.");  
 break;  
  
 case "EXIT" :  
 System.out.println("That's not possilbe right now. Try something else.");  
 break;  
 case "LOOK" :  
 System.out.println("That's not possilbe right now. Try something else.");  
 break;  
 case "DROP" :  
 System.out.println("That's not possilbe right now. Try something else.");  
 break;  
//This code gives the user the ability to executes commands as he runs through the try and switch cases to what he would like to do. These actions will be better refined as we complete the code to focuss on each situation of each room.

Class2 - Adventurer

public char note (){   
 return note;   
 }

//This is a method from the adventurer class will provide a key and allows the user to interact(pick up/use) the key in the Milo class

public char lantern(){   
 return lantern;  
 }

//This is a method that creates a lantern in the adventurer class that will be use in the milo class in order to even see when things go dark.

public void addItemToInv(String name){ // method to add item into inventory  
  
 for (int i = 0; i < inv.length; i++){ // for loop that limits the space of the inventory  
 if (inv[i] == null){  
 inv[i] = name;  
  
 } Return;

// This is a method in the Adventurer class that adds items that are found in the milo class by created an array and storing those items in them.

public static String inv[] = new String[5];

// This will be the array created in the Adventurer class that will create an array named inv that holds 5 items. This will be refined as/if more items are needed.

3. Finding milo will feature a story game adventure where one will be task to traverse 20 incredible dangerous rooms and missions in order to get to and rescue Milo from his evil capture. The adventurer will start with nothing but as they progress through this journey will be provided with the right tools if they can overcome the succeeding obstacles. Execution of the program will start with the Adventure realizing milo is gone and does not end until all 20 puzzles and obstacles are overcome by the adventurer. Whenever a tool is found the Milo class will communicate with the adventurer class in order to store said tool. They will also be communicating whenever that tool is used. Each stage will require a puzzle to be solved. As they enter the rooms they will be gving options of the different things to explore in the room. If the room is dark they would need to use the lantern tool in order to proceed. They will also need to pick the correct object in the room in order to receive the puzzle that they need to solve. Using try and switches each of the objects in the room will have a response to the user. After the first ten levels the user reaches milo and is to face the boss puzzle which will test the user mental capacity. After they will be tasked to traverse ten more room in order to transport milo to safety. The program will end correctly when all the requirements for the rooms are satisfied and Milo has been deemed safe. Anything else will result in the Scolding and possible entrapment of the user, and game over.