Town Square Pseudocode

//code should run regardless of capitalization

IF(visit= ("town"))

BEGIN

String action1, action2;

PRINTLN "Narrator: You walk into the town square and see a farmer's stand and a flower stall."

PRINTLN “Narrator: So, what are you doing now?:”

READ command

IF (command== (“visit”))

BEGIN

place= visit(place)

END

IF (command== (“help”))

BEGIN

help();

END

IF(command==(“look”)

CREATE String response

PRINTLN “Narrator: I already told you, there’s a flower stall and a farmer’s stand here! Do you want to go visit one of them?:”

READ

IF(response==(“Y”)|| response==(“Yes”))

BEGIN

PRINTLN "Narrator: Which one would you like to go to?:"

READ COMMAND action1

IF (action1== ("farmer's stand"))

BEGIN

PRINTLN "Narrator: You see the fruits and veggies the stand has but you're too broke to afford any of it"

PRINTLN

PRINTLN "Narrator: Would you like to go to the flower stall?:"

READ COMMAND action2;

IF(action2==("Y") OR action2== ("Yes"))

BEGIN

PRINTLN "Narrator: You look at all the different flowers at the stand.”+ NAME +”should probably buy their mom some flowers if they ever find the treasure."

END

ELSE

PRINTLN "Narrator: Well what now? : "

READ command;

IF (command= (“visit”))

BEGIN

place= visit(place);

END

IF (command= “(help”))

BEGIN

help();

END

IF(action1== ("flower stall"))

BEGIN

PRINTLN "Narrator: You look at all the different flowers at the stand. NAME should probably their mom some flower's if they ever find the treasure."

PRINTLN "Narrator: Would you like to go to the farmer's stand?:"

READ COMMAND action2;

IF(action2== ("Y") OR action2 ==("Yes"))

BEGIN

PRINTLN "Narrator: You see the fruits and veggies the stand has but you're too broke to afford any of it"

END

ELSE

PRINTLN "Narrator: What will you do now?:"

READ COMMAND command

IF(command= “visit’)

BEGIN

place= visit(place);

END

IF(command= “help”)

BEGIN

help();

END

END

END