Adventure Game Pseudocode

This project will introduce the idea of dictionaries to create a choose your own adventure type game.

Variable list:

answer

keepGoing

currentNode

Function list:

main()

getGame()

playNode()

Create all of the nodes, description, menu options, and where they lead in google sheets.

Convert using the game converter.

Create a function called main()

# this function will run the game until it’s finished

currentNode = “start”

give keepGoing True

while keepGoing = true:

getGame()

playNode()

if currentNode is equal to “quit”:

keepGoing gets False

print(“Thanks for playing!”)

Create a function called getGame()

# this function will return a dictionary containing the game object

Paste the converted dictionary

give keepGoing True

while keepGoing == true:

Print the first item in the current node

Print “1) {second item in the current node}”

Print “2) {fourth item in the current node}”

Create a variable called “answer” which gets the response to “Type 1 or 2: “

If the answer is in (“1”, “2”):

Give keepGoing False

Else:

Print “Incorrect input, please type either a ‘1’ or a ‘2’”

Return answer

Create a function called playNode()

# this function takes in a node string, processes the player input, and returns the next node

If the player’s answer == 1:

currentNode = the third item from the current node

If the player’s answer == 2:

currentNode = the fifth item from the current node

return currentNode