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< Take Care Of Your Brain >


Problem Statement

- We want to take care of our brain and ensure it doesn't go insane, while also improving it to be more balanced and sane.

Problem Objectives:

- Improve brain IQ (Sanity)
- Separate unimportant from important objectives that the game throws at you (ABSTRACT REASONING)

Planned Features:

- Multiple-choice actions
- Live time tracking
- Communication with the devil or angel
- Three different endings (Mentally Unstable Ending, Survived Ending,  Ending)

Planned Inputs and Outputs:

Inputs	Outputs
Player's nickname	Amount of time left in the day
Player choice/action	Player's final statistics and summary of the game

Logic Plan:

Function Main

Declare String n

Declare Integer c

Output "Enter your name: "

Input n

Output "Hey ", n, " welcome to our game! This game is all about trying to keep your sanity, happiness, and intelligence. We hope you have a great time and Good Luck!"

Output "Welcome to Taking Care of your Brain"

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Output "You just woke up"
Output "What would you want to do to start off your day: 1)Rest 2)Eat 3)Play"
Input c
For i = 1 to 5
  If c ==1
    Output "Energy goes up by 1"
  Else
    If c==2
      Output "Energy goes up by 1"
    Else
      If c==3
        Output "Energy goes down by 1"
      End
    End
  End
End
Assign i = i+1
End
Output "Energy:_ IQ: ____"
Output "#This is only pseudocode not whole code itself"
End
```