# IT 140 Design Document Template

## Instructions

Fill out the sections below. Be sure to remove the bracketed text before submitting your Design Document.

Shannon Haglund

## Storyboard (Description and Map)

Your village is being terrorized by the troll that lives in the mountain. You have been chosen by the village to defeat the terrible troll. Before you can battle the troll, you must collect a shield from the blacksmith, a slingshot from the village center, a healing potion in the forest, porridge from the tavern, fairy dust from the river, and a sword from the armory. If you collect all six items, you can defeat the troll.

East

North

West

East

South

West

East

South

North

West

East

North

South

West

**Village Center**

Item: Slingshot

**Armory**

Item: Sword

**Blacksmith**

Item: Shield

**Forest**

Item: Healing Potion

**Cottage**

Start Here

**River**

Item: Fairy dust

**Tavern**

Item: Porridge

**Mountain**

Villain: Troll

## Pseudocode or Flowchart for Code to “Move Between Rooms”

DEFINE Game Over variable

## DEFINE the spaces (rooms) with names, items, and navigation options dictionary

DEFINE Show status function

DEFINE initialize game function

PRINT Welcome message

GET player name

DEFINE Current room and set to Cottage variable

PRINT Current room message

WHILE game over is false:

Get input direction

IF input is valid

SET current room to user selection

CALL Get status message

CALL ‘get an item’ logic

IF current room is final room, set Game Over to True

ELIF input is invalid

PRINT Invalid message

## Pseudocode or Flowchart for Code to “Get an Item”

DEFINE Player inventory

DEFINE spaces (rooms) with names, items, and navigation options

PRINT message about the item in room

GET input if player wants to get item

IF input says yes

ADD item to inventory

PRINT inventory items

IF input says no

PRINT message saying they did not get item

GET player input for next room