# IT 140 Design Document Template

Jacob T Long

## Storyboard (Description and Map)

Someone has broken in and caused a ruckus in the Long’s Manor, and you are the detective who is going to catch the crook. Your task is to evaluate each room in the mansion to gather clues on who the perpetrator is. You will need to check each room high and low. These rooms include the Foyer, Living Room, Kitchen, Laundry Room, Dining Room, Study, Parlor, and Bedroom. The items being collected will be the evidence you find while searching the house. Once all the evidence Is collected you can then gather outside with the police to accuse one of the three suspects.

Bedroom

(Story from Maid)

North

West

East

South

West

East

South

North

West

East

North

South

Living Room

(Footprints)

Study

(Missing Stolen Item)

Foyer

Dining Room

(Dropped Personal Trinket)

Laundry Room

Kitchen

(Crumbs of a Snack)

() = Evidence/Item

Parlor

(Entry Point)

West

East

South

North

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

PRINT You are in (room). Where would you like to go?

SET direction to “ “

While Direction is “ “

OBTAIN Direction (NESW)

IF input is “north”

GO North

ELIF input is “east”

GO East

ELIF input is “south”

GO South

ELIF input is “west”

GO West

ELSE:

PRINT “Invalid input”

SET Direction to “ “

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

SET Kitchen to 1 clue

OBTAIN if the user wants to search

IF input is “search”

If Kitchen is greater than 0

PRINT “While scanning the room you notice crumbs of what looks like a PBJ”

SET Kitchen is 0

Inventory. Append(‘The snack in the kitchen was PBJ’)

PRINT “\*Notebook Updated\*”

CALL Direction function