



IT 140 Design Document Template

Instructions

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

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Storyboard (Description and Map)

Welcome to the mysterious world of "Enchanted Realm." In this text-based adventure, players embark on a quest to uncover the secrets of a forgotten kingdom. The story unfolds as players navigate through ancient chambers, solve puzzles, and collect magical artifacts to unlock the hidden powers needed to face the formidable sorcerer who guards the realm.

Rooms:

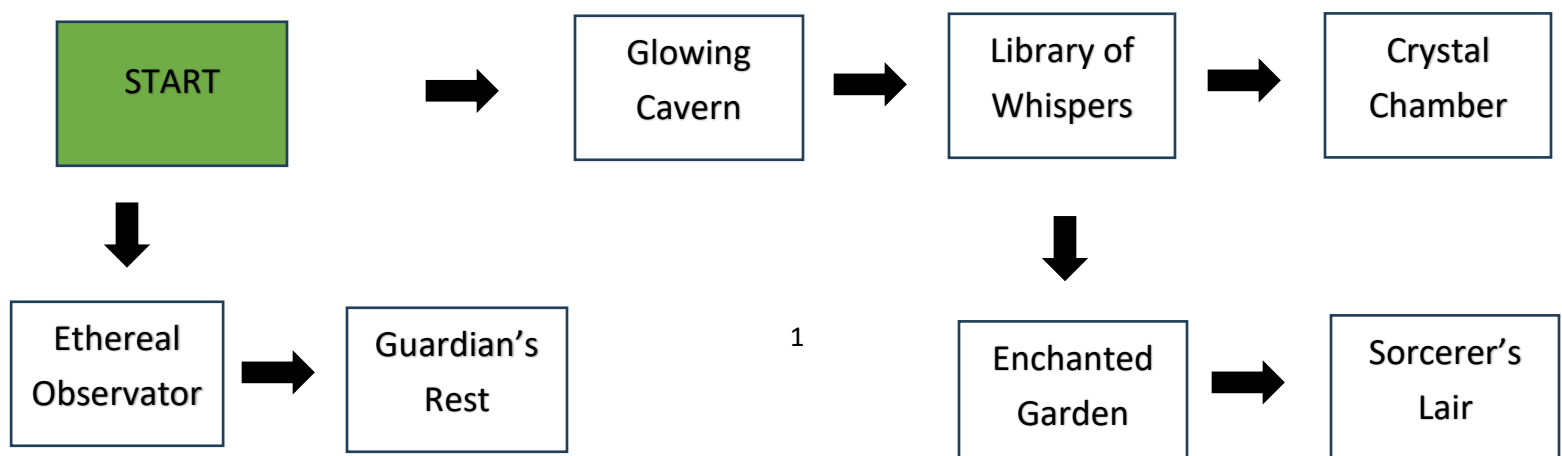
1. **Start Room:** The journey begins here, a peaceful glade with an old stone archway.
2. **Glowing Cavern:** A mesmerizing cavern filled with bioluminescent flora.
3. **Library of Whispers:** Ancient scrolls and mystical books line the shelves of this magical library.
4. **Crystal Chamber:** A room adorned with radiant crystals, each holding a unique enchantment.
5. **Guardian's Rest:** A tranquil sanctuary guarded by mystical creatures, offering a respite.
6. **Ethereal Observatory:** A room with a celestial telescope that unveils hidden constellations.
7. **Enchanted Garden:** A lush garden where magical herbs and flowers bloom.
8. **Sorcerer's Lair:** The final confrontation awaits in the dark lair of the powerful sorcerer.

Items:

1. **Mystic Amulet:** A glowing amulet with protective powers.
2. **Crystal Key:** Unlocks hidden passages within the Crystal Chamber.
3. **Whispering Quill:** A magical quill that reveals hidden messages in the Library of Whispers.
4. **Starlight Elixir:** A potion found in the Ethereal Observatory that grants temporary invincibility.
5. **Lunar Blossom:** A rare flower from the Enchanted Garden with healing properties.
6. **Sorcerer's Talisman:** The ultimate artifact needed to face the sorcerer, hidden in the Guardian's Rest.

Villain:

1. The nefarious sorcerer, Malgrim the Malevolent, guards the secrets of the Enchanted Realm. Players must carefully collect all the items before confronting Malgrim, as attempting to face him without the full arsenal of artifacts could lead to a dire fate.





Room Descriptions:

Start:

Description: A peaceful glade with an old stone archway.

Item: None

Glowing Cavern:

Description: A mesmerizing cavern filled with bioluminescent flora.

Item: Mystic Amulet

Library of Whispers:

Description: Ancient scrolls and mystical books line the shelves.

Item: Whispering Quill

Crystal Chamber:

Description: A room adorned with radiant crystals.

Item: Crystal Key

Ethereal Observatory:

Description: A room with a celestial telescope.

Item: Starlight Elixir

Guardian's Rest:

Description: A tranquil sanctuary guarded by mystical creatures.

Item: Lunar Blossom

Enchanted Garden:

Description: A lush garden where magical herbs and flowers bloom.

Item: None

Sorcerer's Lair:

Description: The dark lair of the powerful sorcerer.

Item: Sorcerer's Talisman

Villain: Malgrim the Malevolent

Pseudocode or Flowchart for Code to "Move Between Rooms"

```
FUNCTION move_player(current_room, direction):  
    PRINT "Enter a direction (North, South, East, West): "
```

```
READ input_direction

IF input_direction is valid:
    new_room = get_new_room(current_room, input_direction)

    IF new_room is not None:
        PRINT "You move to the", new_room
        RETURN new_room
    ELSE:
        PRINT "You cannot move in that direction."
        RETURN current_room
ELSE:
    PRINT "Invalid direction. Try again."
    RETURN current_room

FUNCTION get_new_room(current_room, direction):
    new_room = None

    SWITCH direction:
        CASE "North":
            new_room = map[current_room]["North"]
        CASE "South":
            new_room = map[current_room]["South"]
        CASE "East":
            new_room = map[current_room]["East"]
        CASE "West":
            new_room = map[current_room]["West"]

    RETURN new_room
```

Pseudocode or Flowchart for Code to “Get an Item”

```
FUNCTION get_item(current_room, inventory):
    PRINT "Enter the item you want to get: "
    READ desired_item

    IF desired_item is in current_room:
        ADD desired_item to inventory
        REMOVE desired_item from current_room
        PRINT "You obtained the", desired_item
    ELSE:
        PRINT "The", desired_item, "is not in this room."

    RETURN inventory
```