# IT 140 Design Document Template

## Instructions

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

Tale of the Heroic Knight

## Storyboard (Description and Map)

The story that I plan to make is the everyday life for a knight during the dark ages, I don’t plan to set this in the conventional dark ages that we have here, in this scenario I plan to make the player get all of the items in order to kill the dragon who is the final boss for this they will need the king’s orders, sword, shield, meat, a health potion and, a bow. They will start In the courtyard of the castle and will have to navigate to each item before they are able to defeat the dragon.

Country Road

“Bow”

East

West

East

North

South

West

Town Square

“Health Potion”

Dragon den

Must have all items

West

East

Castle

Courtyard

Armory

“Shield”

South

North

Sparring grounds

“sword”

West

East

North

South

King’s room

“King’s Orders”

Butcher’s shop

“Meat”

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

User input for next move

If player move is “Exit”

True

Break

Prompts user for new move

False

Is player move available from current location

No

Player move unavailable

Yes

Move in specified direction

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

When entering a new room prompt user to interact with the item in the room “pick up the item?”

Item is added to the inventory

The item is already in your inventory

Checks to see if the player already has the item in their inventory

Yes

Player leaves the item

No