Variables for levels 0,1,2,5

Global variables:

Health

The players health. Starts at 100

Inventory

What the player has

Level

Keeps track of which level function to call

Win

The victory condition. A simple Boolean variable.

Introduction() local variables

Enter

Keeps track of whether the user has entered the pyramid. Sentry variable for the function.

Action

String input from user

Level1() local variables

Exit\_room

Keeps track of whether the player is leaving the room. Sentry variable for the entire function.

Door

Keeps track of whether the door is locked, unlocked, or open

Sarcophagus

A list of items currently in the sarcophagus

Action

User input

Level2() local variables

Exit\_room

Sentry variable for the function

No\_mirror

Keeps track of whether the mirror is on the wall or not

No bush

Keeps track of whether the thorns have been burned or not

No lock

Keeps track of the

Eyes

Keeps track of the number of eyes the user still has

Level5() local variables

Gas

Keeps track of whether gas attack has started

Alien

Whether the alien is alive or not

Exit\_room

Sentry variable for the level

Mask

When true, ends gas attack and prevents death

Action

User input

Time variables

Bt – time at the start of the gas attack

T – current time

Te - (t-bt), in other words, time elapsed since gas attack

Tr – time remaining, (120 – te)

Win

The victory variable

Vault

Keeps track of whether the vault is locked or open

Functions for levels 0,1,2,5

Introduction()

Displays instructions and gives user a chance to learn the ropes before the game begins.

Level1(health,inventory)

Level 1 block. Returns health and inventory to the next level.

Level2(health,inventory)

Level 2 block. Takes health and inventory as parameters and returns the same.

Level3(health,inventory)

Level 3 block. Takes health and inventory as parameters and returns the same.

…all the way through level4()

Level5()

This one also returns win, the victory variable.

Computer(vault)

Allows the user to use the computer