Conner Brewster

Brooks Petit

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**Pseudocode**

**Level 2:**

Display the text “The room you have entered seems to be smaller and a little brighter than the previous one…”

Set variable “action” to a string provided by the user.

Set variable “action” to itself, but in lowercase font.

If “action” is equal to “look”:

Display the text “You find a dusty mirror hanging angled on the left wall, some hieroglyphics to the right, a red box left of that, and dense thorny bushes.”

Set variable “action” to a string provided by the user.

Set variable “action” to itself, but in lowercase font.

If “action”is equal to “look in mirror” or “inspect mirror”:

Display the text “Inside of the mirror you find yourself, and a dark object approaching you at an incredible rate…”

Display the text on a new line “Before you could react, you are whisked away…”

Display the text “You find yourself in a pitch black room with no means of escape…”

Set “game\_over” to True.

If “action” is equal to “Inspect hieroglyphics”:

Display the text “You translate the text…”

Display the text “Seeing yourself will only make IT worse…”

If “action” is equal to “Inspect red box”:

Display the text “You take a closer look at the red box to find it made of some sort of metal coating.”

Display the text “You see that it is tightly shut with a key lock in place.”

If “action” is equal to “use key”:

Display the text “With a quick click, the red box’s lid pops off.”

Display the text “Within you find a flint and steel.”

If “action” is equal to “take/grab/acquire/pick up/ flint and steel”:

Add “flint\_and\_steel” to “inventory”.

If “action” is equal to “Inspect bushes”:

Display the text “You step closer to the dense thorns. You feel nervous around them. At the end you see a light shimmering from the ceiling…”

If “action” is equal to “Enter bushes”:

If “no\_bush” is equal to False:

Display the text “You attempt to push through the bushes, but you are severely wounded from the sharp thorns. You retreat for now back into the main area.”

Set “health” to relative negative 20.

Elif “no\_bush” is equal to True:

Display the text “You easily slide through the bushes. You find yourself in front of a ladder.”

If “action” is equal to “ascend/go up/grab ladder”:

Set “level” to 3.

If “action” is equal to “Use flint and steel”:

Display the text “You go near the bushes and light the flint and steel. The thorns of the bushes are now nonexistent.”

Set “no\_bush” to True.