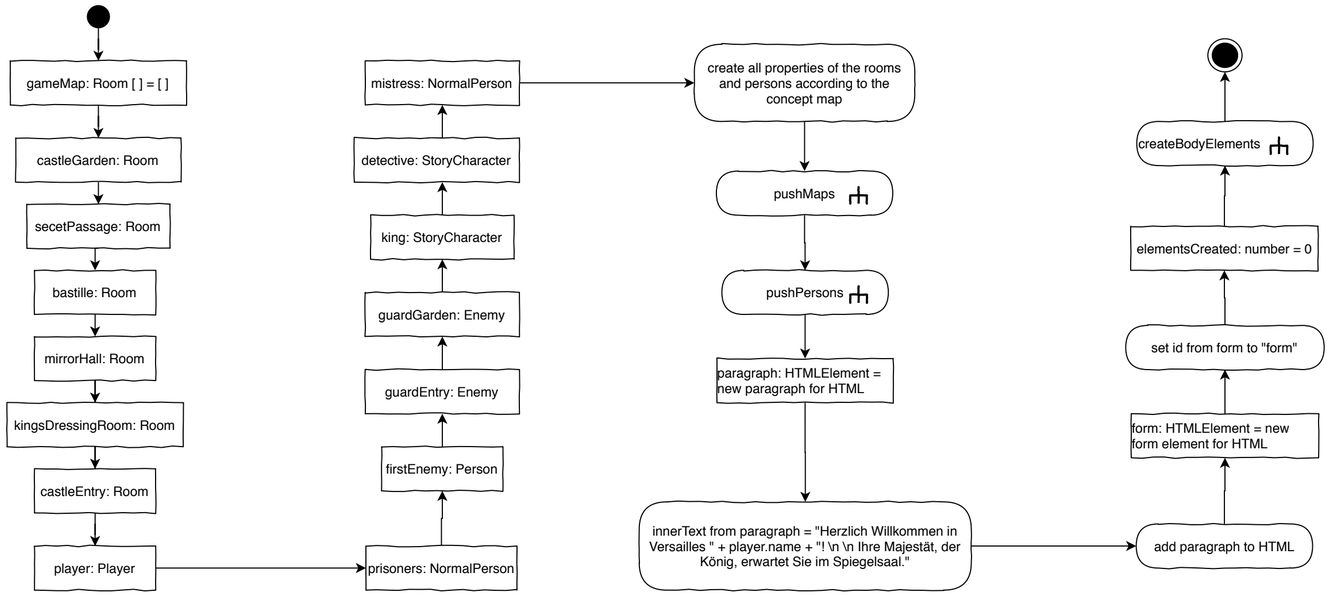
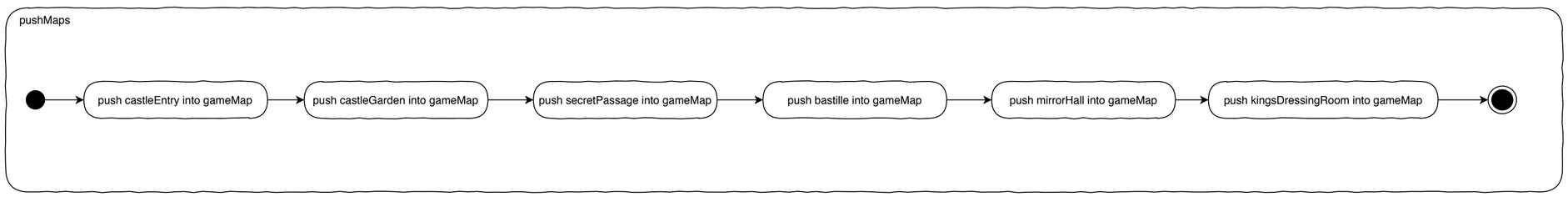
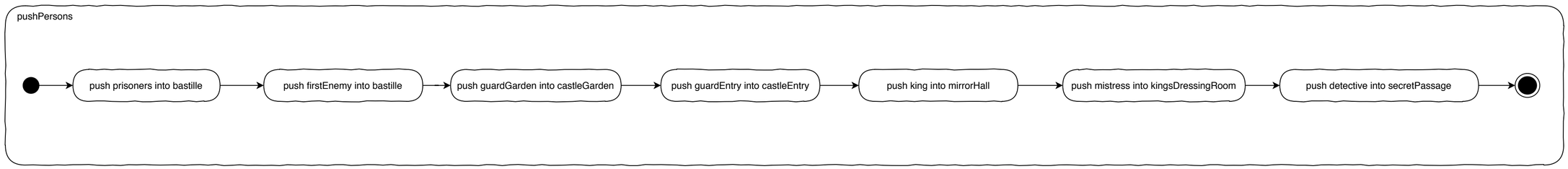
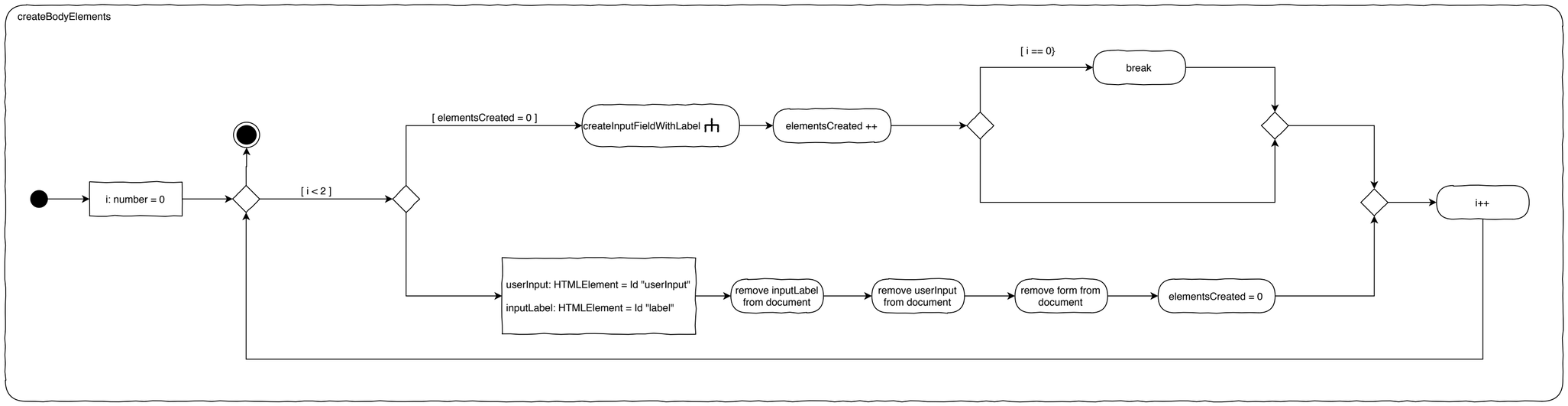
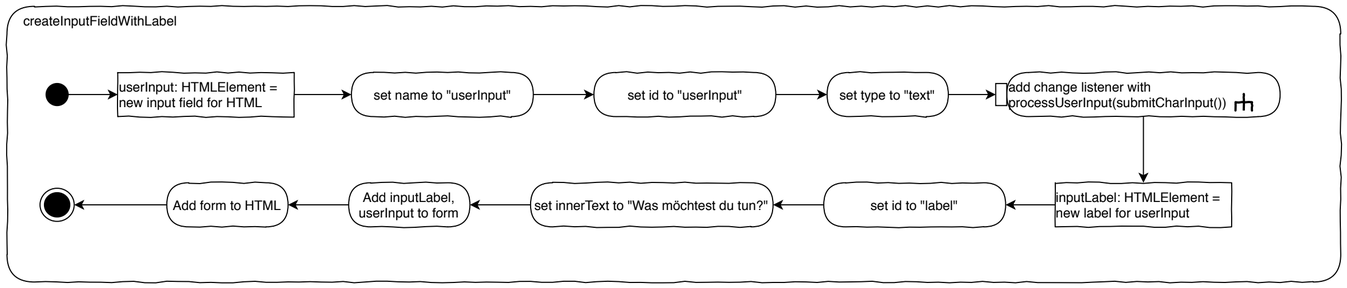

gameMap: Room [ ] = [ ]
castleGarden: Room
secetPassage: Room
bastille: Room
mirrorHall: Room
kingsDressingRoom: Room
castleEntry: Room
player: Player
prisoners: NormalPerson
firstEnemy: Person
guardEntry: Enemy
guardGarden: Enemy
king: StoryCharacter
detective: StoryCharacter
mistress: NormalPerson
create all properties of the rooms and persons according to the concept map
pushMaps
pushPersons
paragraph: HTMLElement = new paragraph for HTML
innerText from paragraph = "Herzlich Willkommen in Versailles " + player.name + "! \n \n Ihre Majestät, der König, erwartet Sie im Spiegelsaal."
add paragraph to HTML
form: HTMLElement = new form element for HTML
set id from form to "form"
elementsCreated: number = 0
createBodyElements


pushMaps
push castleEntry into gameMap
push castleGarden into gameMap
push secretPassage into gameMap
push bastille into gameMap
push mirrorHall into gameMap
push kingsDressingRoom into gameMap

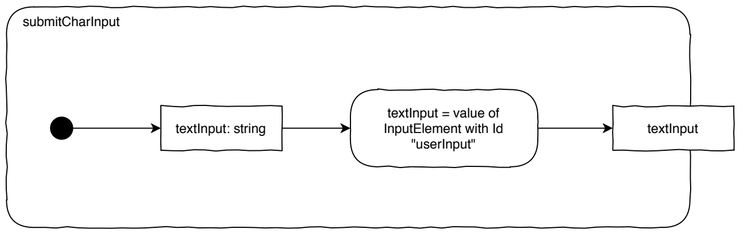

pushPersons
push prisoners into bastille
push firstEnemy into bastille
push guardGarden into castleGarden
push guardEntry into castleEntry
push king into mirrorHall
push mistress into kingsDressingRoom
push detective into secretPassage


createBodyElements
i: number = 0
[i < 2]
[elementsCreated = 0]
createInputFieldWithLabel
elementsCreated ++
[i == 0}
break
i++
userInput: HTMLElement = Id "userInput"
inputLabel: HTMLElement = Id "label"
remove inputLabel from document
remove userInput from document
remove form from document
elementsCreated = 0

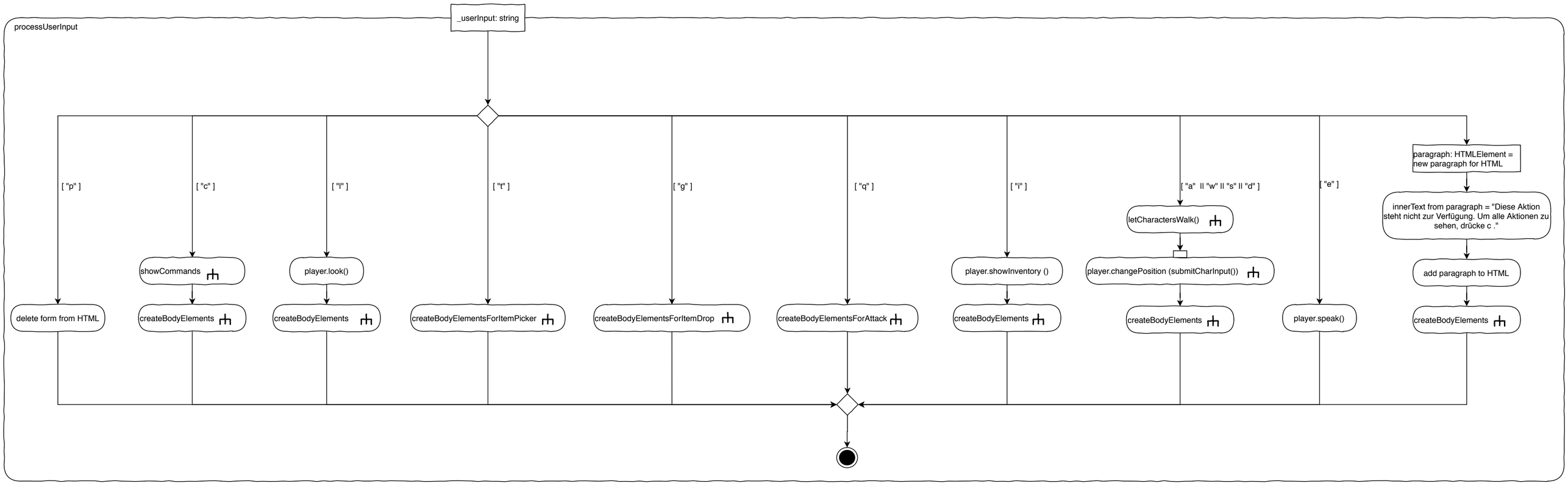
createInputFieldWithLabel



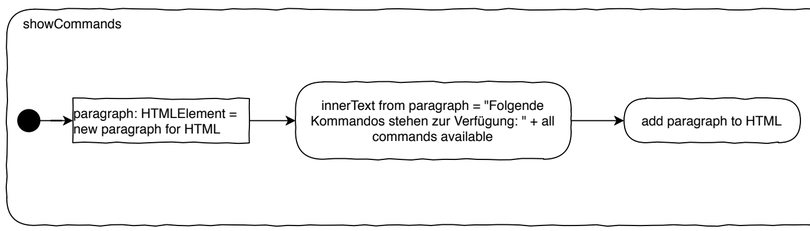
submitCharInput



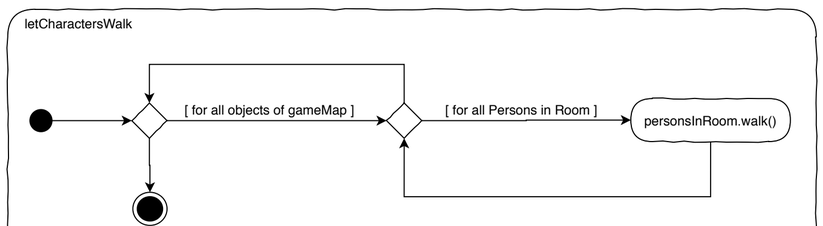
processUserInput



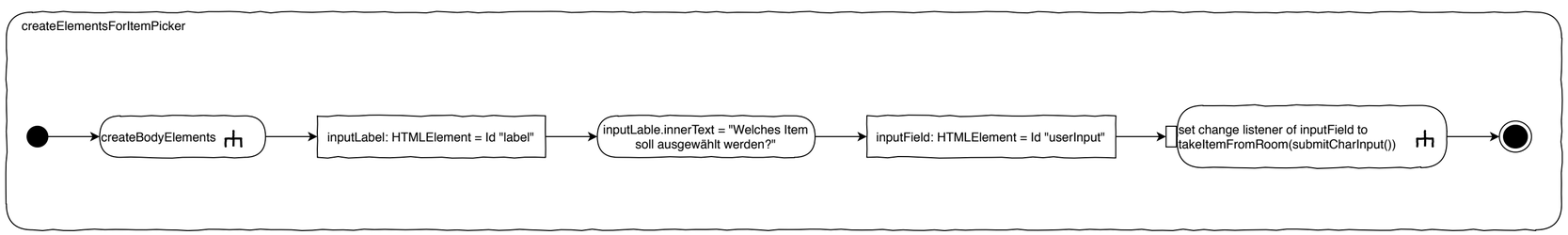
showCommands



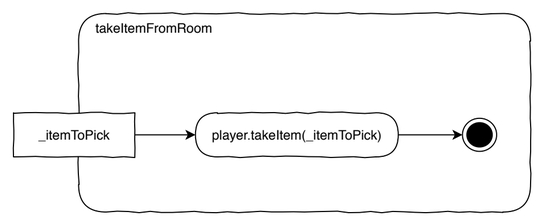
letCharactersWalk



createElementsForItemPicker



takeItemFromRoom



createElementsForItemDrop

createBodyElements

inputLabel: HTMLElement = Id "label"

inputLable.innerText = "Welches Item soll ausgewählt werden?"

inputField: HTMLElement = Id "userInput"

set change listener of inputField to dropItemFromInventory(submitCharInput())

dropItemFromInventory

_itemToDrop

player.dropItem(_itemToDrop)

createBodyElementsForAttack

createBodyElements

inputLabel: HTMLElement = Id "label"

change inner text to: "Welche Person soll attackiert werden?"

inputField: HTMLElement = Id "userInput"

set change listener of inputField to checkIfPersonCanBeAttacked(submitCharInput())

checkIfPersonCanBeAttacked

_personToAttack: string

personIsPartOfRoom: number

personIsPartOfRoom = findPersonInRoom(_personToAttack)

[personIsPartOfRoom = -1]

paragraph: HTMLElement = new paragraph for HTML

innerText from paragraph = "Die Person, die du attackieren möchtest, befindet sich nicht im Raum."

add paragraph to HTML

createBodyElements

paragraph: HTMLElement = new paragraph for HTML

innerText from paragraph = "Die Person, die du attackieren möchtest, ist nicht dein Feind. Du kannst diese Person nicht attackieren."

add paragraph to HTML

createBodyElements

[player.currentRoom.personsInRoom[personIsPartOfRoom].canBeAttacked = true]

player.attack(player.currentRoom.personsInRoom[personIsPartOfRoom])

findPersonInRoom

indexOfFoundPerson

_personToFind: string

indexOfFoundPerson: number = -1

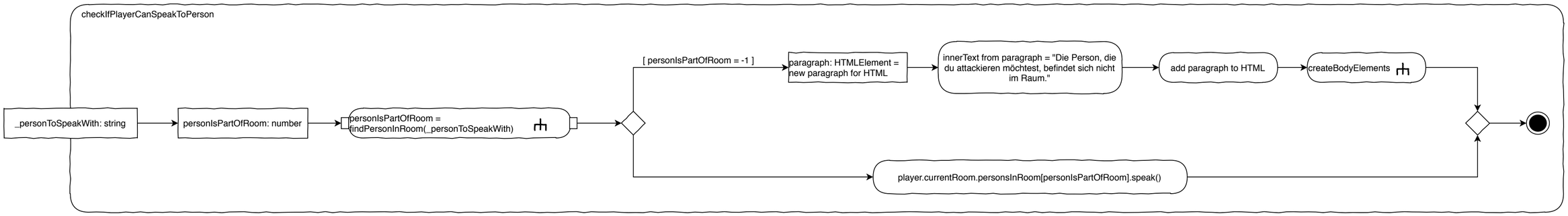
personToCheck: Person [ ]

personToCheck = player.currentRoom.personsInRoom

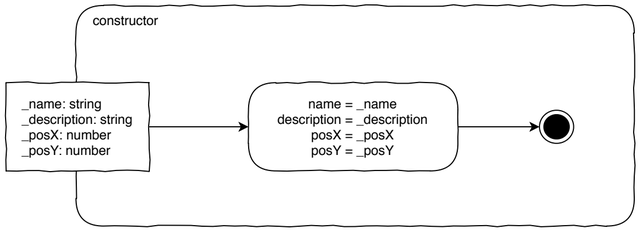
[i: number = 0; i < player.currentRoom.personsInRoom.length]

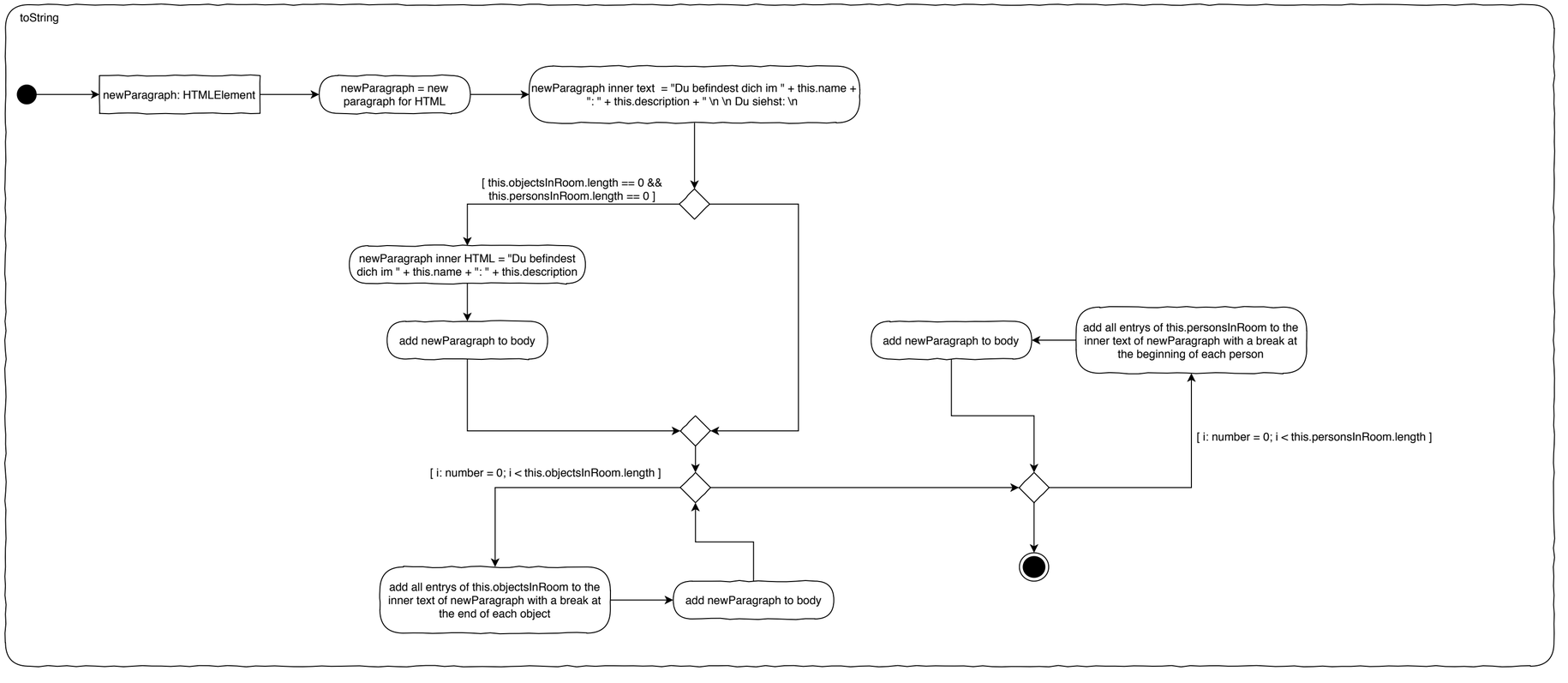
[personsToCheck[i].name = _personToFind]

indexOfFoundPerson = i

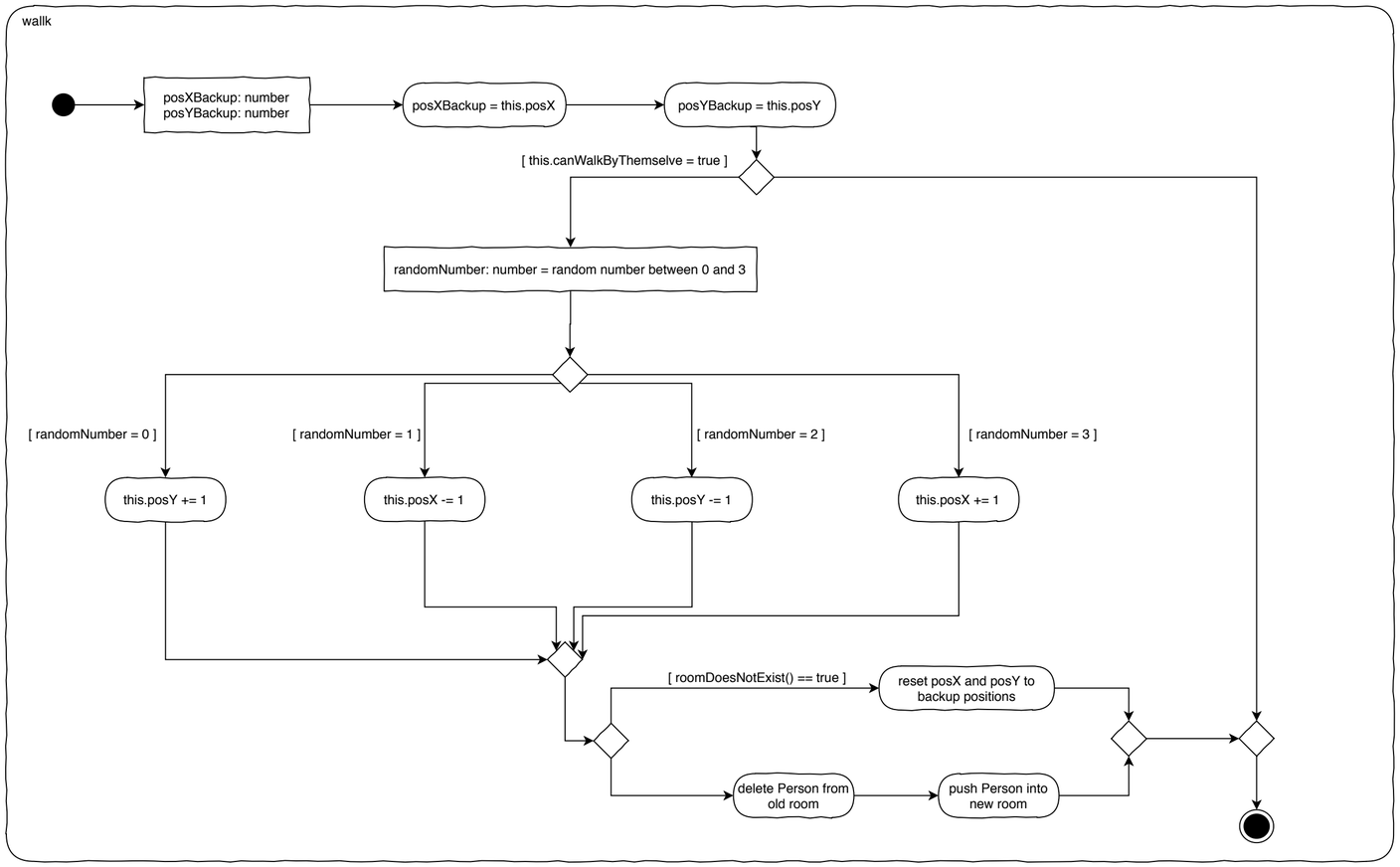

checkIfPlayerCanSpeakToPerson
_personToSpeakWith: string
personIsPartOfRoom: number
personIsPartOfRoom = findPersonInRoom(_personToSpeakWith)
[personIsPartOfRoom = -1]
paragraph: HTMLElement = new paragraph for HTML
innerText from paragraph = "Die Person, die du attackieren möchtest, befindet sich nicht im Raum."
add paragraph to HTML
createBodyElements
player.currentRoom.personsInRoom[personIsPartOfRoom].speak()

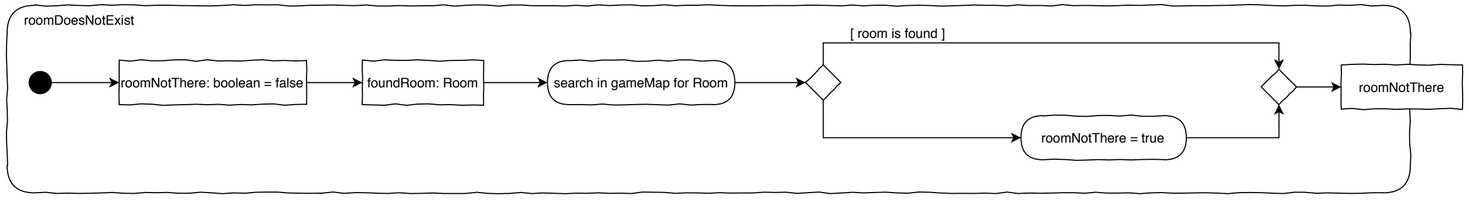
Room


constructor
_name: string
_description: string
_posX: number
_posY: number
name = _name
description = _description
posX = _posX
posY = _posY

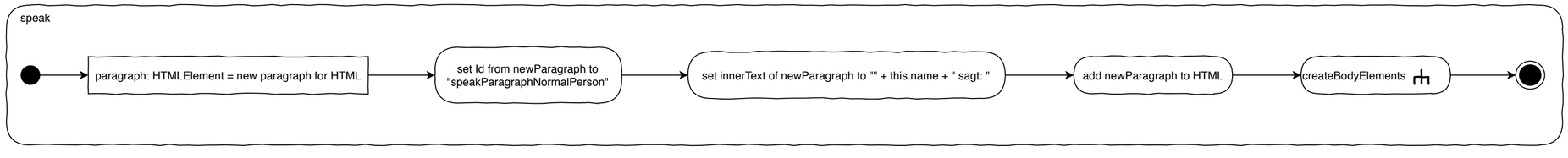

toString
newParagraph: HTMLElement
newParagraph = new paragraph for HTML
newParagraph inner text = "Du befindest dich im " + this.name + ": " + this.description + " \n \n Du siehst: \n
[this.objectsInRoom.length == 0 && this.personsInRoom.length == 0]
newParagraph inner HTML = "Du befindest dich im " + this.name + ": " + this.description
add newParagraph to body
[i: number = 0; i < this.objectsInRoom.length]
add all entrys of this.objectsInRoom to the inner text of newParagraph with a break at the end of each object
add newParagraph to body
add newParagraph to body
add all entrys of this.personsInRoom to the inner text of newParagraph with a break at the beginning of each person
[i: number = 0; i < this.personsInRoom.length]

Person

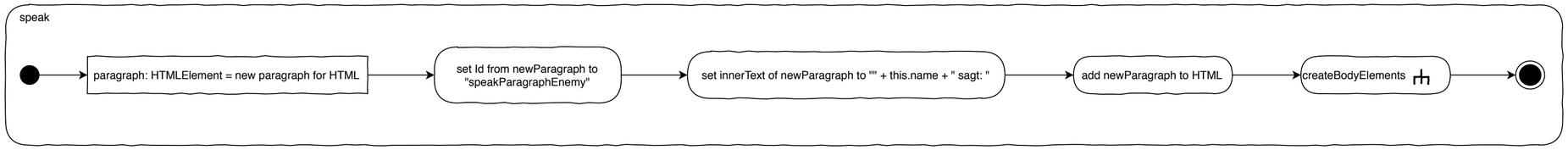


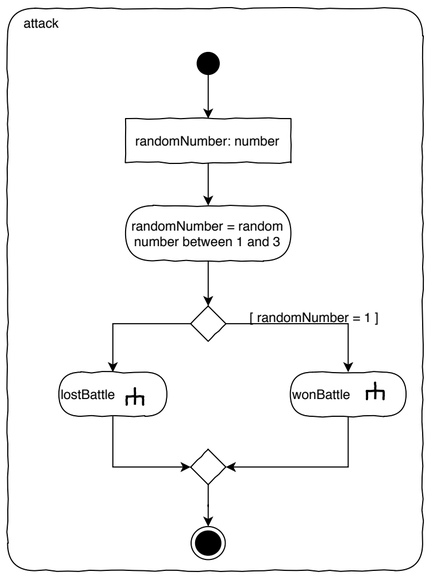


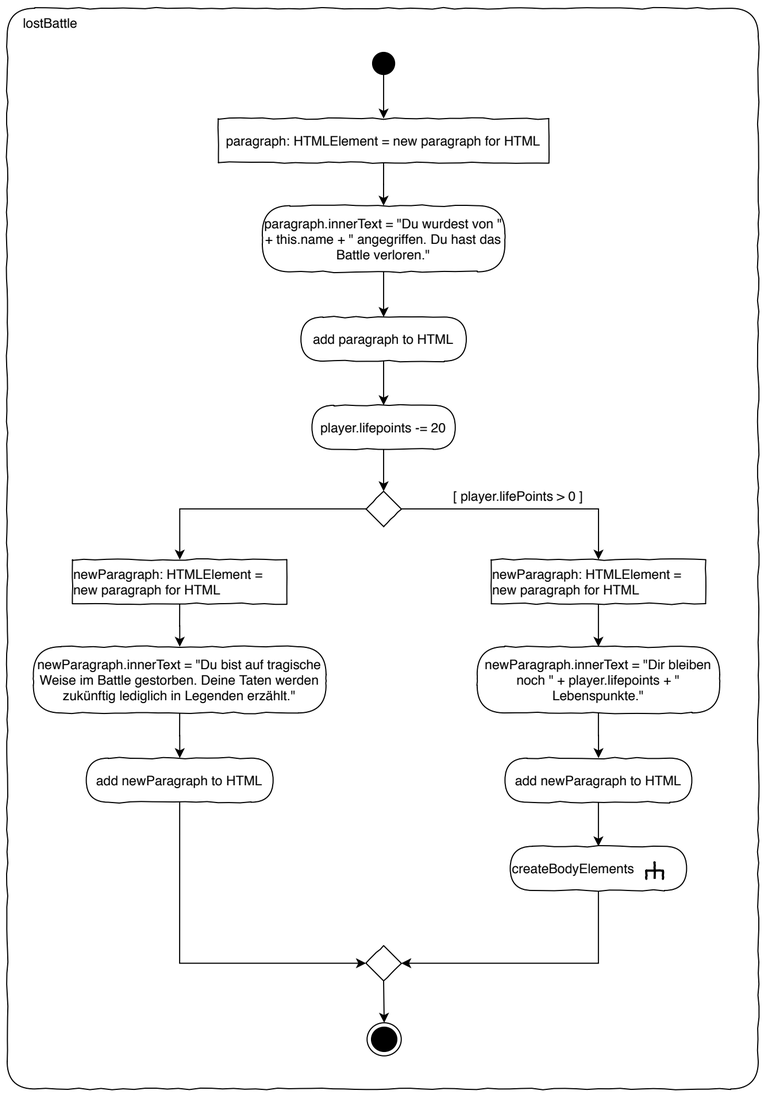
NormalPerson

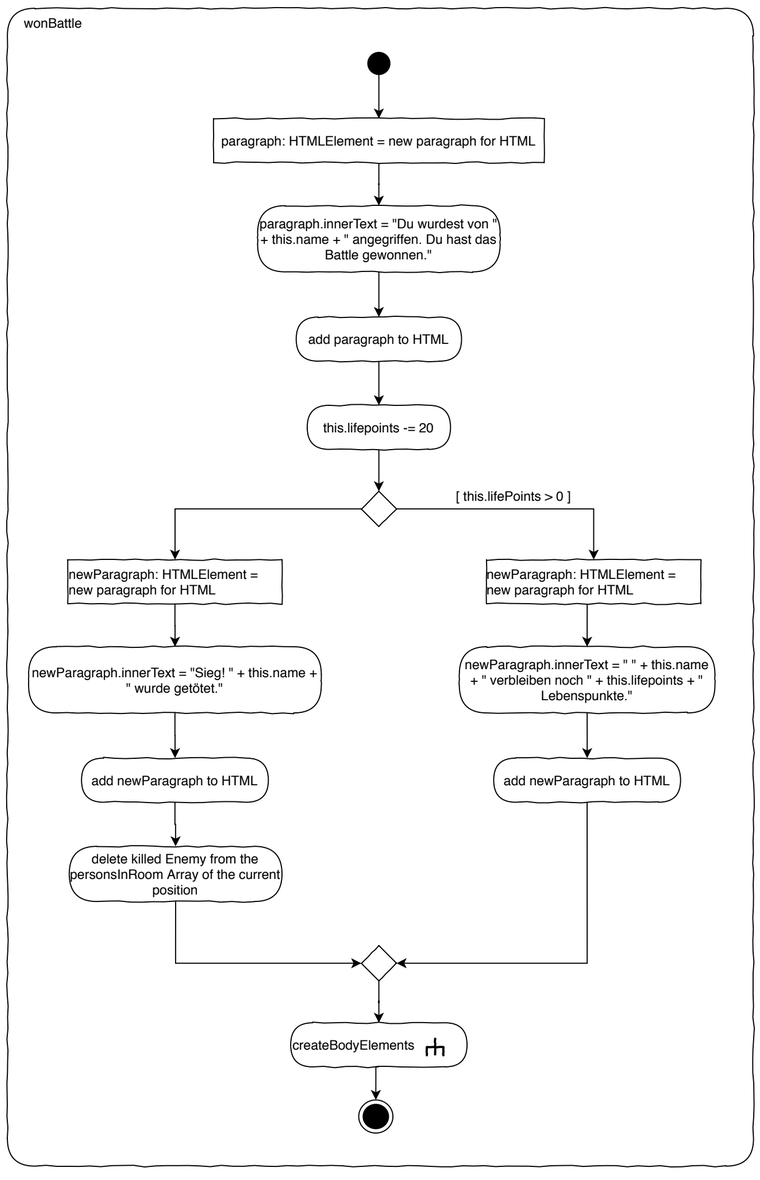


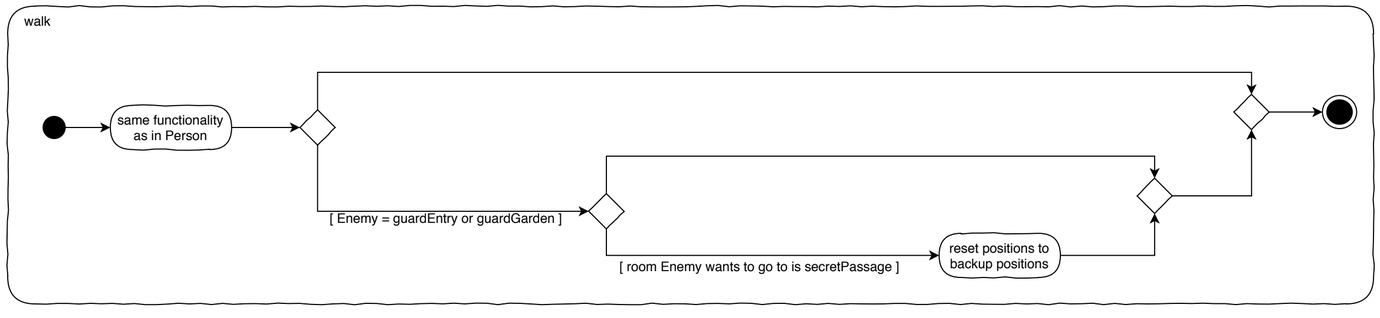
Enemy


speak
paragraph: HTMLElement = new paragraph for HTML
set Id from newParagraph to "speakParagraphEnemy"
set innerText of newParagraph to "" + this.name + " sagt: "
add newParagraph to HTML
createBodyElements

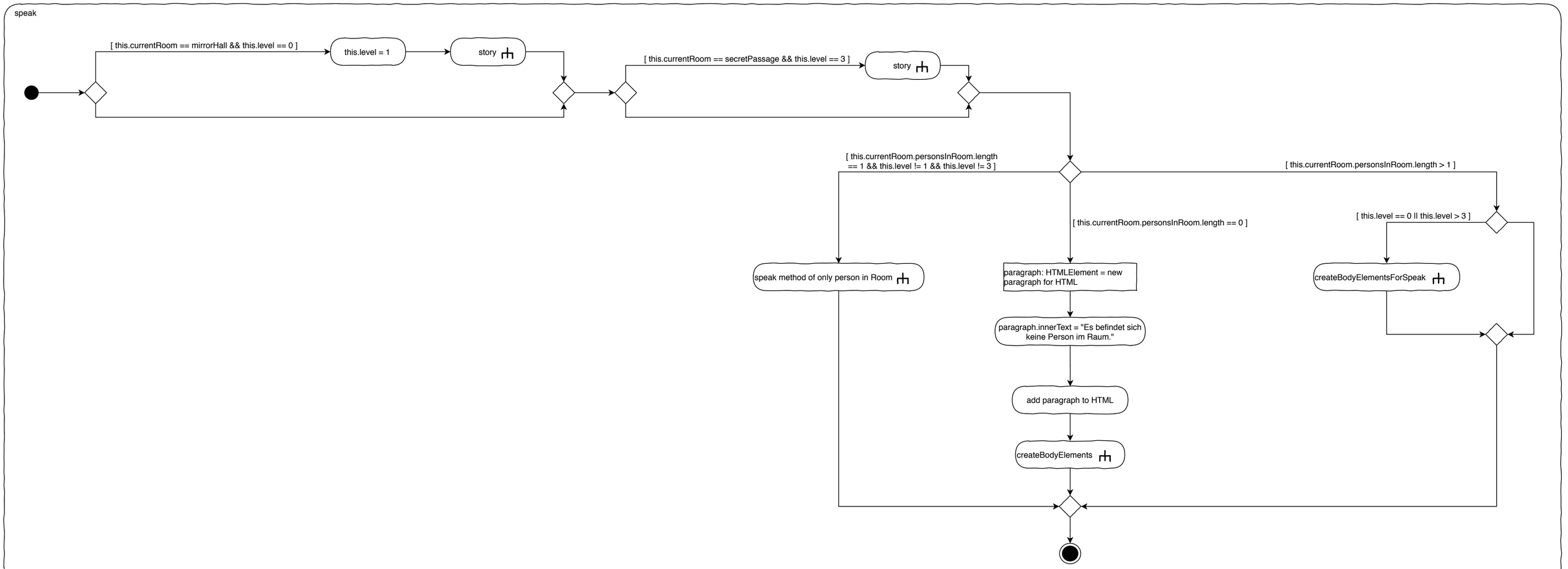

attack
randomNumber: number
randomNumber = random number between 1 and 3
[randomNumber = 1]
lostBattle
wonBattle

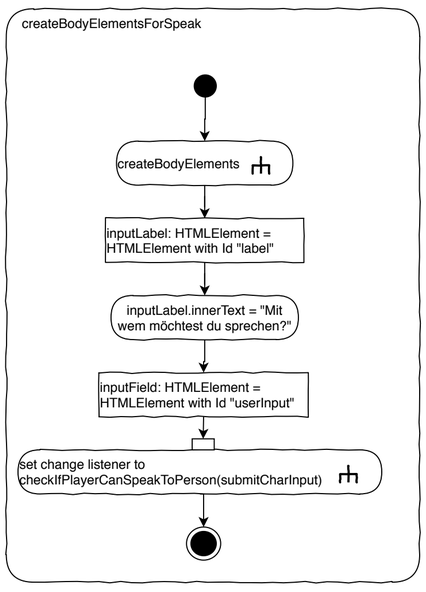

lostBattle
paragraph: HTMLElement = new paragraph for HTML
paragraph.innerText = "Du wurdest von " + this.name + " angegriffen. Du hast das Battle verloren."
add paragraph to HTML
player.lifepoints -= 20
[player.lifePoints > 0]
newParagraph: HTMLElement = new paragraph for HTML
newParagraph: HTMLElement = new paragraph for HTML
newParagraph.innerText = "Du bist auf tragische Weise im Battle gestorben. Deine Taten werden zukünftig lediglich in Legenden erzählt."
newParagraph.innerText = "Dir bleiben noch " + player.lifepoints + " Lebenspunkte."
add newParagraph to HTML
add newParagraph to HTML
createBodyElements

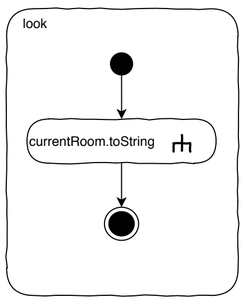

wonBattle
paragraph: HTMLElement = new paragraph for HTML
paragraph.innerText = "Du wurdest von " + this.name + " angegriffen. Du hast das Battle gewonnen."
add paragraph to HTML
this.lifepoints -= 20
[this.lifePoints > 0]
newParagraph: HTMLElement = new paragraph for HTML
newParagraph: HTMLElement = new paragraph for HTML
newParagraph.innerText = "Sieg! " + this.name + " wurde getötet."
newParagraph.innerText = " " + this.name + " verbleiben noch " + this.lifepoints + " Lebenspunkte."
add newParagraph to HTML
add newParagraph to HTML
delete killed Enemy from the personsInRoom Array of the current position
createBodyElements

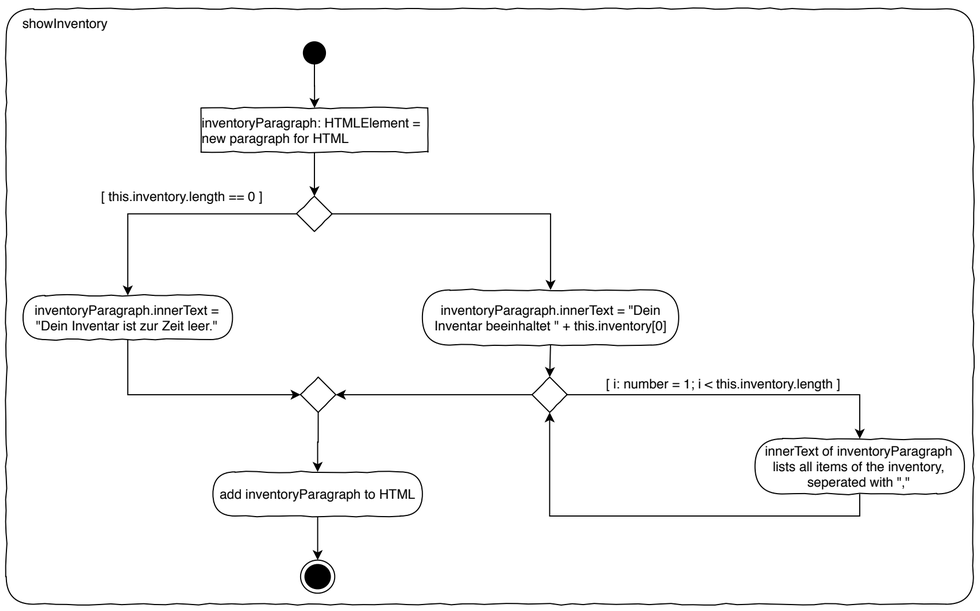

walk
same functionality as in Person
[Enemy = guardEntry or guardGarden]
[room Enemy wants to go to is secretPassage]
reset positions to backup positions

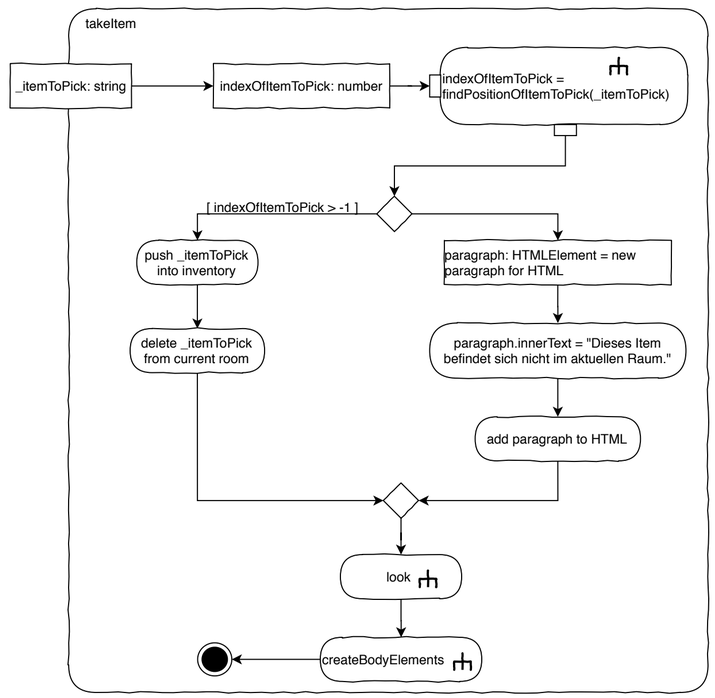
Player

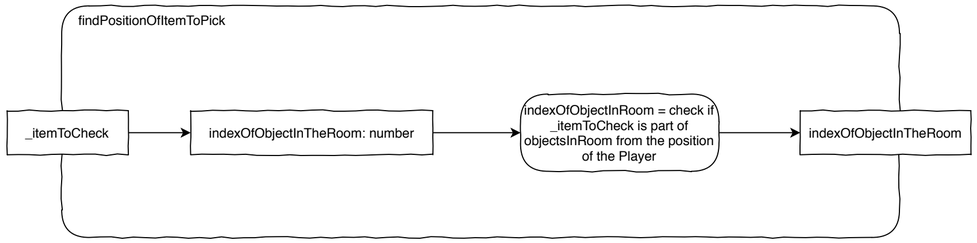

speak
[this.currentRoom == mirrorHall && this.level == 0]
this.level = 1
story
[this.currentRoom == secretPassage && this.level == 3]
story
[this.currentRoom.personsInRoom.length == 1 && this.level != 1 && this.level != 3]
[this.currentRoom.personsInRoom.length == 0]
[this.currentRoom.personsInRoom.length > 1]
[this.level == 0 || this.level > 3]
speak method of only person in Room
paragraph: HTMLElement = new paragraph for HTML
paragraph.innerText = "Es befindet sich keine Person im Raum."
add paragraph to HTML
createBodyElements
createBodyElementsForSpeak

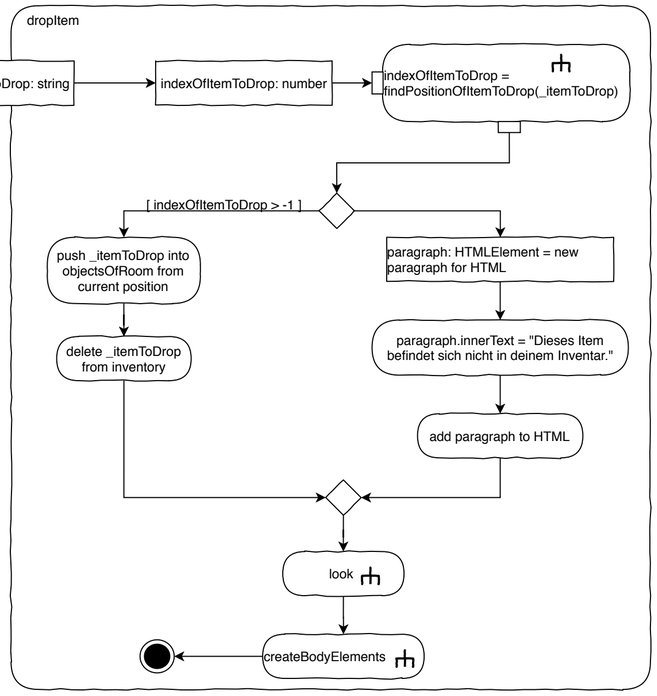

createBodyElementsForSpeak
createBodyElements
inputLabel: HTMLElement = HTMLElement with Id "label"
inputLabel.innerText = "Mit wem möchtest du sprechen?"
inputField: HTMLElement = HTMLElement with Id "userInput"
set change listener to checkIfPlayerCanSpeakToPerson(submitCharInput)

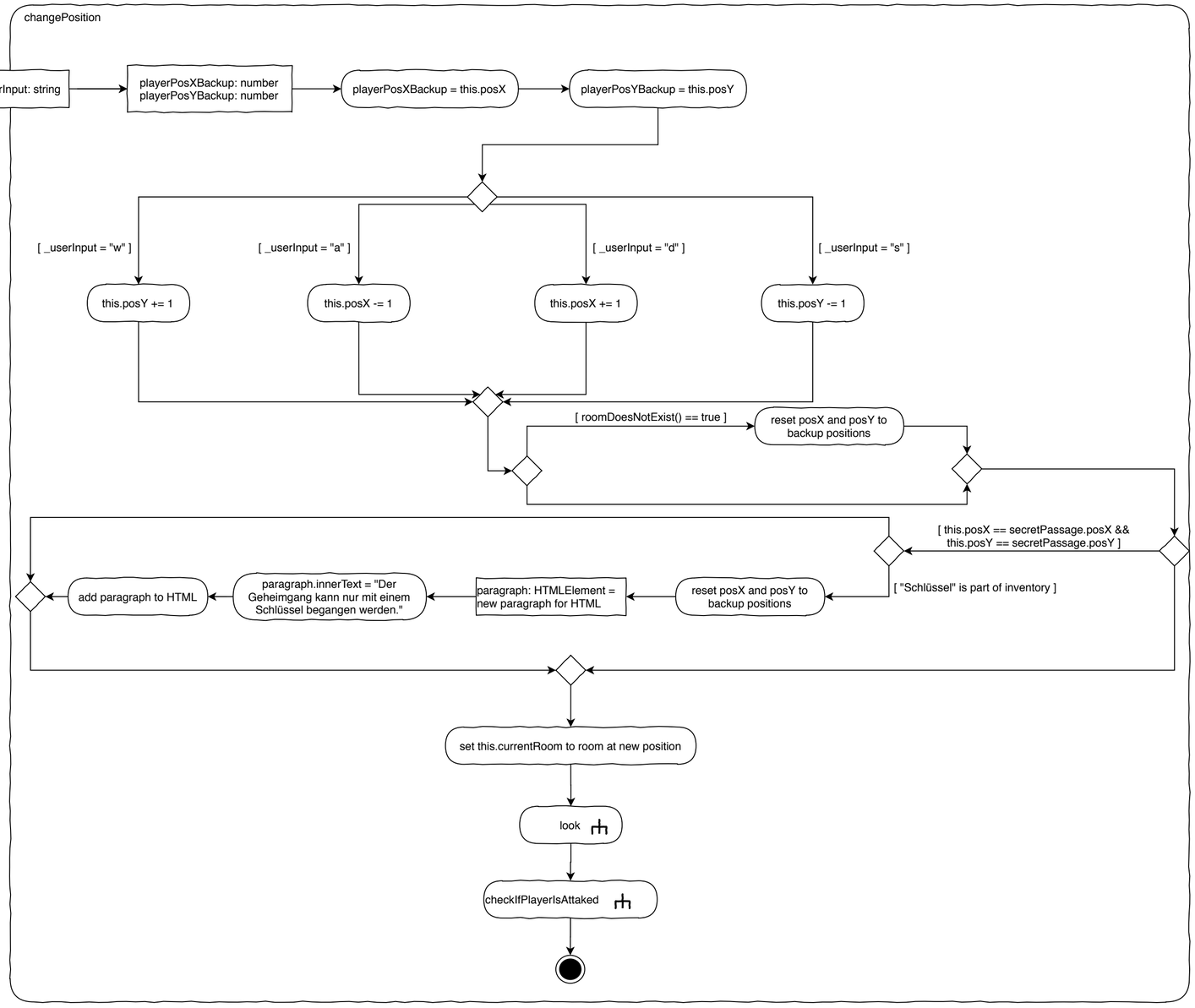

look
currentRoom.toString

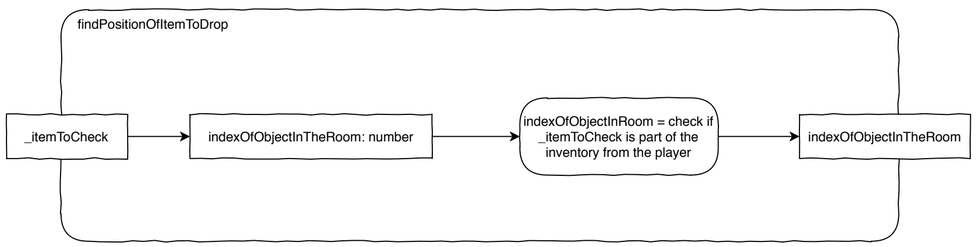

showInventory
inventoryParagraph: HTMLElement = new paragraph for HTML
[this.inventory.length == 0]
inventoryParagraph.innerText = "Dein Inventar ist zur Zeit leer."
inventoryParagraph.innerText = "Dein Inventar beeinhaltet " + this.inventory[0]
[i: number = 1; i < this.inventory.length]
innerText of inventoryParagraph lists all items of the inventory, seperated with ","
add inventoryParagraph to HTML

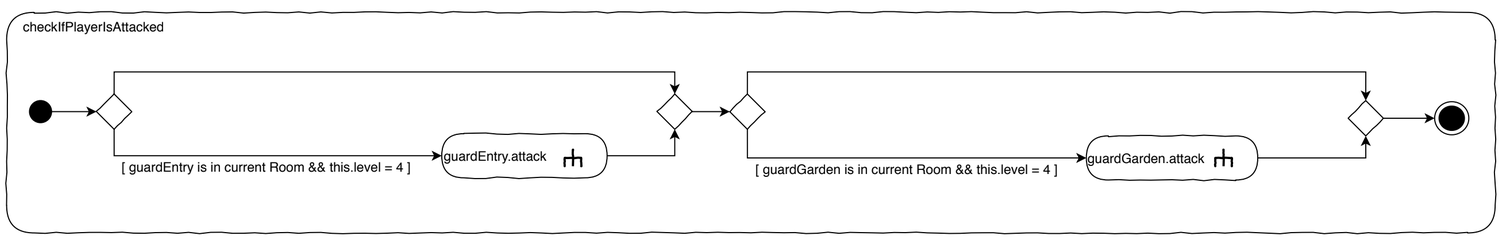

takeItem
_itemToPick: string
indexOfItemToPick: number
indexOfItemToPick = findPositionOfItemToPick(_itemToPick)
[indexOfItemToPick > -1]
push _itemToPick into inventory
delete _itemToPick from current room
paragraph: HTMLElement = new paragraph for HTML
paragraph.innerText = "Dieses Item befindet sich nicht im aktuellen Raum."
add paragraph to HTML
look
createBodyElements

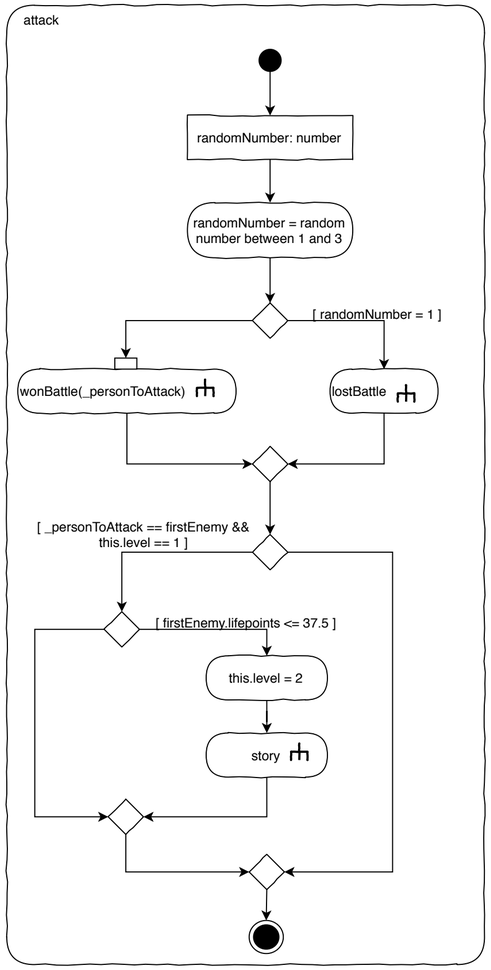

findPositionOfItemToPick
_itemToCheck
indexOfObjectInTheRoom: number
indexOfObjectInRoom = check if _itemToCheck is part of objectsInRoom from the position of the Player
indexOfObjectInTheRoom

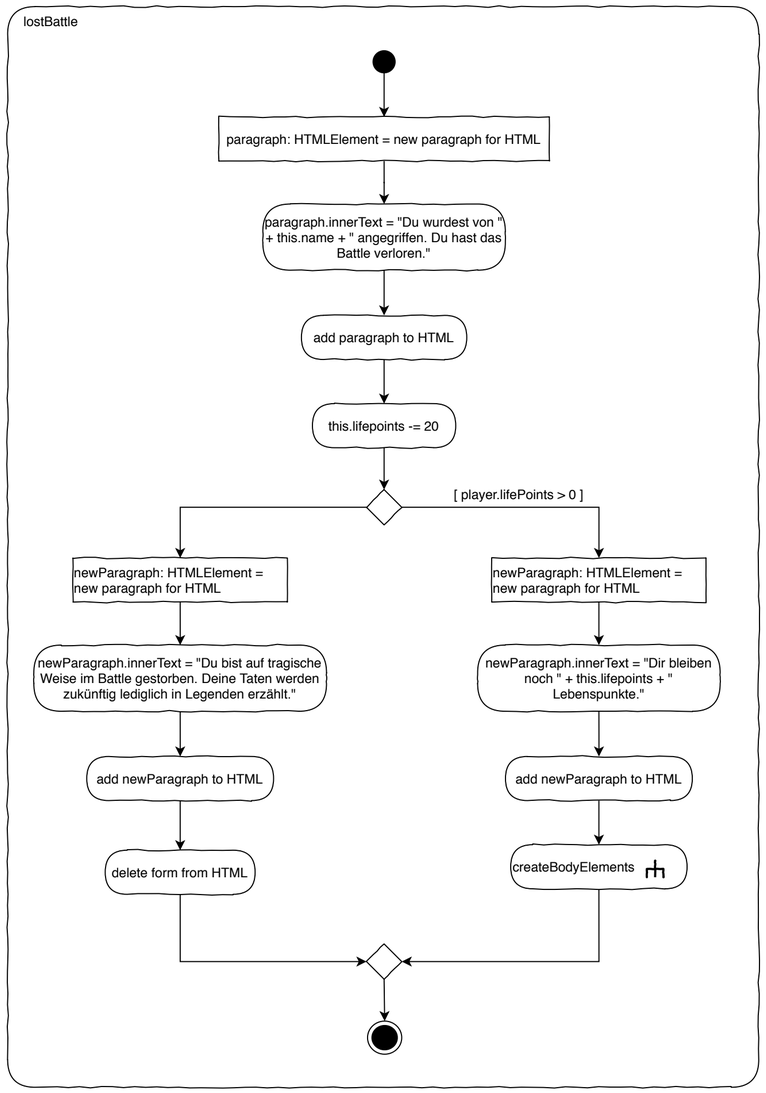

dropItem
_itemToDrop: string
indexOfItemToDrop: number
indexOfItemToDrop = findPositionOfItemToDrop(_itemToDrop)
[indexOfItemToDrop > -1]
push _itemToDrop into objectsOfRoom from current position
delete _itemToDrop from inventory
paragraph: HTMLElement = new paragraph for HTML
paragraph.innerText = "Dieses Item befindet sich nicht in deinem Inventar."
add paragraph to HTML
look
createBodyElements

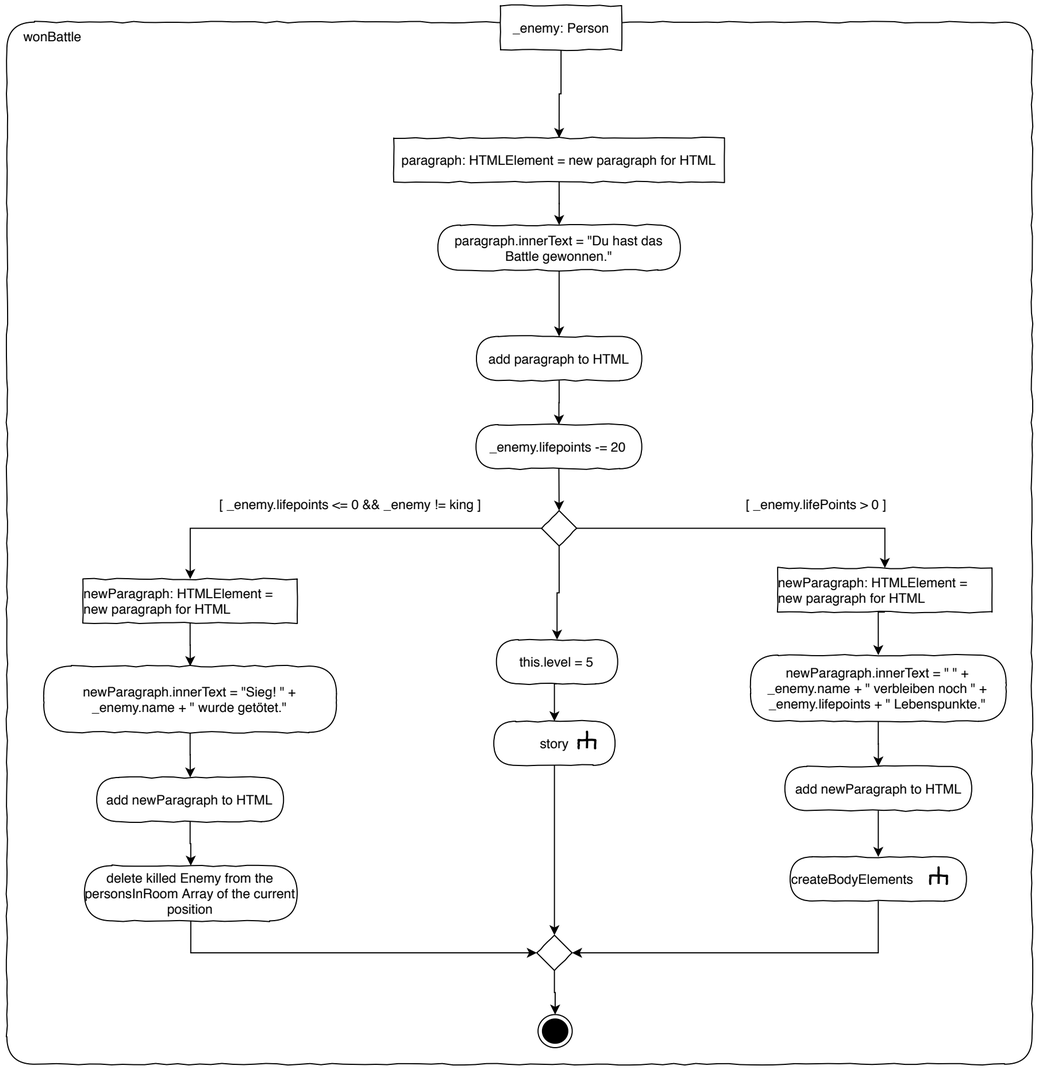

changePosition
_userInput: string
playerPosXBackup: number
playerPosYBackup: number
playerPosXBackup = this.posX
playerPosYBackup = this.posY
[_userInput = "w"]
[_userInput = "a"]
[_userInput = "d"]
[_userInput = "s"]
this.posY += 1
this.posX -= 1
this.posX += 1
this.posY -= 1
[roomDoesNotExist() == true]
reset posX and posY to backup positions
[this.posX == secretPassage.posX && this.posY == secretPassage.posY]
["Schlüssel" is part of inventory]
reset posX and posY to backup positions
paragraph: HTMLElement = new paragraph for HTML
paragraph.innerText = "Der Geheimgang kann nur mit einem Schlüssel begangen werden."
add paragraph to HTML
set this.currentRoom to room at new position
look
checkIfPlayerIsAttaked

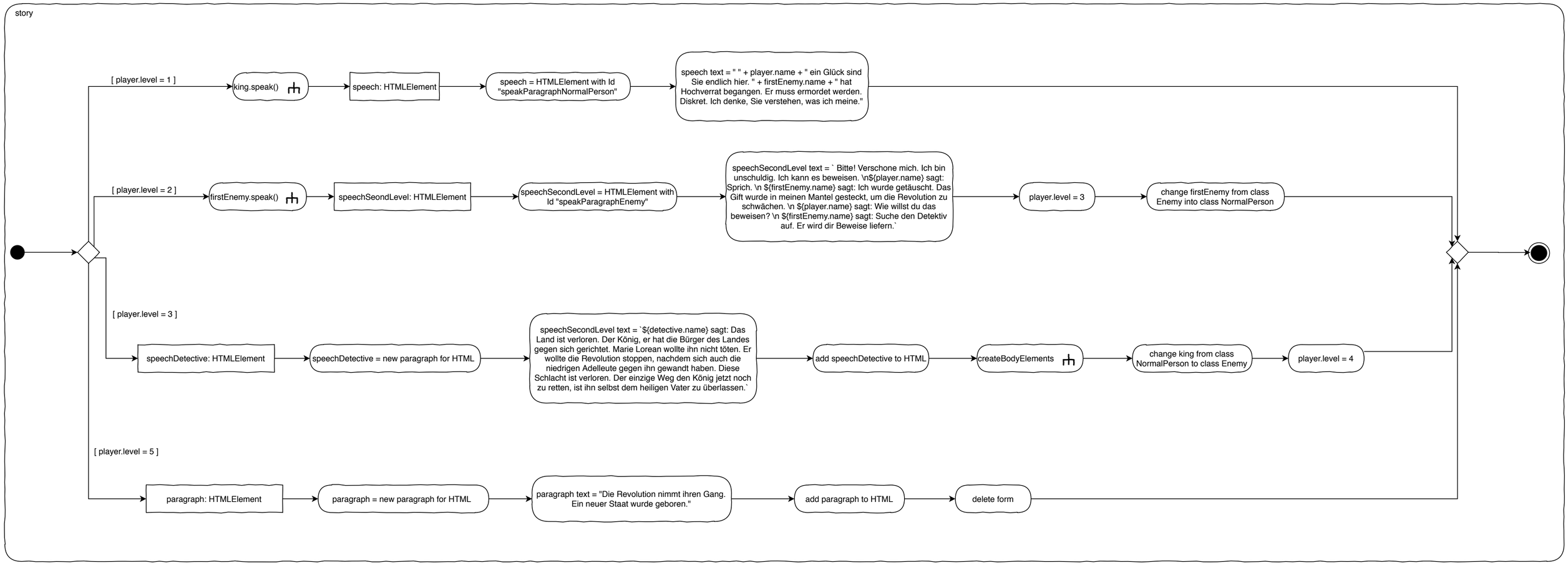

findPositionOfItemToDrop
_itemToCheck
indexOfObjectInTheRoom: number
indexOfObjectInRoom = check if _itemToCheck is part of the inventory from the player
indexOfObjectInTheRoom


checkIfPlayerIsAttacked
[guardEntry is in current Room && this.level = 4]
guardEntry.attack
[guardGarden is in current Room && this.level = 4]
guardGarden.attack


attack
randomNumber: number
randomNumber = random number between 1 and 3
[randomNumber = 1]
wonBattle(_personToAttack)
lostBattle
[_personToAttack == firstEnemy && this.level == 1]
[firstEnemy.lifepoints <= 37.5]
this.level = 2
story


lostBattle
paragraph: HTMLElement = new paragraph for HTML
paragraph.innerText = "Du wurdest von " + this.name + " angegriffen. Du hast das Battle verloren."
add paragraph to HTML
this.lifepoints -= 20
[player.lifePoints > 0]
newParagraph: HTMLElement = new paragraph for HTML
newParagraph.innerText = "Du bist auf tragische Weise im Battle gestorben. Deine Taten werden zukünftig lediglich in Legenden erzählt."
add newParagraph to HTML
delete form from HTML
newParagraph: HTMLElement = new paragraph for HTML
newParagraph.innerText = "Dir bleiben noch " + this.lifepoints + " Lebenspunkte."
add newParagraph to HTML
createBodyElements


wonBattle
_enemy: Person
paragraph: HTMLElement = new paragraph for HTML
paragraph.innerText = "Du hast das Battle gewonnen."
add paragraph to HTML
_enemy.lifepoints -= 20
[_enemy.lifepoints <= 0 && _enemy != king]
[_enemy.lifePoints > 0]
newParagraph: HTMLElement = new paragraph for HTML
newParagraph.innerText = "Sieg! " + _enemy.name + " wurde getötet."
add newParagraph to HTML
delete killed Enemy from the personsInRoom Array of the current position
this.level = 5
story
newParagraph: HTMLElement = new paragraph for HTML
newParagraph.innerText = " " + _enemy.name + " verbleiben noch " + _enemy.lifepoints + " Lebenspunkte."
add newParagraph to HTML
createBodyElements


story
[player.level = 1]
king.speak()
speech: HTMLElement
speech = HTMLElement with Id "speakParagraphNormalPerson"
speech text = " " + player.name + " ein Glück sind Sie endlich hier. " + firstEnemy.name + " hat Hochverrat begangen. Er muss ermordet werden. Diskret. Ich denke, Sie verstehen, was ich meine."
[player.level = 2]
firstEnemy.speak()
speechSeondLevel: HTMLElement
speechSecondLevel = HTMLElement with Id "speakParagraphEnemy"
speechSecondLevel text = ` Bitte! Verschone mich. Ich bin unschuldig. Ich kann es beweisen. \n${player.name} sagt: Sprich. \n ${firstEnemy.name} sagt: Ich wurde getäuscht. Das Gift wurde in meinen Mantel gesteckt, um die Revolution zu schwächen. \n ${player.name} sagt: Wie willst du das beweisen? \n ${firstEnemy.name} sagt: Suche den Detektiv auf. Er wird dir Beweise liefern.`
player.level = 3
change firstEnemy from class Enemy into class NormalPerson
[player.level = 3]
speechDetective: HTMLElement
speechDetective = new paragraph for HTML
speechSecondLevel text = `${detective.name} sagt: Das Land ist verloren. Der König, er hat die Bürger des Landes gegen sich gerichtet. Marie Lorean wollte ihn nicht töten. Er wollte die Revolution stoppen, nachdem sich auch die niedrigen Adelleute gegen ihn gewandt haben. Diese Schlacht ist verloren. Der einzige Weg den König jetzt noch zu retten, ist ihn selbst dem heiligen Vater zu überlassen.`
add speechDetective to HTML
createBodyElements
change king from class NormalPerson to class Enemy
player.level = 4
[player.level = 5]
paragraph: HTMLElement
paragraph = new paragraph for HTML
paragraph text = "Die Revolution nimmt ihren Gang. Ein neuer Staat wurde geboren."
add paragraph to HTML
delete form