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| Input | Process | Output |
| Planet 2 Aventus opening string message | Custom string to display in Aventus Main method class for | Brief user on story scenario |
| Switch statement named  Crossroad switch | Switch statement with 5 cases  Each with pertaining results convert string to integer to determine user input for case | Display 5 options with respective characters for input choice |
| Option 1 crossroad switch  Option 2 crossroad switch | Determine user input to display custom string from story class | Display message to user after user input |
| Option 3 crossroad switch | Determine user input to display custom string from hero death class | Display game over message to user, application ends |
| Option 4 crossroad switch | Display user inventory using inventory array with collected variables for items | Display array for user |
| Option 5 crossroad switch | Display user statistics using a stated stat variable. | Display stats variable for user |
| Input result from Crossroad switch, display market options loop. | Using an if else loop calculate user input to determine whether they want to buy/sell or leave the market. | Output options for user to input decision in a character or string recorded value. |
| Market Option 1 user buy | Display menu with switch statement to purchase items, use variable to calculate increment or decrement from hero currency. | Output 5 options for user, record user input using a parse statement to determine case in switch statement. |
| Market Option 2 user Sell | Display character inventory for items to sell calling hero inventory array | Display hero inventory |
| Market Option 3 user leaves market | Using a else statement proceed to previous crossroad switch statement | Display previous crossroad switch statement options. |
| Crossroad switch option 2  Display paths if else loop | Create if else looping statement that determines user input for 4 statements as well as a default | Display options for user determination and calculate input for resulting message. |
| Paths option 1) right path | Call user custom death string  From death class or method | Display user death and end application |
| Paths option 2) left path |  |  |
| Left path if else nested loop | Nest a if else statement in paths if else loop with 3 statements | Display new menu with 3 options for user input |
| Left path 1) feed manticore | Display message from hero story class and proceed to next planet class | Display message and success, |
| Left Path 2) feed cat | Display message from hero death class and death class | Display message and end application. |
| Left Path 3) Run to ship | Display message from hero story class, initiate next planet class | Display message and success |
| Paths option 3) display inventory | Call user inventory array to if else paths loop | Display user inventory |
| Paths option 4) display stats | Call user stats array to if else Paths loop | Display user Stats. |
| Paths option 5) default statement | Revert to Crossroads switch statement | Display Crossroads options to user |