**IPO Table Planet Noir**

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| INPUT | PROCESS | OUTPUT |
| Hero Name | User input’s hero’s name | Assign user input to Hero name |
| Dog Name | User input’s Dog’s name | Assign user input to dog name |
| Scenario 1, switch statement case 1 | Assign scenario one to first user input option | Hero progresses to if else loop  To pick string item to add to inventory array |
| Scenario 1, choose blitz blade | Use if else statement to determine true or false | Result = **true**, (Add blitz blade string to user inventory array, proceed to end) (Result =**false** proceed to next if else). |
| Scenario 1, choose Shield o Saturn | Use if else statement to determine true or false | Result = **true**,(Add Shield to inventory array, proceed to end) Result = **false** proceed to next if else statement) |
| Scenario 1, choose Plasma rifle | Use if else statement to determine true or false | Result = **true**(Add rifle to inventory array, proceed to end)  Result = **false** proceed to else statement |
| Scenario 1 else character dies from wrong input | Else statement for default if user input does not match. | Result = character dies, proceed to end |
| Scenario 2, switch statement case  2 | Assign scenario two to second  User input option | Result = **True**(display character dies)  Result = **False**(proceed to Scenario 3) |
| Scenario 3, switch statement case 3 | Assign scenario three to third  User input option, add DAVE to inventory array | Result = **True**( character grabs soda and adds DAVE to array inventory proceed to end  Result = **False**(Hero proceeds to Scenario 4 |
| Scenario 4, switch statement case 4 | Assign scenario four to fourth User input option | Result = **True**( Display character dies, proceed to end)  Result = **False**(Proceed to Default  scenario |
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