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## *The Lost Key to the Kingdom*

Description:

In "The Lost Key to the Kingdom", the player goes on a quest to try and find the lost key. In their quest, they encounter several villagers and must interact and trade with them in order to find the map that will lead the player to the key. But think wisely, each character will only trade for a specific item, so try and figure out who to trade with first!

The player first encounters Gimili, a friendly NPC that will guide you on your trading journey. Gimili also gives you a gem to start out with. The other NPCs the player will interact with are the Blacksmith, Librarian, Fortune Teller, Collector, and Historian.

The items the player will receive throughout their trading adventure are a gem, a rusty sword, armor, a decorative shield, a medallion, a map, and ultimately a key.

UML Diagram:
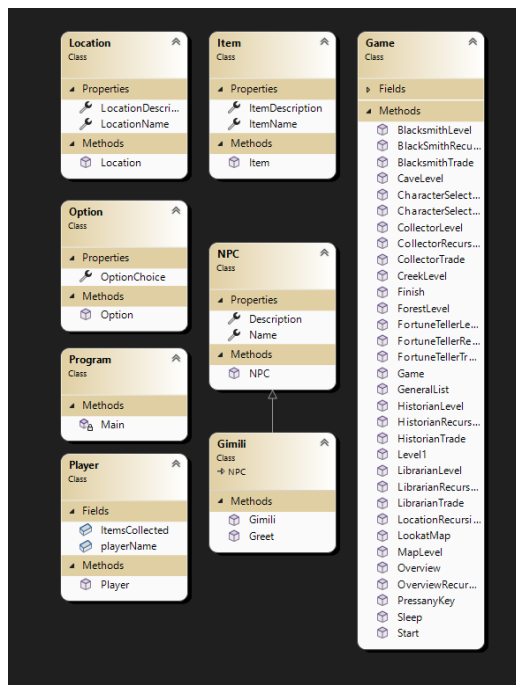
Events:

1.   Player meets Gimili

2.   Gimili gives player the gem

3.   Player is prompted with list of people

4.   Player trades their way up to the map

5.   When player looks at the map, they are prompted with three locations

6.   Player will select the correct location and then find the key

7.   Once player finds the key, the game is over

Variables that impact gameplay:

1.   Player can only trade with the character that is looking for the item in their

inventory.

(Example: Player can only trade their gem with the fortune teller, if they try and trade their

gem with the collector, for example, the collector will tell the player that they aren't looking for

that item).

2.   If a player tries to trade with a NPC that the player has already traded with, the

NPC will tell them that they've already traded.

3.   There is only one location on the map that contains the key, selecting the wrong

location will prompt the player with a "no key here" message.

Encapsulation example: