

GAME() →

GAME ANIMATION
WILL ASK PLAYER TO TRAVEL
OR SOMETHING

ONCE AT MARS THE GAME
WILL ASK SOME THING OR
GIVE YOU A POINT TO AN ASTEROID

IF YOU MINE IT
THEN CALL
MINE-ASTERIOD

GAME ASKS PLAYER
IF HE WANTS TO
MINE IT (Y/N)

ONCE AT AN ASTEROID GIVE USER
OPTION TO SCAN IT. (Y/N)
USE A METHOD (SCAN-ASTEROID)

MINE-ASTERIOD()

WILL USE RANDOM NUM.
OR YOUR CHOICE & ASSING
NUM IN VEHICLE TO
STORE IT IN CARGO

EX: 500T GOLD
150T SILVER

MAKE SURE THE PERCENT
MATCHES (YOU SAY MINE) COMPET & OPENED
GIVE A SUMMERY (MOTIONS)

SCAN ASTEROID USES RANDOM
NUMBER TO SELECT FROM AN ARRAY
WHICH CONTAINS OPTIONS LIKE:
GOLD, SILVER, ETC.
GENERATE A RANDOM NUMBER AND
USE IT AS PERCENTAGE EX 50% GOLD
50% SILVER
RETURNS A STRING [] containing

GAME WILL USE PHRASE TELL YOU WHAT.
IS "NEAR BY"
A RANDOM NUMBER
EX: LOOKS LIKE THERE'S

AN FROM A CHOICE ARRAY
(ASTEROID, WORM HOLE, PLANET)
Loc: X,Y,Z TRAVEL?

NOTE: BEFORE you can

TRAVEL TO A NEW LOCATION
YOU HAVE TO ADD IT TO YOUR

STAR MAP!!

MAKE A METHOD CALLED UPDATE_STARMAP
OR JUST ASK WHETHER YOU WANT TO ADD /
DELETE A LOCATION

SHOULD USE IF/ELSE

THAN EITHER STARMAP.REMOVE OR
STARMAP.PUT(^{(A "}"") WHATEVER
LOCATION THE GAME GIVES YOU

GIVES YOU A NEW COORDINATE

IF IT'S AN ASTEROID REF

TO PREVIOUS

IF IT'S A WORM HOLE USE A

RANDOM NUMBER USE LOCATIONS[]
AND SEND THE PLAYER TO THAT LOCATION

THAN USE RANDOM FROM PRIOR TO
SEE WHERE YOU END

GOAL OF GAME IS
REACH EUROPA WHILE
MINING METALS ON THE
MAY WITHOUT GOING TO
RANDOM PLACES lol.