***WHAT IT SHOULD RUN LIKE***

0) exit

1) load default game

2) load a game file

3) save the current game

4) edit or add a node

5) play the current game

What will you do? 2

Loading a game

0) exit

1) load default game

2) load a game file

3) save the current game

4) edit or add a node

5) play the current game

What will you do? 5

Do you want to win or lose?

1) I want to win

2) I'd rather lose

Your choice: 1

You win!

1) Start over

2) Quit

Your choice: 2

***main()***

needs to control other parts

need **keepGoing** → based on the video

need **while** loop → based on the video

need **if** statements

need to account for invalid inputs (**user error**)

**print** statement

“that is not an option.”

need to **def**

include **getDefaultGame()**

need **main()** at the end of the entire program

**getMenuChoice()**

need to **def**

**print** user options

“1)...”

“2)...”

“3)...”

“4)...”

“5)...”

**return** statement

need **input** statement

“what will you do?”

***playGame()***

need to **def**

based on **game\_data**

needs to run the game

needs **while** loop until “quit”

need to include **user error**

include **if** statement for choices of 1 or 2

need to include **playNode**

need to have node names/options (node\_a, menu\_b, etc)

need **return** statement

***playNode()***

need to **def**

based on **game\_data** and **current\_node**

need **print** statement → menu\_a/b and description

need **if** statement

for **if** the node is **in** the **game\_data**

plays the node

***getDefaultGame()***

single-node default game

**return** statement → dictionary

need to **def**

**editNode()**

need to **def**

based on **game\_data**

need **print** statements

need nodes to have names

**if** statement for

**in game\_data**

copy to newNode

**not in game\_data**

need newNode with empty data

need **editField()** → edits the nodes

use **readCSV.py** example → to condense code/clean it up

**editField()**

based on **field\_name** and **current\_value**

**input** statement → **current\_value** and **field\_name**

needs to include **new\_value**

need **return** statement

need **if** statement

**saveGame()**

based on **game\_data**

save to data file → “w”

need to **open** file

need **json.dump()** for the game\_data

**print** statement → for data file name

**loadGame()**

need to **def**

need to **open** file

need **input** statement → file name → “r”

need to **close** file

load into game object

need **return** statement → for the game\_data