

# Intro

I will make a fishing text adventure game that allows you to pick between different baits and line strengths to catch different fish.

## Assets

To accomplish my goal the best way to do this is first by setting up my nodes in a google sheet that allows me to better plan how my game will work. This will also allow me to use a dictionary to switch between nodes by calling the name of the node like "start" which will be the start screen.

## Reflection

This week I was refreshed on how to better design a game without a lot of extra things like a ton of if statements or even a lot of loops combined.

## Plan

- Make the story in a google sheet then convert it to a dictionary
- Add the dictionary data to the game dictionary in the loadGame func
- Make a main game func that loads the dictionary
- Add a Loop to the main loop that runs the game
- Add a playNode func to allow the player to pick a node to play

I am proud of how everything connects to make a fun story that doesn't have a lot of nodes but still feels like it does.