3.1.1c Python: Flowchart

Level 2 Assignment

Introduction

Interactive fiction is a computer program that transports a player through an interesting environment. The player uses text commands to control characters and influence the environment. You will create a story with a setting and characters that you love. Learn more [here](#)!

Equipment

✦ Computer with Internet
✦ Paper and pencil

Vocabulary

✦ Pair programing – two programmers working one program on one computer.
✦ Interactive Fiction– a computer program story controlled by text commands.
✦ Plot– events that make up a story.
✦ Setting– is the environment in which your story takes place. The Setting can include specific information about time and place or can simply be descriptive (eg. a lonely farmhouse on a dark night).
✦ Character– a person in a novel, play, or movie.
✦ Story Map– graphical way to represent the flow of your Interactive Fiction.
✦ Decision Point– place in your story where the player need to make a choice.
✦ Flowchart– a diagram that represents a process or algorithm. The steps are represented by a series of boxes or other specialized symbols, then connected with arrows.

Procedure

1. Form pairs as instructed by your teacher. You will be completing this Unit with your partner. In **Pair Programing** you will work together on one computer alternating who is "driving" with the keyboard and mouse. Professional coders work together to reduce errors and increase creativity.

2. Log on to https://www.gliffy.com/root/ and make an account.
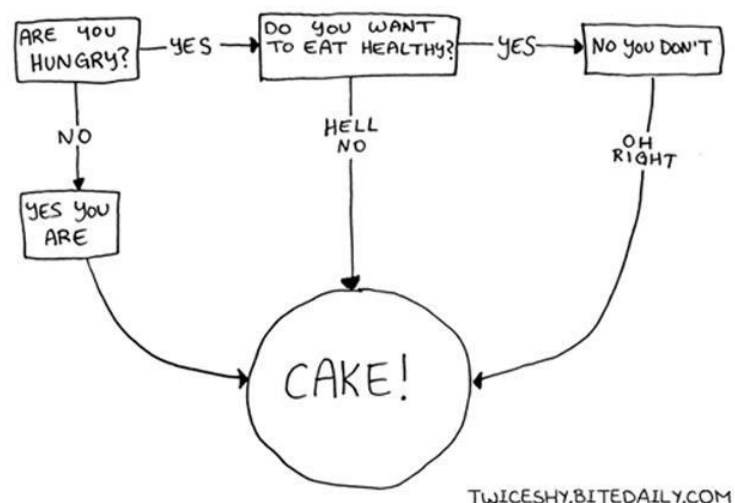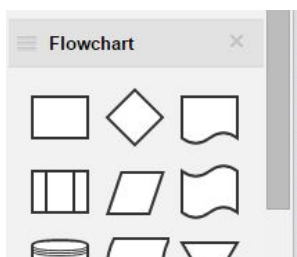
3. Write your story map as a flow chart in Gliffy. Use the Flowchart shapes on the right, rectangles for start and end points and diamonds for decision points.

Rectangles for start and end points,

diamonds for decision points.
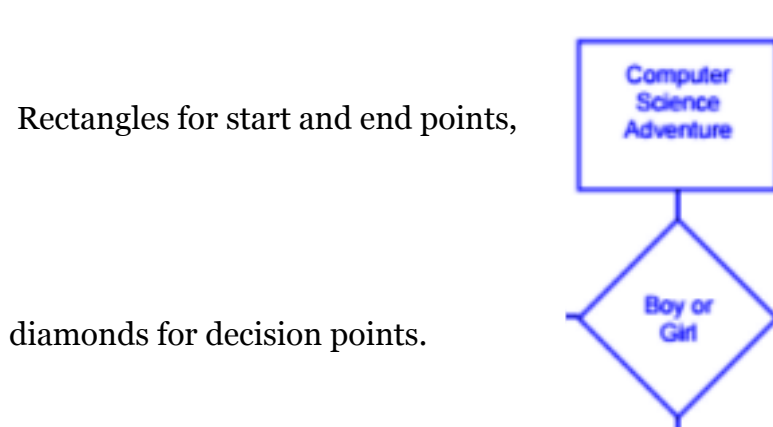
4. In lesson 6.4 you will start your program.