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RPG Game Pseudo Code

1. The whole program was designed through creating different functions and calling these functions up when applicable. We start with creating our title screen function and the function that prompts our user’s first choice. (def first\_choice, def opening) Variables are initialized in each given function after the scenario is given (choice = int(input) From here, if statements are used to send the user into different scenarios based on their input
2. Through the first choice, the program starts a chain reaction based upon what the user inputs (using ints) There are 20 total different choices to be made in this game(branch off into the choice1 and choice2 functions based on what number the user puts in and branch off into more choices from the number they put in on any given scenario) (ints are used to make choices more simplistic, rather than having to specify “yes” or “no” and different iterations)
3. From here, the user will read and be put into different functions that put them in different scenarios, this will eventually lead them to get to the death scenario or the victory scenario. Both will end the game. (If user wants different outcome, run the code again)