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Project title: Adventure Chronicles.

## Storyboard (Description and Map)

In the Kingdom of Alamar, Warrior Yigas has been tasked by the King to explore the treacherous Dungeons beneath the castle, a labyrinthine underworld rumored to harbor a terrifying beast known as the Devourer. This fearsome creature has been terrorizing the kingdom's outskirts, and the King demands its demise as a test of Yigas' worthiness to join the elite forces against the dark Lunarian Empire. Yigas must navigate the dungeons' deadly traps, dark corridors, and hidden chambers to find and slay the Devourer. Along the way, he'll encounter ancient artifacts, mysterious scrolls, and forgotten relics that will aid or hinder his quest.

East

South

South

North

Monster level 1

East

West

Chest: Item = key

Prison Room

West

Grand Room

Northern Hallway

Boss Room

East

Great Hall

East

Armory

Entrance

Chest: Trapped chest! Monster appears

West

West

North

South

East

Library  
chest = Potion

Southern Hallway

West

## Pseudocode or Flowchart for Code to “Move Between Rooms”

PRINT "Which direction does the player go?"

INPUT BOX OPTIONS:

- North

- South

- East

- West

GET player\_direction (input)

IF player\_direction == "North":

MOVE\_PLAYER\_NORTH()

ELSE IF player\_direction == "South":

MOVE\_PLAYER\_SOUTH()

ELSE IF player\_direction == "East":

MOVE\_PLAYER\_EAST()

ELSE IF player\_direction == "West":

MOVE\_PLAYER\_WEST()

ELSE:

PRINT "Invalid direction. Please try again."

## Pseudocode or Flowchart for Code to “Get an Item”

PRINT "You see a chest in the room."

PRINT "Do you want to open it? (Yes/No)"

GET player\_response (input)

IF player\_response == "Yes":

CHEST\_CONTENTS()

ELSE IF player\_response == "No":

PRINT "You leave the chest alone."

CONTINUE\_GAME()

ELSE:

PRINT "Invalid response. Please try again."

**Pseudocode for “Trapped Chest”**

IF chest\_type == normal:

PRINT "You find a [item\_name] inside!"

ADD\_ITEM\_TO\_INVENTORY(item\_name)

CONTINUE\_GAME()

ELSE IF chest\_type == trapped:

TRAPPED\_CHEST\_SEQUENCE()

**Pseudocode for the battle system**

Yigas INPUT Attack = 1: Item = 2

If command == 1:

Preform attack

If command == 2:

Use item if available

If HP <= 0:

Return game over

**Pseudocode for enemy AI**

If random\_action == 1:

Print(“Attack”)

Damage calculation

Elif random\_action == 2:

Print(“Ability”)

Damage calculation

Else:

Enemy\_health <= 0  
print(“You defeated{enemy name}”)