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IT-140-J5094 Introduction to Scripting 21EW5

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What is your theme? What is the basic storyline?

The theme of my game will be the story from Greek mythology. As Polydectes told Perseus to bring him the head of the gorgon Medusa. The player assumes the role of Perseus and must also behead Medusa to win the game.

What rooms will you have? (Note: You need a minimum of eight.)

My rooms will be fixed as pictured on the map.

1. Entrance Way
2. Orange Room
3. Pink Room
4. Red room
5. Yellow Room
6. Powder Blue Room
7. Light Green Room
8. Green Room
9. Dark Blue Room

What items will you have? (Note: You need a minimum of six.)

My rooms will be fixed as pictured on the map. These weapons are the items that will be randomly shuffled in the rooms at the start of each game. Along with the placement of the Villain. The Entrance Way and the room containing Medusa will contain no weapons.

1. Knapsack to hold Medusa's Head.
2. An adamantine sword
3. Hades' helm of darkness – renders wearer invisible.
4. A pair of winged sandals
5. A polished shield
6. A bow and arrow
7. A Two-Headed Axe

Who is your villain?

My Chosen Villain is Medusa. If you look at her will be turned to stone. She also has 2 sisters, Stheno and Euryale that will protect the Entrance Way after the player has left to enter the rooms. The player cannot return to that room.

Complete your storyboard by designing a map that organizes the required elements of the game (rooms, items, and villain).

There must be a minimum of eight rooms.

Each room must contain one item, with the exception of the “start” room and the room containing the villain.

The “start” room is where players will begin their moves and should not contain any items.

The room containing the villain should not contain any items.

My map and story board are included below. With regards to the items, they are not in the assigned rooms. I have designed my game so that the items and Medusa will be randomly assigned rooms at the start of the game. I have met the requirement for having eight rooms. The Entrance Way and the room containing Medusa do not have any weapons(items).

Create pseudocode or a flowchart that logically outlines the steps that will allow the player to move between rooms.

Create pseudocode or a flowchart that logically outlines the steps that will allow the player to get the item from the room they are in and add it to their inventory.

My Pseudocode and Flow Chart are included below. I realized I only needed one. The Flow Chart helps me with visualization or the logic.

Μέδουσα—Medusa

Hello! And Welcome to the Medusa Text Game.

Your mission is to travel to the island named Sarpedon and Enter the temple of Medusa and behead her. Medusa is so hideous that anyone who lays eyes on her will turn to stone. As you travel through the temple you will encounter stone statues of warriors that have tried to behead Medusa before you. The gods have graced you by supplying you with items. Each room contains one item.

The items are:

1. Knapsack to hold Medusa's Head.
2. An adamantine sword
3. Hades' helm of darkness – *renders wearer invisible*.
4. A pair of winged sandals
5. A polished shield
6. A bow and arrow
7. A Two-Headed Axe.

**Play:** You will start in the entrance way. You can travel North-East-West from there by entering *a direction.* (i.e., North) in the prompt. Once you leave the Entrance Way. You travel from room to room gathering items into your inventory.

**Navigation:** You enter in directions you want to travel , if you enter in a direction that is unavailable, the response will be : “*You can’t go that way.***”**

**To Win:** You must have all seven items in your **inventory** and then encounter Medusa and behead her.

**A Loss:** You encounter Medusa without having all seven items in your **inventory**.

**Diagram

Description automatically generated**

**Pseudocode for Medusa Game**

PROMPT: **Do you need rules to the game?**

If INPUT from player is yes

OUTPUT PRINT story and rules to the game.

ELSE Start game places player in Entrance Way

OUTPUT PRINT Welcome and warning that they cannot return to this room, or they will be killed by sisters.

RANDOM-ly distribute items to rooms creating a dictionary key:value or Room: random items. Start item count = 0

PROMPT: **Move Where?**

INPUT from player is move *direction?*

IF direction allowed move player to room

OUTPUT YOU are now in (New)Room

ELSE OUTPUT PRINT direction not allowed. Try Again.

Player is in new room.

Does Room have Item?

If YES

OUTPUT PRINT Player now OWN ‘s Weapon(item) in Room

Add one to item count

OUTPUT PRINT Player now OWN ‘s Weapon(item) from??Room

ELif Does Player OWN polished shield? Continue

Else player is killed by Medusa or Sisters(Entrance Way return). END GAME.

OUTPUT PRINT You are Stone.

If Player OWNS polished shield and item < 7

OUTPUT PRINT “You OWN power shield you are safe in room(?) From Medusa. Continue.”

PROMPT: **Move Where?**

INPUT If direction allowed move player to room.

ELSE

OUTPUT PRINT “Direction is not allowed. Try Again.”

Does Room have Item?

Loop Repeats.

If Item Count = 7 and User has visited Room Containing the Medusa

OUTPUT PRINT “YOU HAVE WON THE GAME”

Game over.

Diagram

Description automatically generated