

NAP(character, board)

location =  
CURRENT\_LOCATION(character)

can\_nap = value of key location of board == "Moss"

can\_nap == True

False

print a message to the console telling the user  
that they can only nap on moss

True

add 5 to the value of key "ExtraEnergy" of  
character

print a message to the console telling the user  
that they now have 5 more ExtraEnergy

RETURN(can\_nap)

