**Algorithm for Return To Ventos Prime**

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**Goal:**

The goal of “Return to Ventos Prime” is to return Bryce Wessex to his home planet after crashing on an alien planet 4 planets away. The character starts off at the crash site of his spaceship which is badly damaged. He then sees a village in the difference and the user chooses to approach the village. On the way the character is faced with a trial whether it be fighting an alien or solving a riddle. The user must choose. If they beat the trial, they will be rewarded. When they are rewarded, they are able to go to the village and they will then be able to search the area, find valuables, as well as buy and sell with the village merchant. They can buy health potions, armor to decrease alien damage inflicted on the character and a spaceship. Once they have enough money for the spaceship, they can leave but the spaceship will only get them to the closest planet. This “flow style” is the same for each planet but the story will be different on each.

Each time the user makes an entry for a choice, all exceptions are handled, as well as the exceptions for when the user is buying and selling their items. This algorithm should meet all the requirements of the project and be easy for the user to understand and complete each planet or level.