# IT 140 Design Document Template

## Instructions

Fill out the sections below. Be sure to remove the bracketed text before submitting your Design Document.

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## Storyboard (Description and Map)

[Include a paragraph description of your theme, storyline, rooms, items, and villain here. Be sure to also complete the map below with *your* rooms and items. You may add more rooms and directions if you like. Use the **Insert** menu and select **Shapes** to add textboxes and arrows.] The theme of this game is Star Wars. Our hero during this adventure will be Luke Skywalker as he attempts to escape the wrath of the evil Darth Vader and the Death Star. Luke Skywalker has just escaped a prison cell that Darth Vader had him trapped in inside the Death Star. When he was captured Darth Vader took everything Luke had on him as well as his friends he was with. Luke must locate his ship, find all his possessions, and rescue his friends inside of the Death Star. Once he does this, he will be able to escape. However, if he mistakenly runs into Vader before finding all his items he will be captured once again. The items Luke must recover are his light saber, the Millennium Falcon, Princess Leia, Han Solo, Chewbacca, and Yoda.

F

East

North

West

East

South

West

East

South

North

West

East

North

South

West

Control room

(Light Saber)

Darth Vaders private chambers

(Darth Vader)

(villain)

Cell Block 4

(Chewbacca)

Flight deck

(Millennium Falcon)

Cell Block 3

(Han Solo)

Cell block 1

Luke Skywalker

(starting point)

Cell Block 2

(Princess Leia)

Cell Block 5

(Yoda)

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

[Write pseudocode or create/insert your flowchart here.]

Movement can go north, south, east, or west

Start room = where Luke is

Game ends when all items are gathered before getting to Darth Vader

PRINT “Welcome to my Star Wars game”

PRINT “You must collect all 6 items/people before running into Darth Vader to win the game.”

PRINT “Move commands are go North, go South, go East, go West”

PRINT “To add an item to your inventory type add “item name””

PRINT current location

PRINT current inventory list

WHILE room is not Darth Vader’s private chambers

IF current room is Starting Point

PRINT “Enter your move”

IF INPUT from user is “go north”

PRINT “There are not any rooms that direction.

ELIF IF INPUT from user is ‘go east”

PRINT “There are not any rooms that direction.

ELIF IF INPUT from user is ‘go south”

Update current room to Prison Cell #1

PRINT “You are in prison cell #1”

PRINT “Current Inventory”, Inventory

PRINT “You see Princess Leia”

ELIF IF INPUT from user is ‘go west”

PRINT “There are not any rooms that direction.

ELIF current room is Prison Cell #1

PRINT “Enter your move”

IF INPUT from user is “go north”

Update current room to flight deck

PRINT “You are back on the flight deck”

PRINT “Current Inventory”, Inventory

PRINT “You see the Millennium Falcon”

ELIF IF INPUT from user is ‘go east”

Update current room to prison cell #1

PRINT “You are back in prison cell #1”

PRINT “Current Inventory”, Inventory

PRINT “You see Princess Leia”

ELIF IF INPUT from user is ‘go south”

PRINT “There are not any rooms that direction.

ELIF IF INPUT from user is ‘go west”

Update current room to control room

PRINT “You are in the control room”

PRINT “Current Inventory”, Inventory

PRINT “You see your light saber”

ELIF current room is control room

PRINT “Enter your move”

IF INPUT from user is “go north”

Update current room to flight deck

PRINT “You are on the flight deck”

PRINT “Current Inventory”, Inventory

PRINT “You see the Millennium Falcon”

ELIF IF INPUT from user is ‘go east”

Update current room to Prison Cell #1

PRINT “You are in prison cell #1”

PRINT “Current Inventory”, Inventory

PRINT “You see Princess Leia”

ELIF IF INPUT from user is ‘go south”

Update current room to Prison Cell #3

PRINT “You are in prison cell #3”

PRINT “Current Inventory”, Inventory

PRINT “You see Chewbacca”

ELIF IF INPUT from user is ‘go west”

Update current room to Darth Vader’s private chambers

PRINT “You are in the Darth Vader’s private chambers”

PRINT “Current Inventory”, Inventory

PRINT “Game Over”

ELIF current room is Flight Deck

PRINT “Enter your move”

IF INPUT from user is “go north”

PRINT “There are not any rooms that direction.

ELIF IF INPUT from user is ‘go east”

Update current room to Prison Cell #4

PRINT “You are in prison cell #4”

PRINT “Current Inventory”, Inventory

PRINT “You see Yoda”

ELIF IF INPUT from user is ‘go south”

Update current room to Control room

PRINT “You are in the control room”

PRINT “Current Inventory”, Inventory

PRINT “You see your light saber”

ELIF IF INPUT from user is ‘go west”

PRINT “There are not any rooms that direction.

ELIF current room is Prison cell #4

PRINT “Enter your move”

IF INPUT from user is “go north”

PRINT “There are not any rooms that direction.

ELIF IF INPUT from user is ‘go east”

PRINT “There are not any rooms that direction.

ELIF IF INPUT from user is ‘go south”

PRINT “There are not any rooms that direction.

ELIF IF INPUT from user is ‘go west”

Update current room to Flight Deck

PRINT “You are on the flight deck”

PRINT “Current Inventory”, Inventory

PRINT “You see the Millennium Falcon”

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

IF there is an item and user input is get “item name”

ADD item to the inventory.

REMOVE item from room so there are no items in room.

ELSE

Inventory equals current inventory, and nothing is added or subtracted.