

```
Welcome the player
Display instructions about the game
Ask the player if they want to start
if "y"
    startgame()
else
    print Game not started,goodbye.
    end the game
```

```
startgame()
Generate new world
Print the legend
Print world map
Print Inventory
Print crafted items
```

```
ask player for their input
switch
case w,a,s,d
    move the player model in given direction connected to the input
case M
    if the block the player model is standing on is not air, add that block to the inventory and
    remove it from the map
case C
    print
    1. Craft Wooden Planks: 2 Wood
    2. Craft Stick: 1 Wood
    3. Craft Iron Ingot: 3 Iron Ore)

    player enters number

    if 1
        check if there are 2 wood in inventory

        if yes
            remove 2 wood from inventory and add 1 wooden plank
        else
            Print(Insufficient resources to craft Wooden Planks.)
    else if 2
        check if there is 1 wood in inventory

        if yes
            remove 1 wood from inventory and add 1 stick
        else
```

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        Print(Insufficient resources to craft a stick.)
    else if 3
        check if there are 3 iron in inventory

        if yes
            remove 3 iron from inventory and add 1 Iron ingot
        else
            Print(Insufficient resources to craft an iron ingot.)

    else
        print Invalid recipe number
Case save
    Creates a new file and uploads the world height, world width, location of the blocks,
    player location, inventory, state of the unlock mode

Case load
    Creates a new file and downloads world height, world width, location of the blocks,
    player position, inventory, state of the unlock mode

case l
    check which block you are standing on

    switch
        case wood
            Print (You gather wood from the tree.)
            add wood to inventory
        case leaves
            Print (You gather leaves from the tree.)
            add leaves to inventory
        case stone
            Print (You gather stone from the ground.)
            add stone to inventory
        case iron
            Print (You mine iron ore from the ground.)
            add iron ore to inventory
        case air
            Print(Nothing to interact with here.)

case p
    Print(Enter the block type to space)
    if 1
        check if you have block type

        if yes
            Print(Placed Wood at your position)

```

else

Print(You don't have wood in your inventory)

repeat for block type 2-7

Case unlock

changes unlockmode from false to true

Case open

is unlockmode true

has the player moved mined and crafted since unlockMode is true

if yes

Changes secretDoorUnlocked true,
Print(Secret Door Unlocked)

Print(You have entered the secret area)

Print(You are now presented with a game board with a flag!)

Makes a new world map

adds 100 woods to the inventory

adds 100 leaves to the inventory

adds 100 stone to the inventory

adds 100 iron ore to the inventory

if no

Print(Valid passkey try again)

Turns unlockMode,
craftingCommandEntered,
mininCommandEntered,
movementCommandEntered,
openCommandEntered false

Case exit

Print(Exiting game, goodbye!)

end game

Repeat asking input after methods all inputs except exit