# Appendix

Flowcharts & Pseudocode

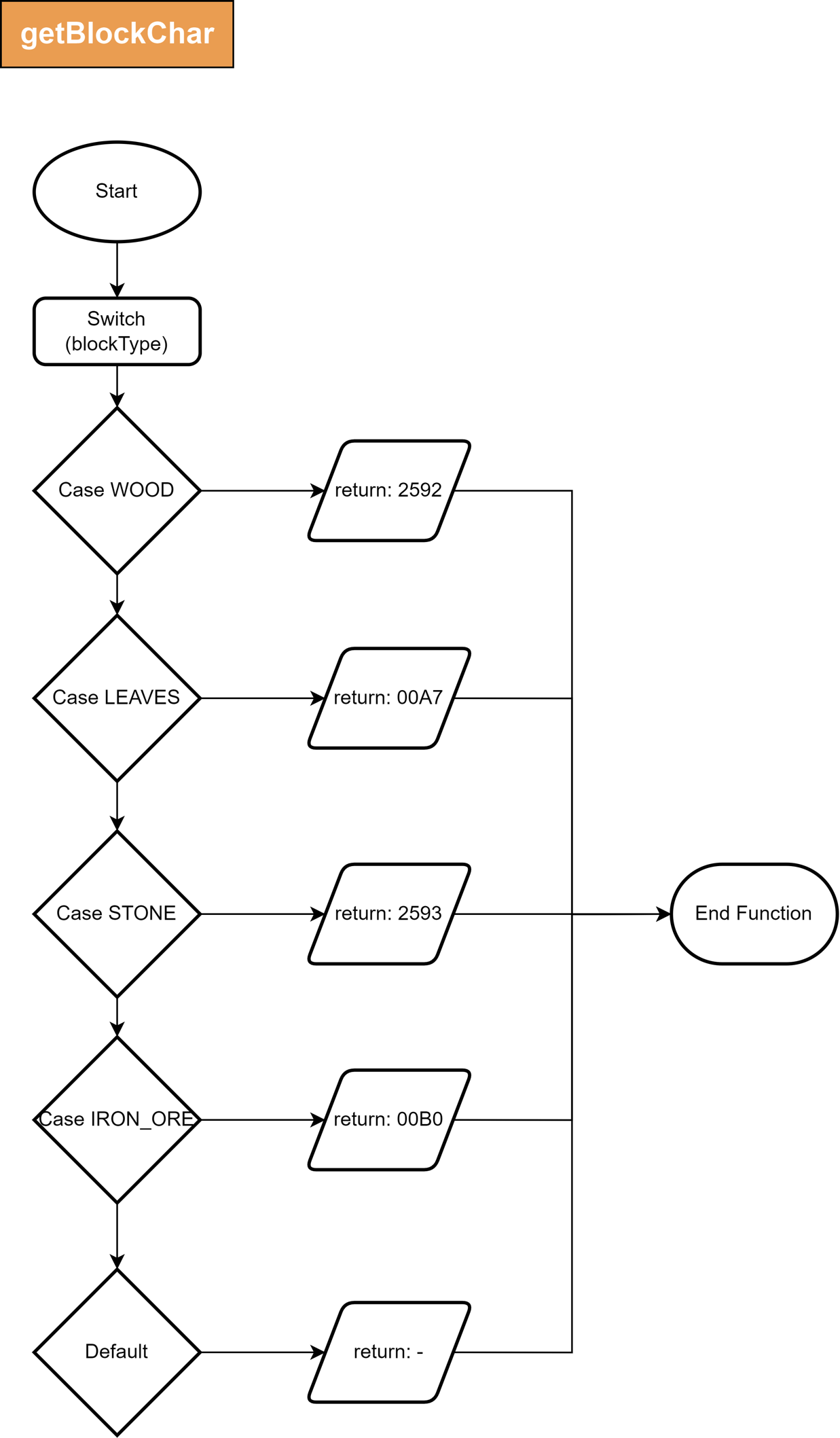
## 03 – generateWorld

## 04 – displayWorld

A diagram of a flowchart

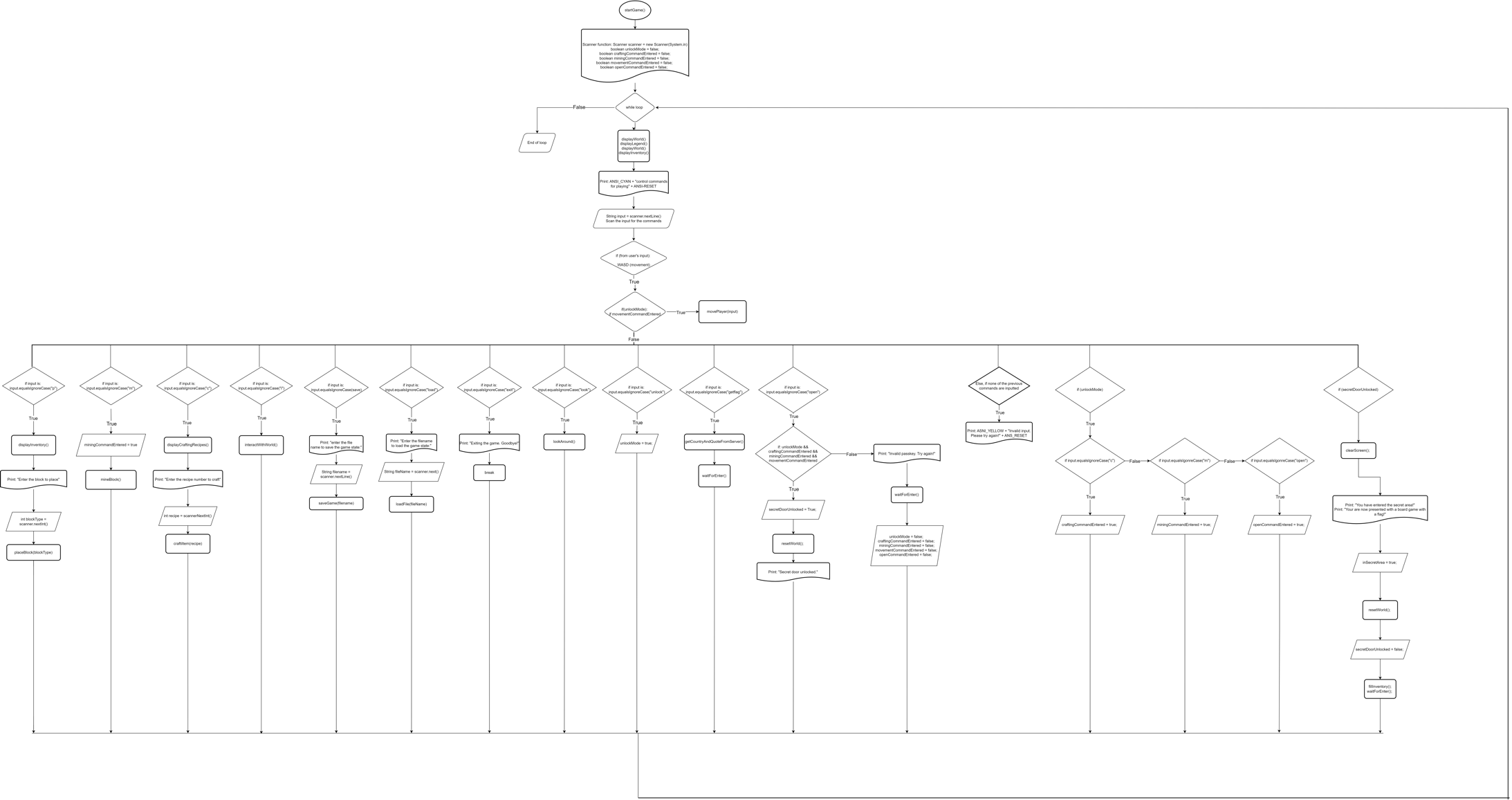
Description automatically generated

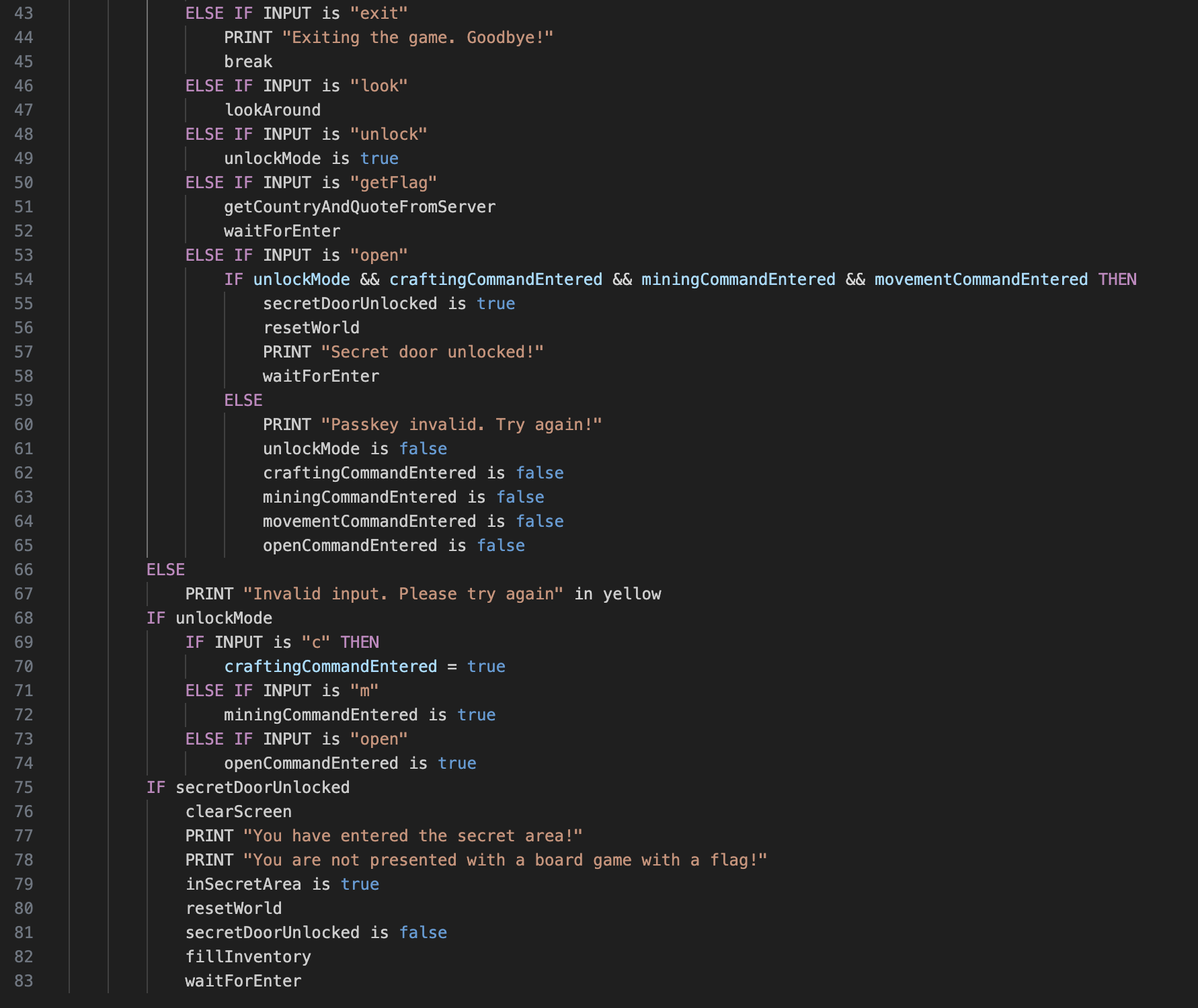
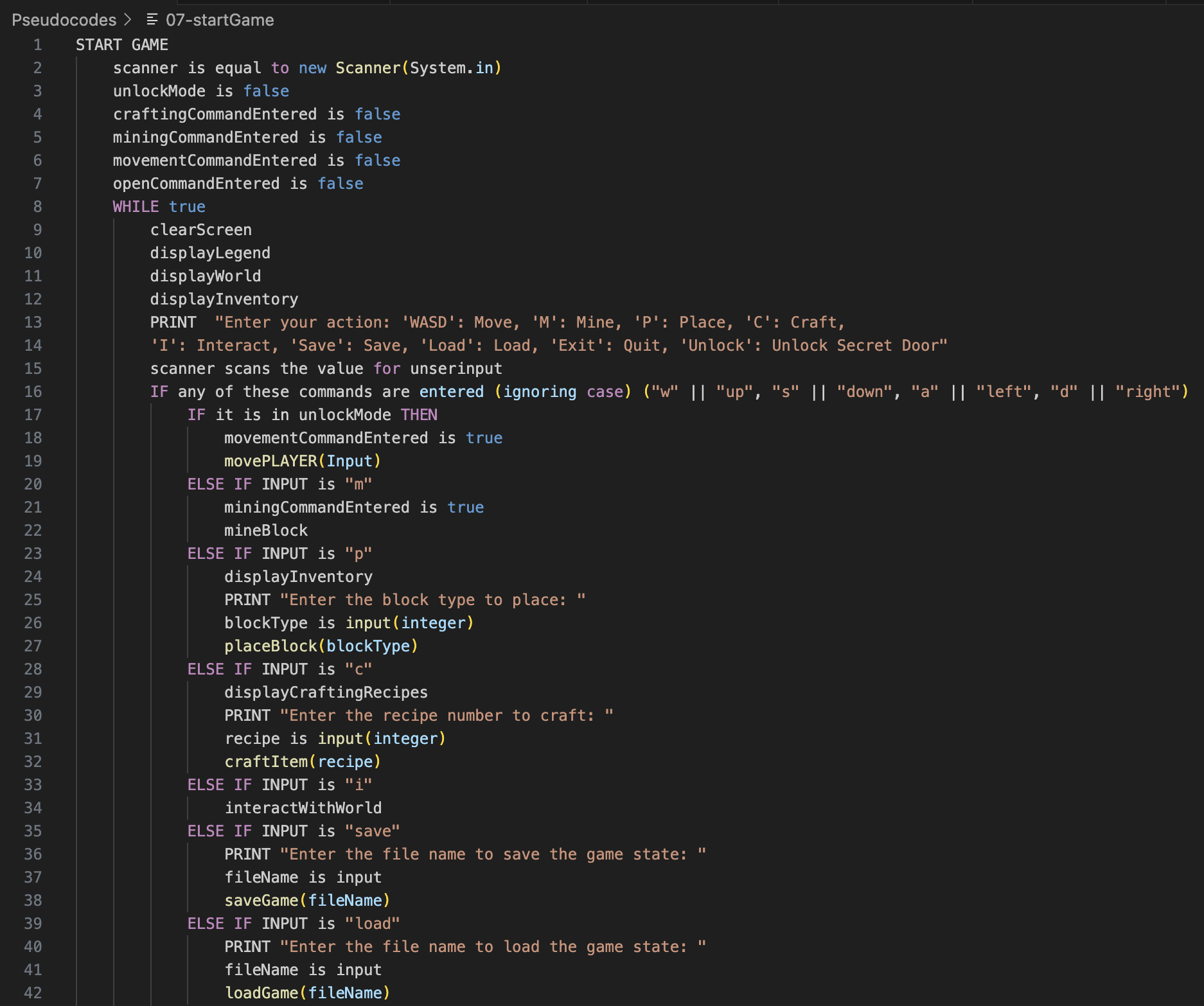
**06 – getBlockChar**

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**07 – startGame**

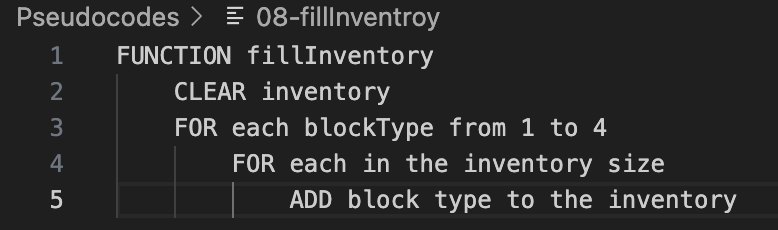
****

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**08 – fillInventory**

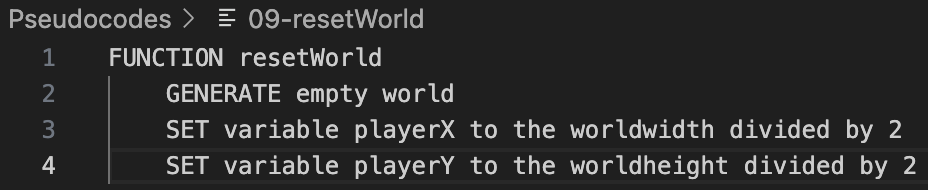
**A black and white background with white text

Description automatically generated**

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**09 – resetWorld**

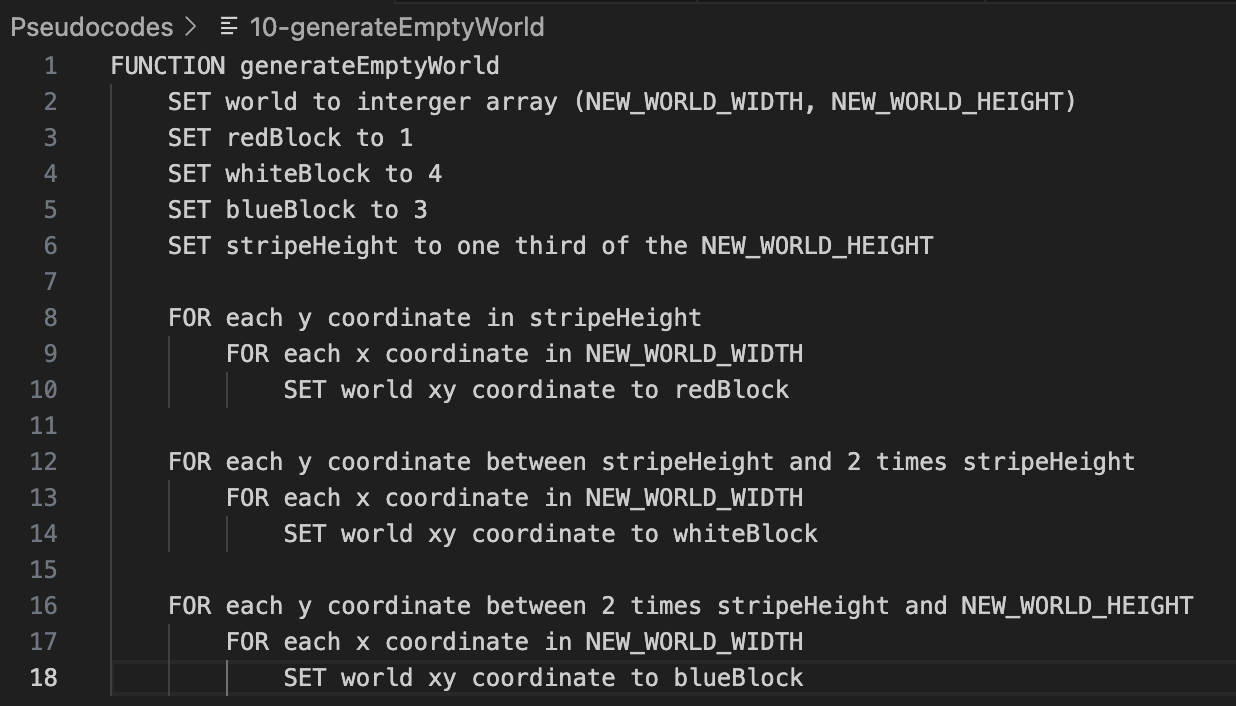
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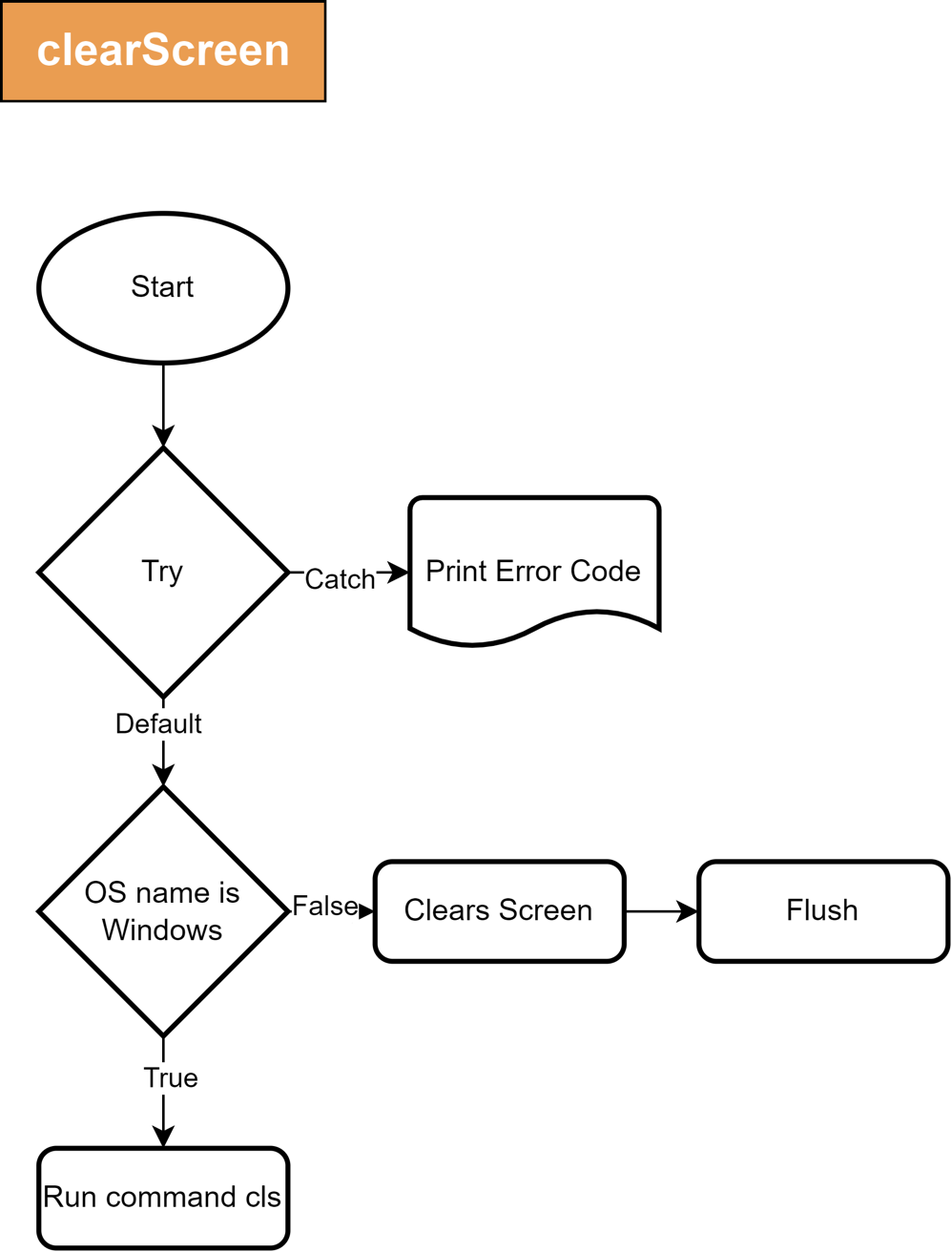
## 10 – generateEmptyWorld

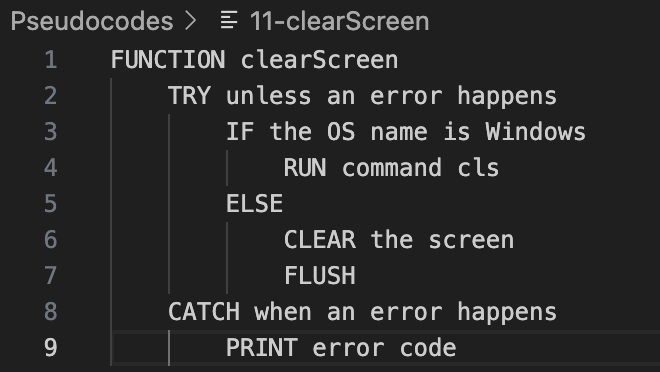
A screenshot of a computer screen

Description automatically generated



## 11 – clearScreen

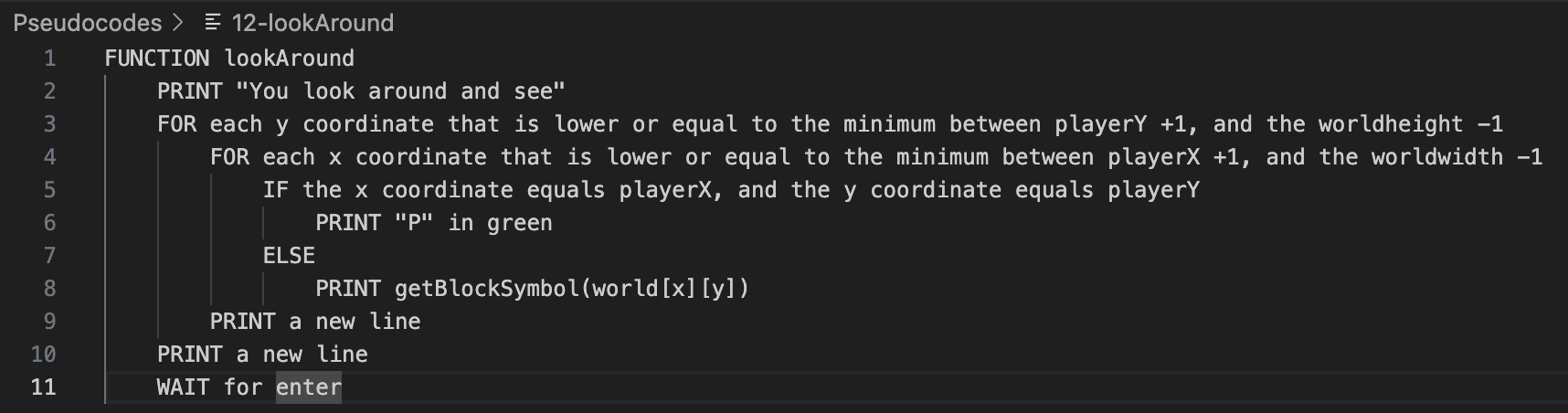




## 12 – lookAround

A screenshot of a computer screen

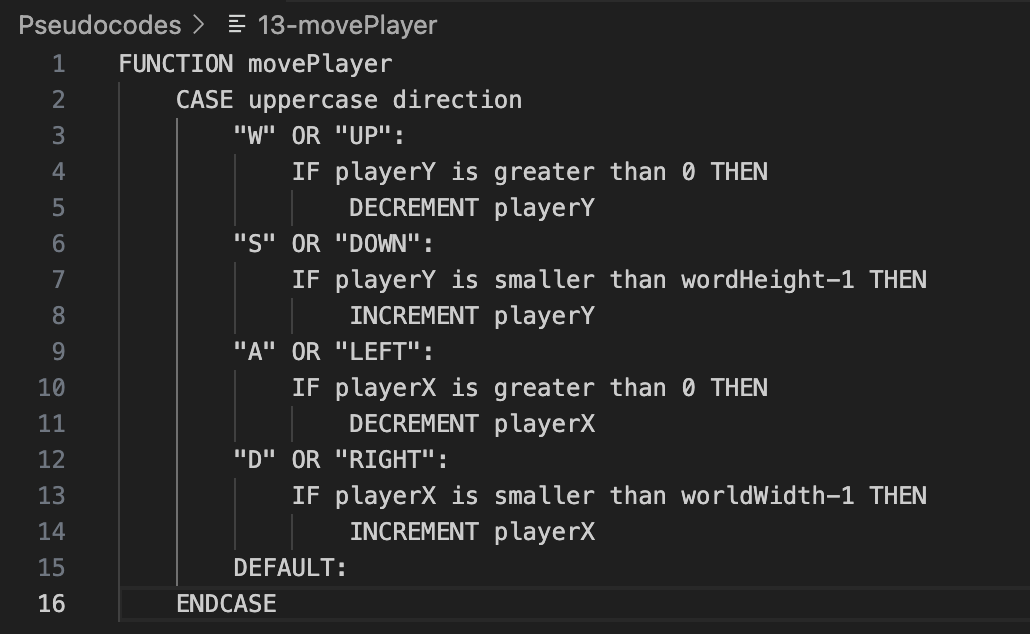
Description automatically generated



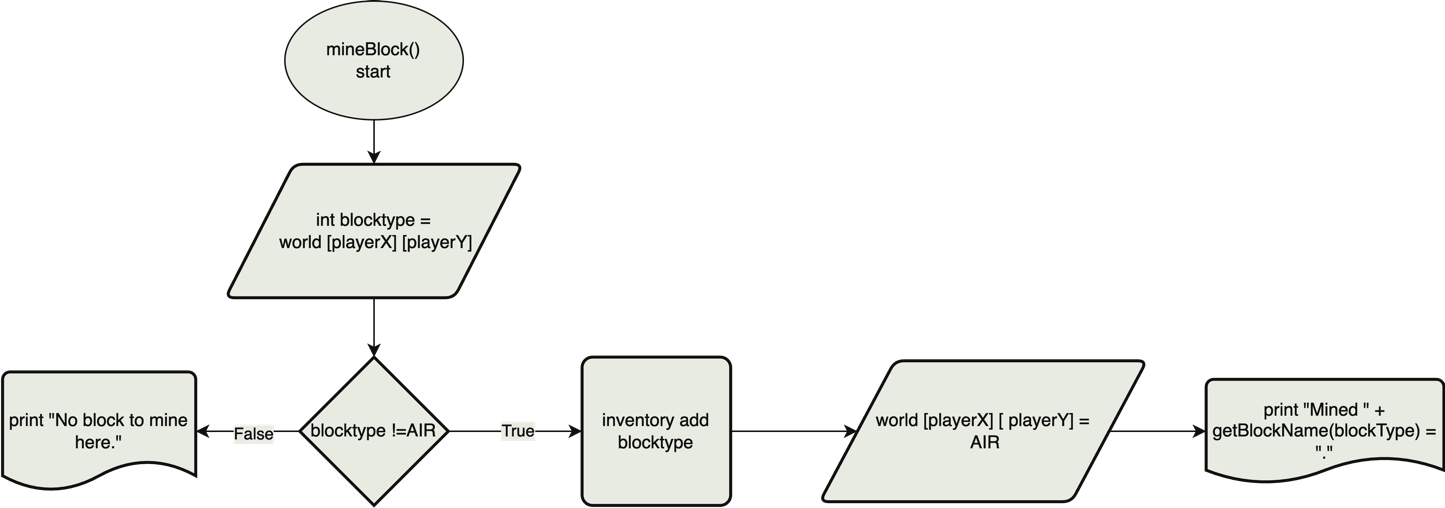
## 13 – movePlayer

A diagram of a computer program

Description automatically generated



## 14 – mineBlock

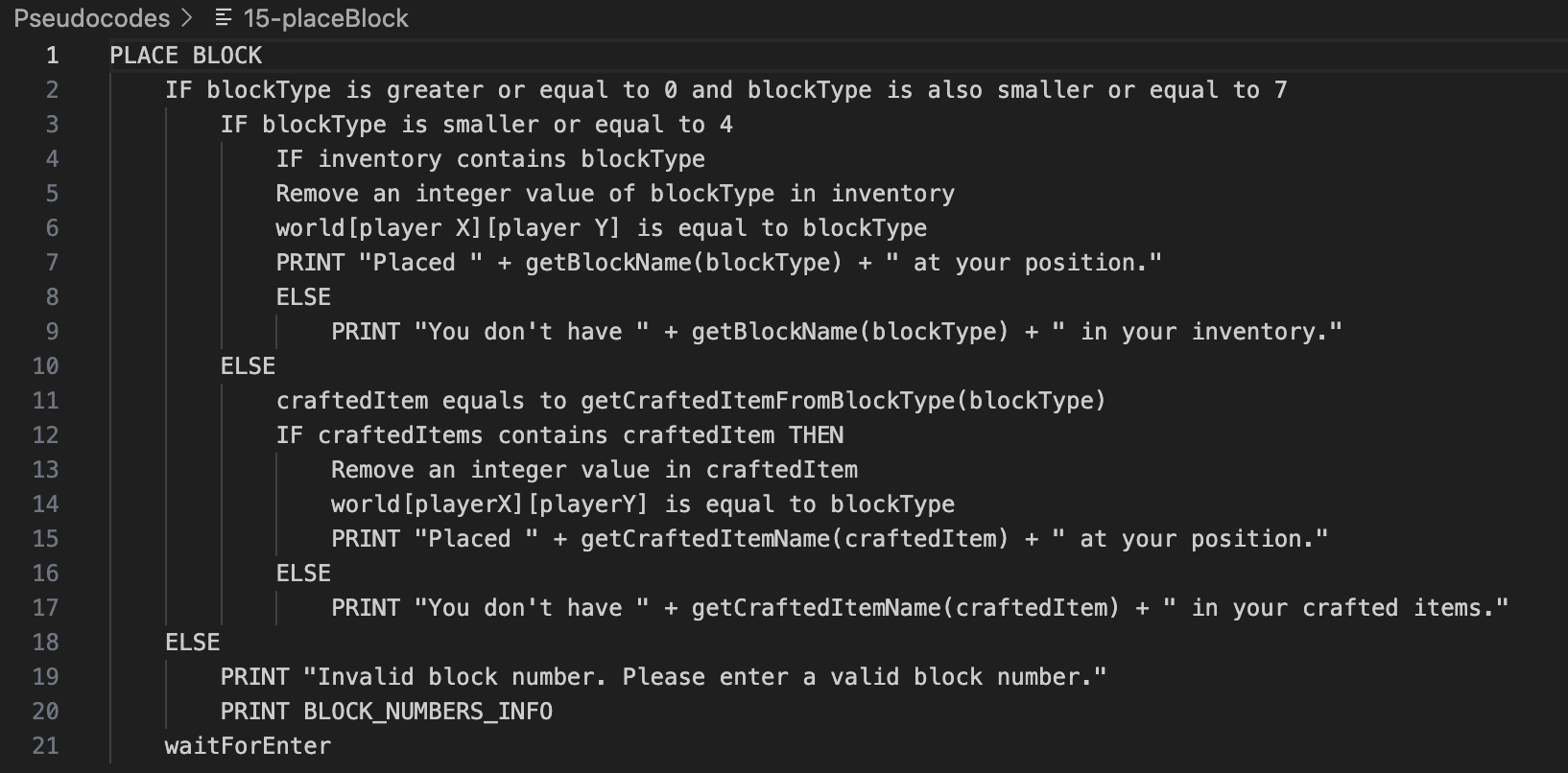




## 15 – placeBlock

A diagram of a flowchart

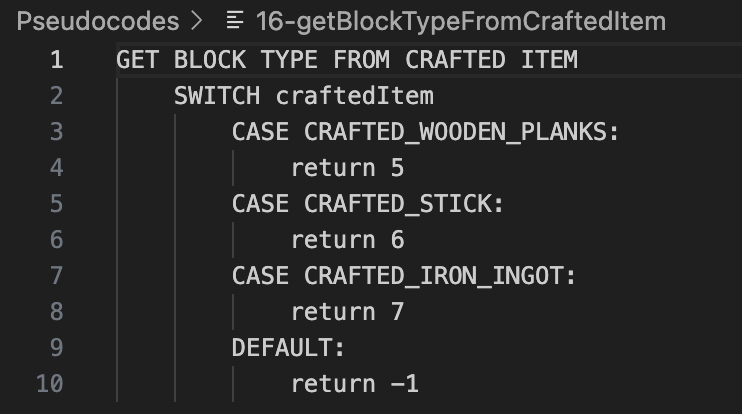
Description automatically generated



## 16 – getBlockTypeFromCraftedItem

A diagram of a work flow

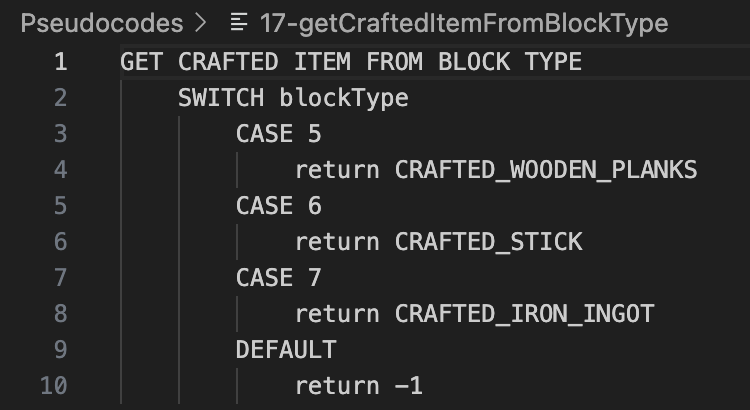
Description automatically generated



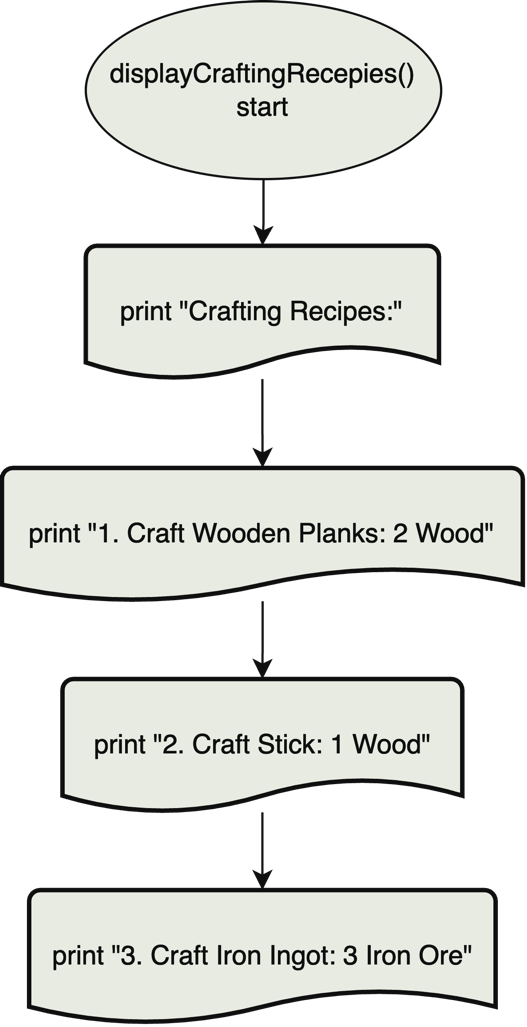
## 17 – getCraftedItemFromBlockType

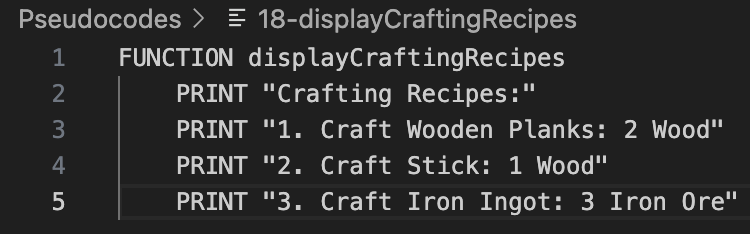
A diagram of a structure

Description automatically generated



## 18 – displayCraftingRecepies





## 19 – craftItem

A diagram of a work flow

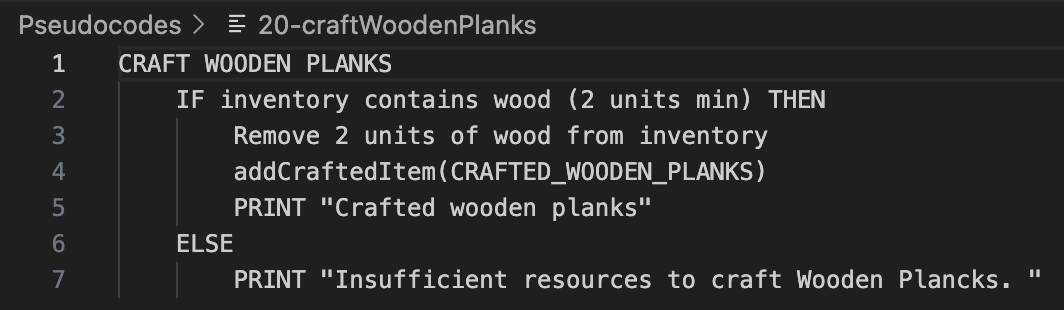
Description automatically generated



## 20 – craftWoodenPlanks

A diagram of a wood plank

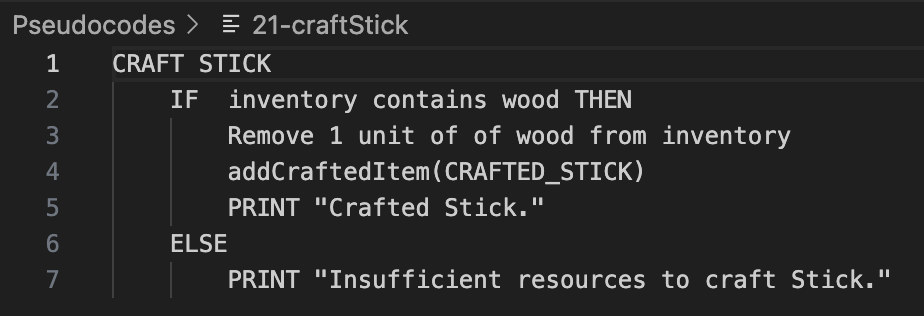
Description automatically generated



## 21 – craftStick

A diagram of a work flow

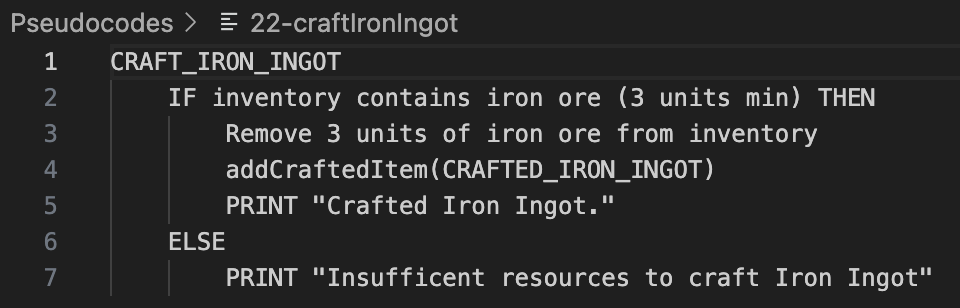
Description automatically generated



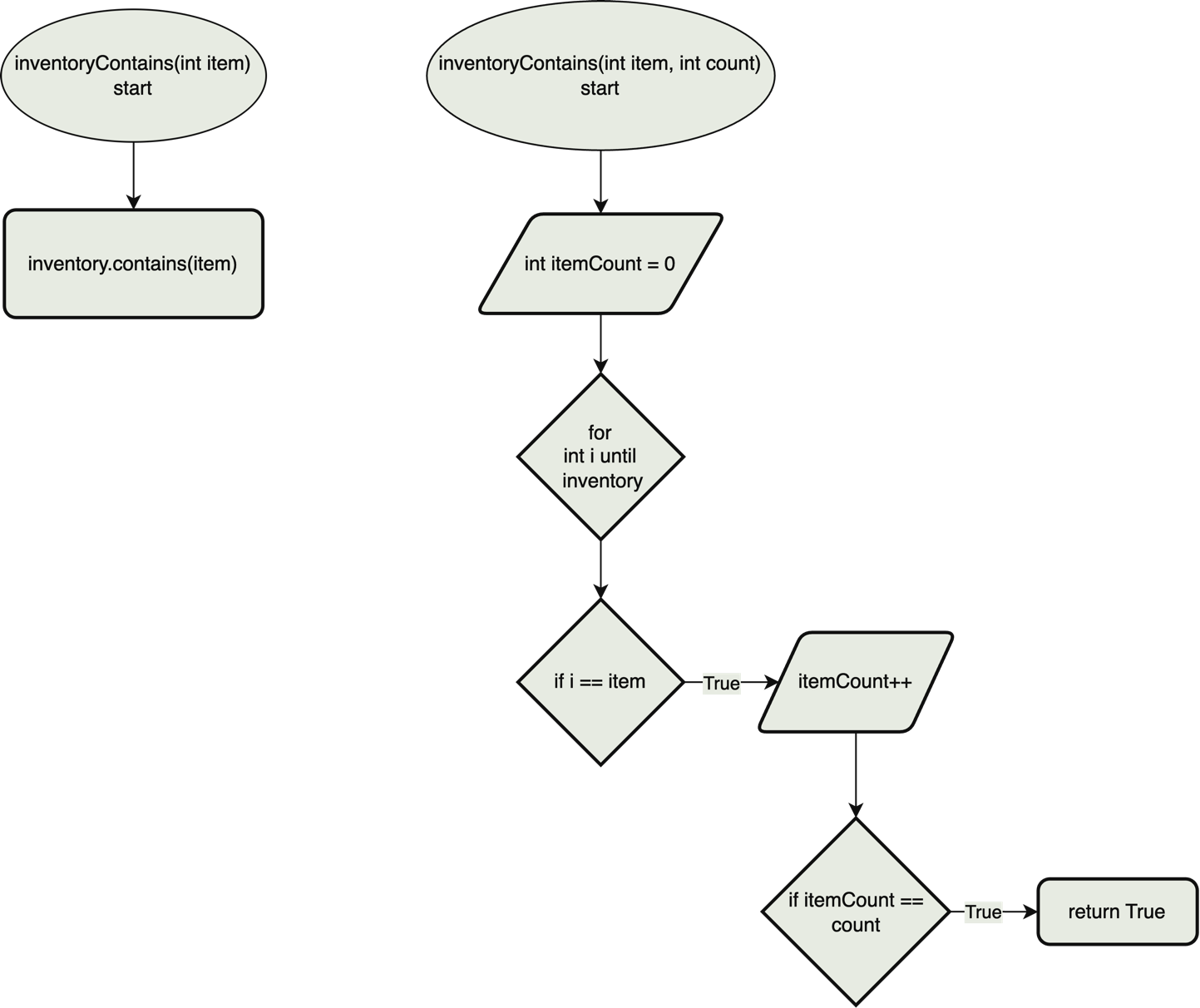
## 22 – craftIronIngot

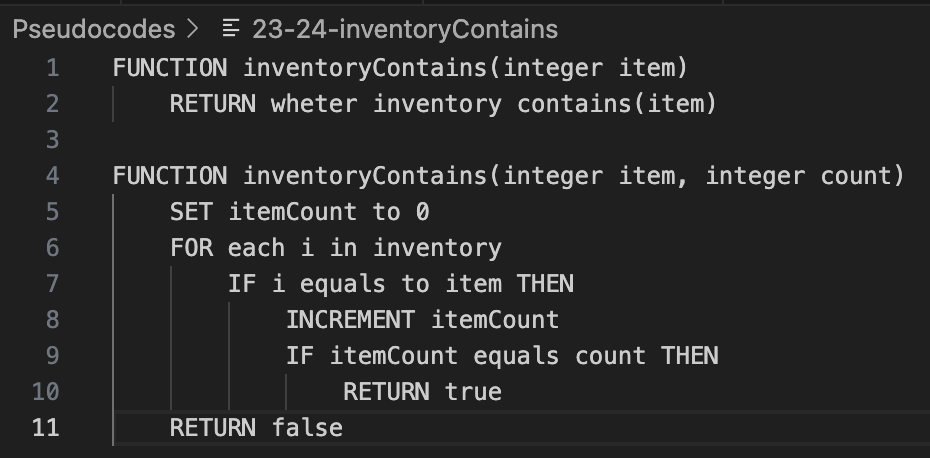
A diagram of a flowchart

Description automatically generated



## 23-24 – inventoryContains

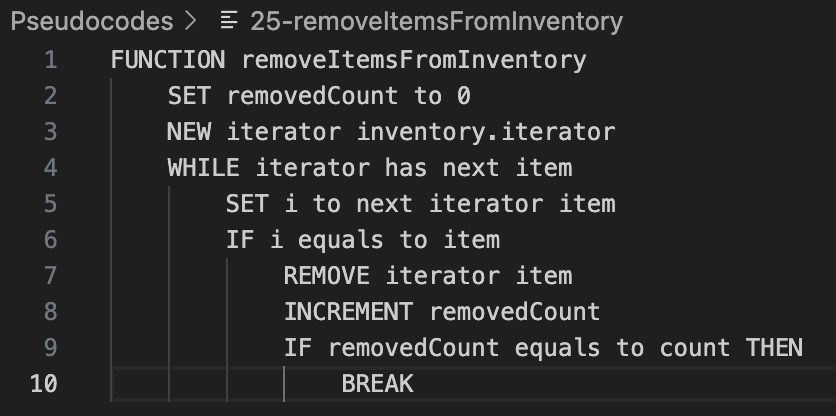




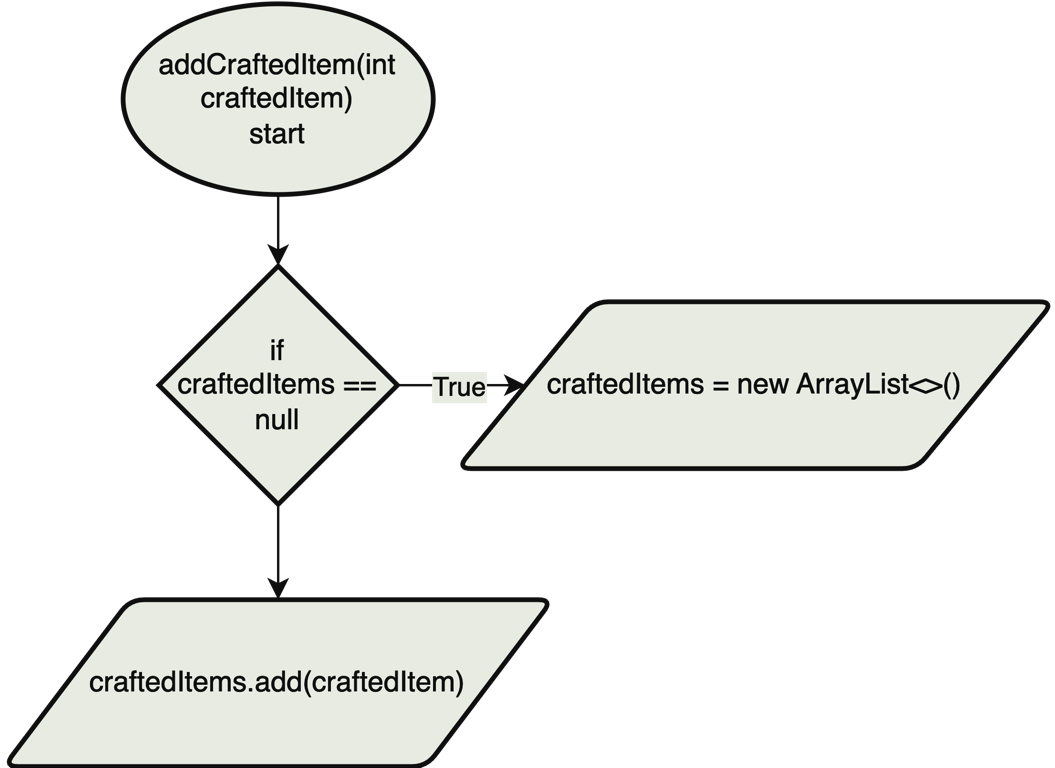
## 25 – removeItemsFromInventory

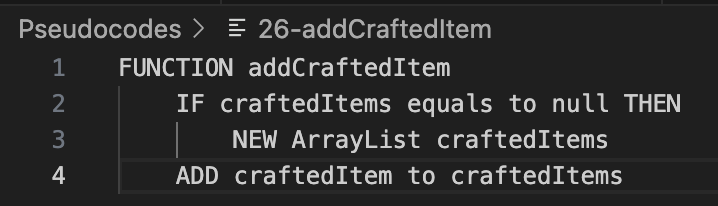
A screenshot of a computer flowchart

Description automatically generated



## 26 – addCraftedItem





## 27 – interactWithWorld

A screenshot of a black screen

Description automatically generated

## 28 – saveGame

A screenshot of a chat

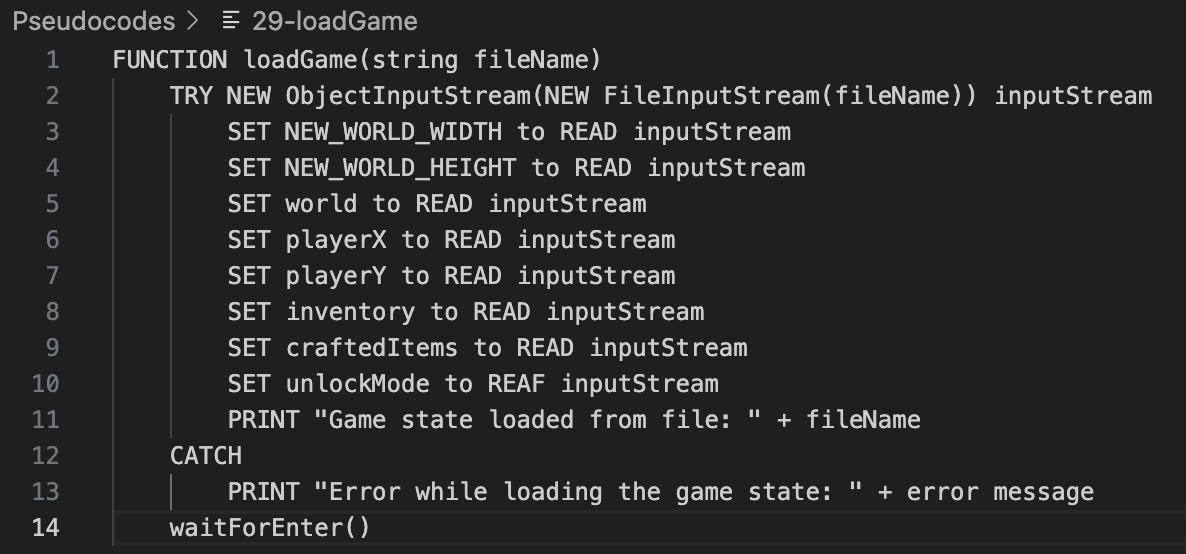
Description automatically generated



## 29 – loadGame

A black background with white rectangles

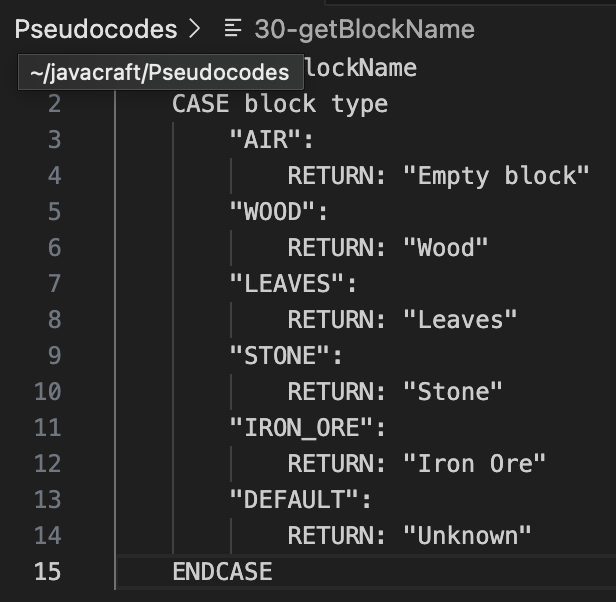
Description automatically generated



## 30 – getBlockName

A screenshot of a computer screen

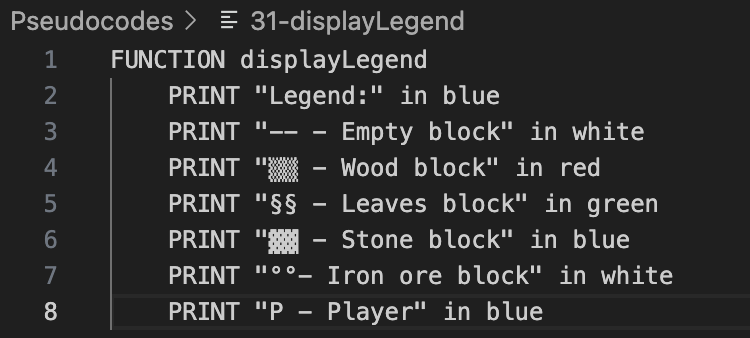
Description automatically generated



## 31 – displayLegend

A screenshot of a screen

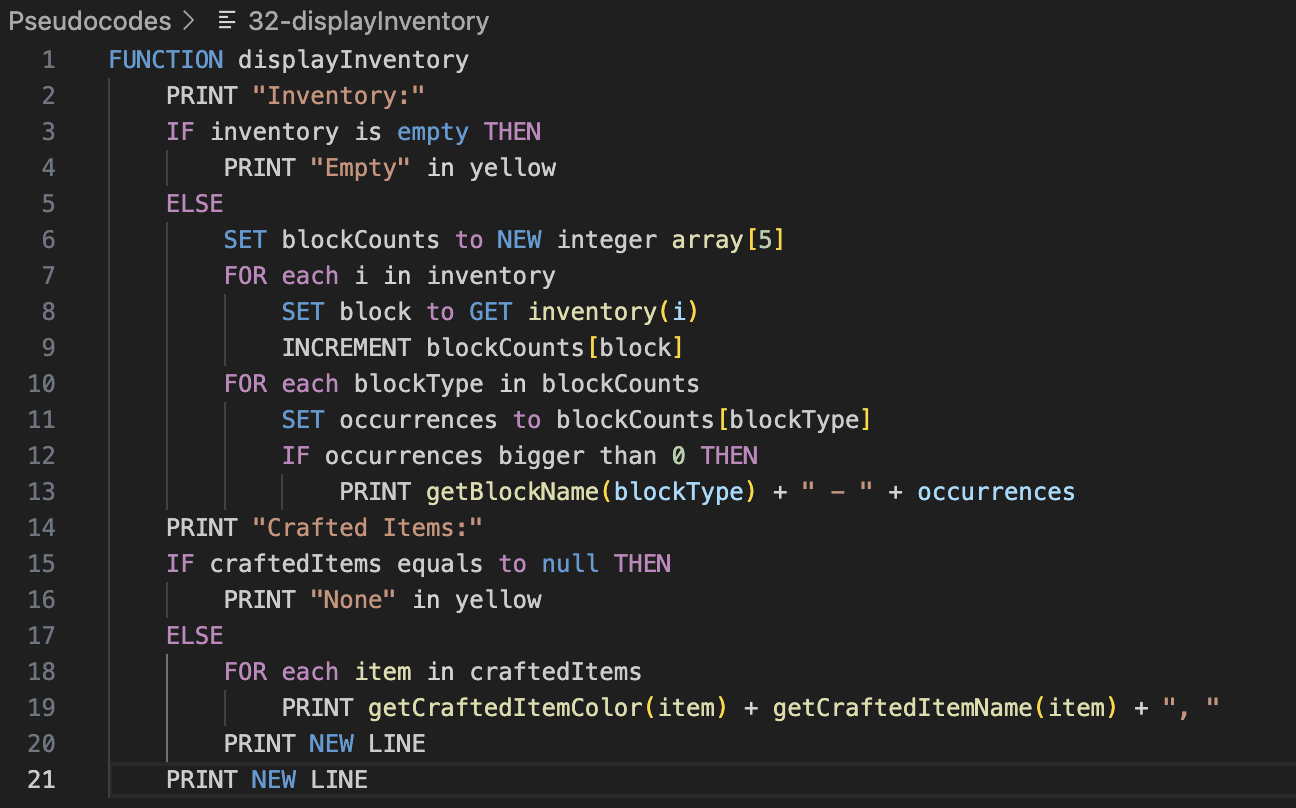
Description automatically generated



## 32 – displayInventory

A screenshot of a diagram

Description automatically generated



## 33 – getBlockColor

A black and white background with white rectangles

Description automatically generated

## 34 – waitForEnter

A screenshot of a cell phone

Description automatically generated

## 35 – getCraftedItemName

A screenshot of a cell phone

Description automatically generated

## 36 – getCraftedItemColor

A screenshot of a computer screen

Description automatically generated

A diagram of a flowchart

Description automatically generated

**Flowchart for the game:**