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

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 I

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