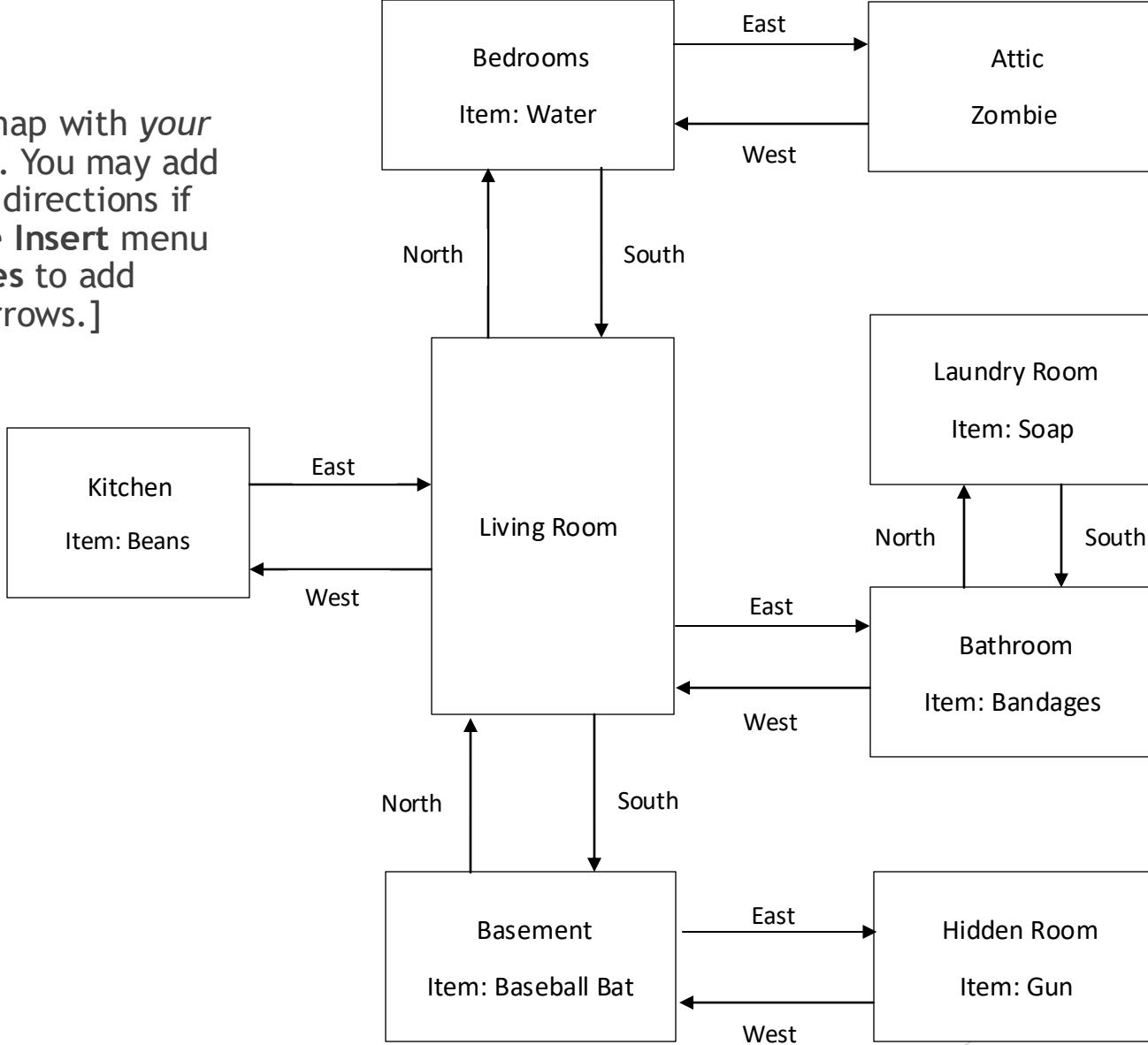


Storyboard: Description

The theme I am going to choose is a world in an apocalypse. This will have a person looting around rooms in a home to find food and weapons. The rooms are going to be in a home. So, it would include living room, bedroom, attic, basement, laundry room, a hidden room, kitchen, and a bedroom. The villain is going to be a zombie. If the player reaches the zombie, the zombie will kill them and end the game. Once they have fully looted the house to have the food and equipment to survive, they win.

Storyboard: Map

[Complete this map 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.]



Pseudocode or Flowchart: Move Between Rooms

Show current room

Show exits

Identity items in rooms

Start at living room

While user not in attic

 Ask where to go, North, South, East, West

 When picking where to go, the movement will go to room with item

 IF input is valid

 Output the item in the room and ask if you want to collect it

 IF input is invalid

 loop till a valid answer

IF user goes into attic, exit code

Pseudocode or Flowchart: Get an Item

Inventory will be a dictionary or a list

WHILE user does not have all items

 Ask for input (north, south, east, west)

 If input does not equal north, south, east, west

 ask again

 IF item in room not collected

 collect item in room they are in

 add to inventory

 Ask where to go next

 ELIF they have been in room, collect nothing/do not add

 Ask where to go next

 ELIF if item does not get picked up

 Do nothing/Do not add to inventory

 ELIF item equals the amount of items in game

 Print Done and exit