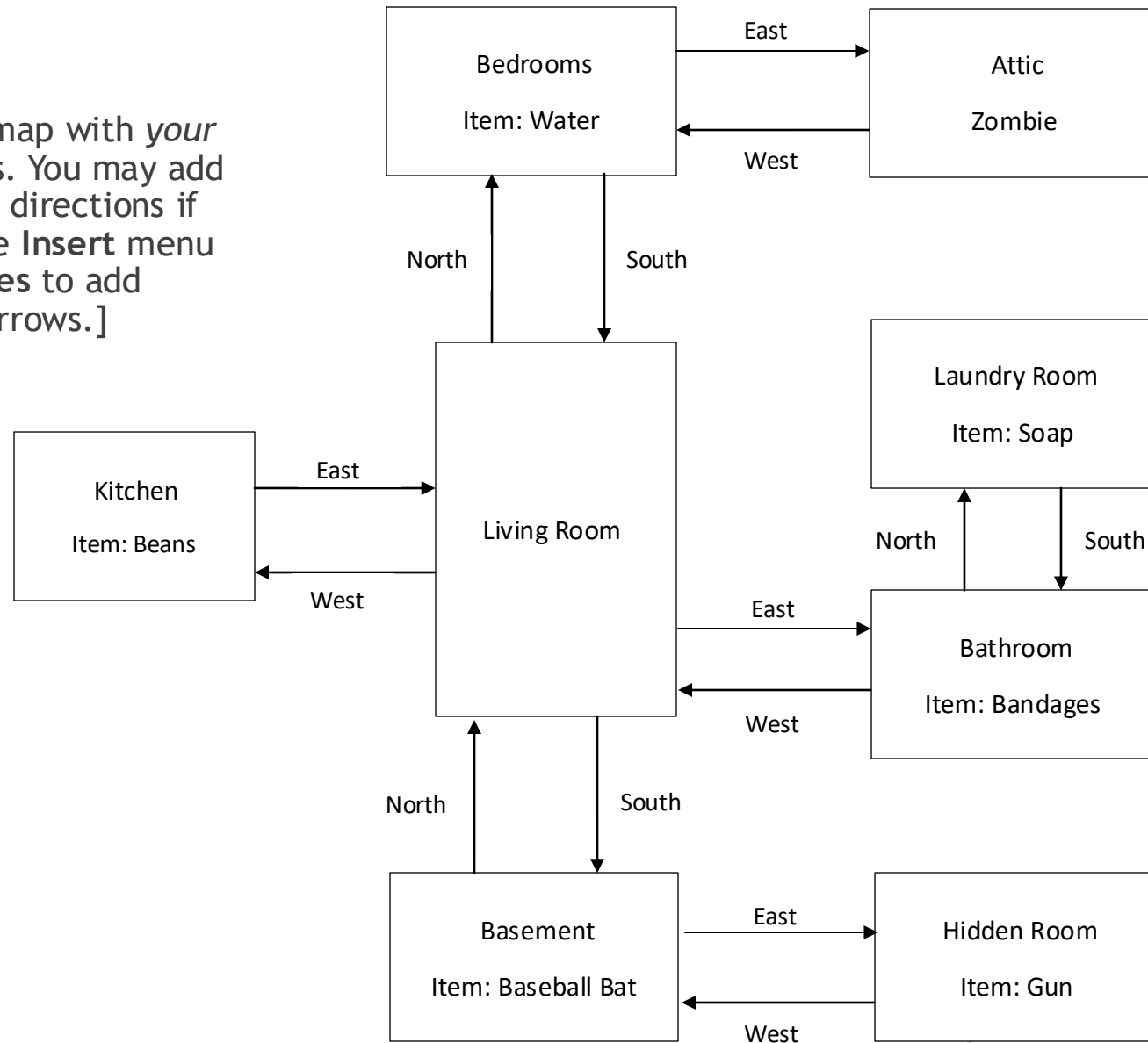


Storyboard: Description

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