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Project One

Pseudocode:

START program

CREATE dictionary of rooms and their available exits for each, with where they will end up if

they go the direction available for that room

CREATE dictionary of each item required and each room that the item is in

CREATE a list for the players inventory, and make the list empty

PRINT name of the game “Cat-tastrophe” and the instructions to the game

PRINT the current room and current inventory

PROMPT user to input first move

INPUT command by user for first move

WHILE the user move is invalid:

    PROMPT user to pick another direction “Pick another direction”

ELIF:

    IF room is Bedroom

        PRINT “Oh no! The dog ate you! You’re dead.”

        PRINT “Game over.”

    BREAK

ELSE:

Allow user to make the move

PROMPT user to make a selection for next move, either go in a direction, pick up an item, or quit

INPUT from user for next move

IF input by user is to go a direction:

IDENTIFY if the direction is invalid

IF direction is invalid:

PRINT "Not a valid direction. Please choose another direction."

ELIF direction is bedroom:

PRINT "Oh no! The dog has eaten you! You're dead!"

BREAK

ELSE:

Allow move

ELIF input command by user to pickup item:

IDENTIFY the item that needs to be picked up in the room

IDENTIFY if the item exists in inventory

IF the user can pick up the item:

PROMPT user to pick up item

IF item has been picked up:

ADD item to inventory list

PRINT "Item has been added to your inventory"

ELSE item is not picked up:

Do not add item to the inventory list

PRINT "This item has not been added to your inventory"

ELSE input command by user to quit game:

IF input == "quit"

PRINT "Thank you for playing, goodbye!"

END