You have come so far entering the final stretch of Daedalus’ labyrinth, Ariadne’s thread grows short, and your gear is broken! You must find equipment to properly arm yourself to slay the mighty Minotaur in his surprisingly chic abode! Find the breastplate in the minotaur’s storage room to protect your body. A helm in his wine closet to help block the smell of the beast (and maybe a bottle of wine for later). The scroll with the minotaur’s unpaid taxes from his home office to scare the beast. A shield from the Minotaur’s frisbee gym to show him his reflection he will be appalled by how unkempt he’s become! A sword to strike the finishing blow to the beast, one can be found in the supply closet of his frisbee gym. Finally, before meeting with him don the pair of sandals in his entry way before his tearoom, left for you by Athena, they were crafted by Nike the goddess of victory to give you the confidence you need to defeat the Minotaur once and for all!

Diagram

Description automatically generated

## Pseudocode or Flowchart for Code to “Move Between Rooms”

You start in the central Hall of the Minotaur, the last set of rooms within the labyrinth.

Collect all the items to defeat the minotaur or face your doom!

Movements: Move South, Move North, Move East, Move West *#This is the start of the game*

Command: Grab item (adds item to your inventory)

Location: Central Hall

Current items: []

What would you like to do? *#After every additional item grab, this prompt will show*

Enter your action: **Grab item**

There is nothing for you to grab in this room! *#If the player has grabbed the item already or there is no item in the room, this prompt will show this will be an IF statement that checks inventory*

Enter your action: **Move left**

Theseus does nothing

Movements: Move South, Move North, Move East, Move West *#This is the start of the game*

Command: Grab item (adds item to your inventory) *#When an invalid movement is input this will show to remind the player of the commands.*

*(if the player is in a location like the home office, and they can no longer move west, this prompt will play, this will be an IF ELSE statement, this will help with decision branching making movements options a simple yes or no’s depending on direction)*

Theseus tries to move but there is no path in this direction.

Ener your action: **Move West**

You find yourself in a messy home office, where an unpaid tax form sits waiting to be used for black mail!

## Pseudocode or Flowchart for Code to “Get an Item”

Ener your action: **Move West**

You find yourself in a messy home office, where an unpaid tax form sits waiting to be used for black mail!

Enter your action: **Grab item**

You have obtained the minotaur’s late taxes! (Stuns beast)

Location: Home office

Current Items: [‘Tax forms’]

What would you like to do? *#We start again with this prompt now that the player knows their inventory and location.*

For this game, I think IF and IF ELSE statements will be crucial. Especially for movements and grabbing items. I think entering additional prompts when the objective for the room is complete to encourage players to keep looking will help as well. I think adding “There seems to be another path” or something like that for the rooms will encourage players to keep looking and a “This room seems like a dead end” could be an easy way to let players know that there is no where else to go. Things like this will be crucial for progression.