# IT 140 Design Document

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## Storyboard (Description and Map)

The juggernaut is in Verdansk and is ready to destroy anyone in the city. To defeat the juggernaut, you need to equip yourself with a pistol, ammunition, armor, grenades, self-revive, and a UAV. These items will be found throughout the city in different locations such as downtown, promenade, superstore, train station, port, tv station, airport, and quarry. All the items are enough to destroy the juggernaut but be careful of running into him before being fully equipped. Best of luck.

Here is a map of Verdansk and the items at each location.

Diagram, schematic

Description automatically generated

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

Establish the starting room

Identify which directions player can move

Prompt player to move

If direction is invalid, ask again until valid

Make move that user prompts

Identify item for pickup in room

Ask user for where they want to move next

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

Identify the item in room

Prompt user to pick up item

Add item to inventory

Ask user for next move