References: <https://queue.acm.org/detail.cfm?id=2068896>  
<https://www.reddit.com/r/learnprogramming/comments/qmelu/first_time_racket_programmer/>

Coastline - Root and West

"You wake up with no idea where you are\n"

"You were washed up on a beach after the storm in the sea.\n"

"You see a tattered bag in the distance down the coast."

-----------Action in env1 -----------

"Do you want to head West to search it? (West/No)\n"

If yes, call d6-roll function

-----------Item 1 -----------

(define (d6-roll n)

Pseudocode

(if (= n 0 ) '() (cons (random 6) (d6-roll ( - n 1 ) ))))

(d6-roll 6)

(cond d6-roll >= 3 then option to pick up helmet )

[cond d6-roll >=4 then option to pick up boots, if boots add a +2 on next roll)

Result of this function will return the first state change to the game.

If boots are in inventory, use a bool flag, add +2 to challenge rolls. Mimic a dex check? (no stats though so more for fun here)

If not then call the promptNext function

promptNext function will return all locations available besides the current location as a place to visit.   
Pseudocode

(define (prompt-next)(

'currLocation currLocaiton

'Shipwreck shipwreck

'Cave cave

'RockyLedge rockyledge)

(prompt-next))

}

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Shipwreck - South  
  
 "You notice your ship wrecked up the down the coastline."

Movement-prompt

"Would you like to travel South to look for any survivors? (South/ No)\m”

South

{

-----------Action in env2-----------

If yes, if no promptNext

"There is no sign of life as far as the eye can see."

"However, in the wreckage, you make out what looks to be like a chest.\n"

prompt-Question:

"Do you want to search it?" (Yes/No)

if no promptNext

Pseudocode

(define (prompt-next)(

'currLocation currLocaiton

'Coastline coastline

'Cave cave

'RockyLedge rockyledge)

(prompt-next))

}

-----------Item 2-----------

If yes,

"You find 10 gold, you can choose to keep this or continue on your journey."

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Cave - East ; No challenge roll  
"You see an eerie looking cave further east\n"

Movement-Question:

"Would you head east into the cave to look for shelter? (East/No)\n"

{  
"As you get closer, you get a strange feeling as if someone is watching you\n"

Prompt-Question:

"Would you like to stay? (Yes/No)\n"

if no promptNext

Pseudocode

(define (prompt-next)(

'currLocation currLocaiton

'Coastline coastline

'Shipwreck shipwrecj

'RockyLedge rockyledge)

(prompt-next))

}

-----------Item 3-----------

If yes, TKTK.

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Rocky Cliff- North - END GAME

"Ahead is a cliff. This vantage point may be high enough up enough to signal for help.\n"   
Movement-prompt:

"Would you list to head North to explore? (North/No)\n"

If no

Pseudocode

(define (prompt-next)(

'currLocation currLocaiton

'Coastline coastline

'Shipwreck shipwreck

'Cave cave)

(prompt-next))

-----------Item 4-----------

If North {

"During your walk, you find a rope. Would you like to pick this up? (Yes or No)\n"

"There is only one way up this cliff, but you are weak from your injuries during the shipwreck.\n"  
"Do you want to attempt to climb the cliff?\n"

Display-Warning:

" Warning! If you fail this challenge you may die!\n"

"Would you like to continue(Yes or No)?\n\n"

If no to climbing promptNext

Pseudocode

(define (prompt-next)(

'currLocation currLocaiton

'Coastline coastline

'Shipwreck shipwreck

'Cave cave)

(prompt-next))

else if,

{

Pseudocode

(define (d8-roll n)

(if (= n 0 ) '() (cons (random 8) (d8-roll ( - n 1 ) ))))

(d8-roll 8)

(if d8-roll >= 3 then end game death) "Your lack of dexterity causes you to slip and fall.\n"

"GAME OVER" ; RESTART GAME

(if 3 < d8-roll <=6 "You failed to climb the rocky cliff. Fortunate for you, there was a bush to break your fall.\n"

{promptNext)

(if d8-roll >=7 then WIN CONDITION)

"You successfully climb up the rocky cliff and notice a search party in the distance.\n"

"Weakly, you raise your arm and fire the flair gun before falling over from exhaustion."

" You can rest now adventurer.\n\n"

"You have won the game, congratulations!\n" ; GAME END RESTART GAME

(main)