**Variables**

currentNode

keepGoing

game

currentNode

nodeData

choice

A list of food and drinks

Description automatically generated with medium confidenceMain()

Set currentNode to “start”

Get the game data from the dictionary getGame() and store in game

Set keepGoing to true

while keepGoing is true

currentNode is equal to playNode(game, currentNode)

If currentNode is quit

keepGoing is false

getGame()

define the data base and return it as a dictionary

playNode(takes game and currentNode as its parameters)

nodeData = game[currentNode]

Print the first three items in the node

Ask for an input (1 or 2) store in choice

If choice is 1

Return nodeData[3]

If choice is 2

Return nodeData[5]

Else

Print “invalid” choice

Return the current node