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| **Input** | **Processing** | **Output** |
|  | Begin while variable continue is true | “You Found A Creepy looking House! Do you want to go 'in' or 'around'?” |
| Get choice in or around | Process choice (in/around  choice=in | “Do you want to go into the 'kitchen' or the 'living room'” |
| Get choice kitchen or living room | Process choice (kitchen/living room)  choice=kitchen | “Do you want to open the 'cabinet' or the 'fridge'?” |
| Get choice cabinet or fridge | Process choice (cabinet/fridge) choice=cabinet | “You see a box of crackers and a live snake! Do you want to grab the 'crackers' or the 'snake'?” |
| Get choice crackers or snake | Process choice(crackers/snake)  choice=crackers | “Congratulations! You've found a magic wand! It lets you teleport to anywhere you want to go” |
|  |  | "Do you want to try again? y/n" |
| Get choice y or n | Process choice(y/n)  choice=n  End while loop and program |  |
| Get choice y or n | Process choice(y/n)  choice=y | “You Found A Creepy looking House! Do you want to go 'in' or 'around'?” |
| Get choice crackers or snake | Process choice(crackers/snake)  choice=snake | The snake turns into your fairy godmother and all your wishes come true! |
| Get choice cabinet or fridge | Process choice (cabinet/fridge)  choice=fridge | "Do you want to grab the 'ice cream' or the 'milk'? |
| Get choice ice cream or milk | Process choice (ice cream/milk)  choice=ice cream | "It's poisoned and you die." |
| Get choice ice cream or milk | Process choice (ice cream/milk)  choice=milk | You drink the rest of the milk. Now there's no milk left for the rest of your life. |
| Get choice kitchen or living room | Process choice (kitchen/living room)  choice=living room | "Do you want to go into the 'dining' area or the 'entertainment' area?” |
| Get choice dining or entertainment | Process choice (dining/entertainment)  choice=dining | “Do you want to eat 'lunch' or 'clean'?” |
| Get choice lunch or clean | Process choice (lunch/clean)  choice = lunch | You won't be hungry for the rest of your life! |
| Get choice lunch or clean | Process choice (lunch/clean)  choice = clean | You find a treasure box. What's in it? Whatever you want!" |
| Get choice dining or entertainment | Process choice (dining/entertainment)  choice=entertainment | "Do you want to 'watch' movies or 'sing' karaoke" |
| Get choice watch or sing | Process choice (watch/sing)  choice=watch | The only movie is a sad movie. You cry |
| Get choice watch or sing | Process choice (watch/sing)  choice=sing | You can't stop singing. Your throat hurts |
| Get choice in or around | Process choice (in/around  choice=around | "You fall into the basement. Do you want to go up the 'stairs' or through the 'door'?" |
| Get choice stairs or door | Process choice (stairs/door)  choice=stairs | "The stairs end at a wooden door. You open in and see a hallway going both ways. Do you want to go 'right' or 'left'?" |
| Get choice right or left | Process choice (right/left)  choice=right | "You finally get to the end of the hall. There's a small table with a stack of money and a book on it. Do you take the 'money' or the 'book'?" |
| Get choice money or book | Process choice (money/book)  choice=money | An axe swings out of the ceiling and decapitates you. Swiper no swiping." |
| Get choice money or book | Process choice (money/book)  choice=book | "It's a map of the house. You escape safely and live happily ever after.” |
| Get choice right or left | Process choice (right/left)  choice=left | "The hallway seems to go on forever. Do you want to 'keep going' or 'turn around'?" |
| Get choice keep going or turn around | Process choice (keep going/turn around)  choice=keep going | "It actually does go on forever. You starve. Or die of dehydration. Or something." |
| Get choice keep going or turn around | Process choice (keep going/turn around)  choice=turn around | "It actually does go on forever. You never find the stairs. You starve. Or die of dehydration. Or something." |
| Get choice stairs or door | Process choice (stairs/door)  choice=door | "It's locked. Do you want to try the 'key' hanging next to it or the 'axe'?" |
| Get choice key or axe | Process choice (key/axe)  choice=key | "The key fits and you unlock the door. Are your thoughts 'happy' or 'scared'?" |
| Get choice happy or scared | Process choice(happy/scared)  choice=happy | "You see a lamppost through the forest in front of you and you go to it." |
| Get choice happy or scared | Process choice(happy/scared)  choice=scared | "You feel someone kick you through the door into blackness and hear the door lock behind you. A voice says "Oh good. Another one. I'm hungry!" |
| Get choice key or axe | Process choice (key/axe)  choice=axe | "Your hands hurt, but you're through the door. Something flies at you. Do you 'swing' the axe at it or 'jump' out of the way?" |
| Get choice swing or jump | Process choice (swing/jump)  choice=swing | "The monster falls dead to the floor. You go back to the hole in the floor and climb out. No one will ever believe you." |
| Get choice swing or jump | Process choice (swing/jump)  choice=jump | "The cat runs past you. You follow it out and away from the house." |
| Get choice (any choice) | Process choice  Incorrect input | "That wasn't an option. Back to the creepy house you go!" |