ASSIGNMENT I IDEAS Dooking with ingredients: - make with if/else statements (too many?) - options: eggs, noodles, chicken, & rice (+ vegetables) (2.) grocery shopping: - options: cart size, aiste numbers, sections, ingredients (narrow down options?) 3. baking dessert: - options: types of dessert, ingredients, burnt / not burnt outcomes - too many ingredients needed? 4. game within a game ??: - options: left, down, up, right lead to different outcomes - must be simple - doors (ex. left, middle & right) 5. day journey: - waking up on time / late - busing, biking, walking, or running - options lead to taster / slower routes b. customer service simulator: - options: help customers pay for items, different dialogue options for rude reople - (similarly, restaurant version instead of retail) 7. quiz /test type same: - Pick a topic to me base trivia off of lex. countries, math, science) - make prizes & consequences for incorrect answers

- if, else if, else statements: \$ 5 - need bodeans (player preference = sweet, salty, savoury, sporty ) " use math (quantity/pnze) need parsing START running low on tell player problem and ask for name cook with ingredients ob cook nith go to grocery store owned ingredients invalid input cook cook buy bread eggs nodates sausage invalid invalid input input ent with buy novelles chicken invalid input invalid input oneal & END

