# IT 140 Design Document Template

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## Storyboard (Description and Map)

Welcome to Epsilon 9, an abandoned moon base from the early colonization era. Your ship, the Dauntless was shot down from an electromagnetic pulse that originated from the communications center. Your goal is to gather the necessary items to get the Dauntless functional enough to make it to a nearby spaceport. After crashing into the hanger, you will begin to scour the base as you travel room by room to gather the necessary supplies and keys to open the communications center. There are 3 ship repair items, 2 keys, and 2 weapons that will need to be gathered before entering the communications center. What lies behind those doors is a horror from the depths of oblivion itself, the Voltaic Wraith. It is a Sulphur-based lifeform that emerged from the mining of the Epsilon nebula. It can use the electronegative potential of the sulfur in its blood to create an electric current. It enrobes its body with this current to levitate and discharge lightning at enemies.

East

North

West

East

South

West

East

South

North

West

East

North

South

West

Command Module

Item- security baton (weapon)

Life Support Systems

Item- Comm room ID

(key)

Habitation Module

Item- compressed ion array (ship repair)

Armory

Item- plasma carbine (weapon)

Comm room

Voltaic Wraith

(villain)

Comm room Access

Item- antimatter capsule (ship repair)

Mess Hall

Item- Comm room Key (key)

Start Here

Main Hanger

Item-photovoltaic plating (ship repair)

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

Check ID of current room

Check the input string to see which direction we want to go

If string is invalid, prompt user to enter a cardinal direction

If direction doesn’t lead to a new room, inform user that there is no exit in that direction.

If direction leads to new room but user lacks appropriate tool, inform them they need that specific tool to progress through this path

If direction does lead to a new room and user has appropriate tool, change current room ID to that of the destination.

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

Get ID of current room

Get string of room-specific item name

If item string doesn’t exist tell player they see nothing useful to acquire

Otherwise, proceed

Check against inventory to see if they have an item with the same name

If yes, inform player they already have the item

If no, inform player they just acquired the item, then add the name of the item as a new entry in the inventory array