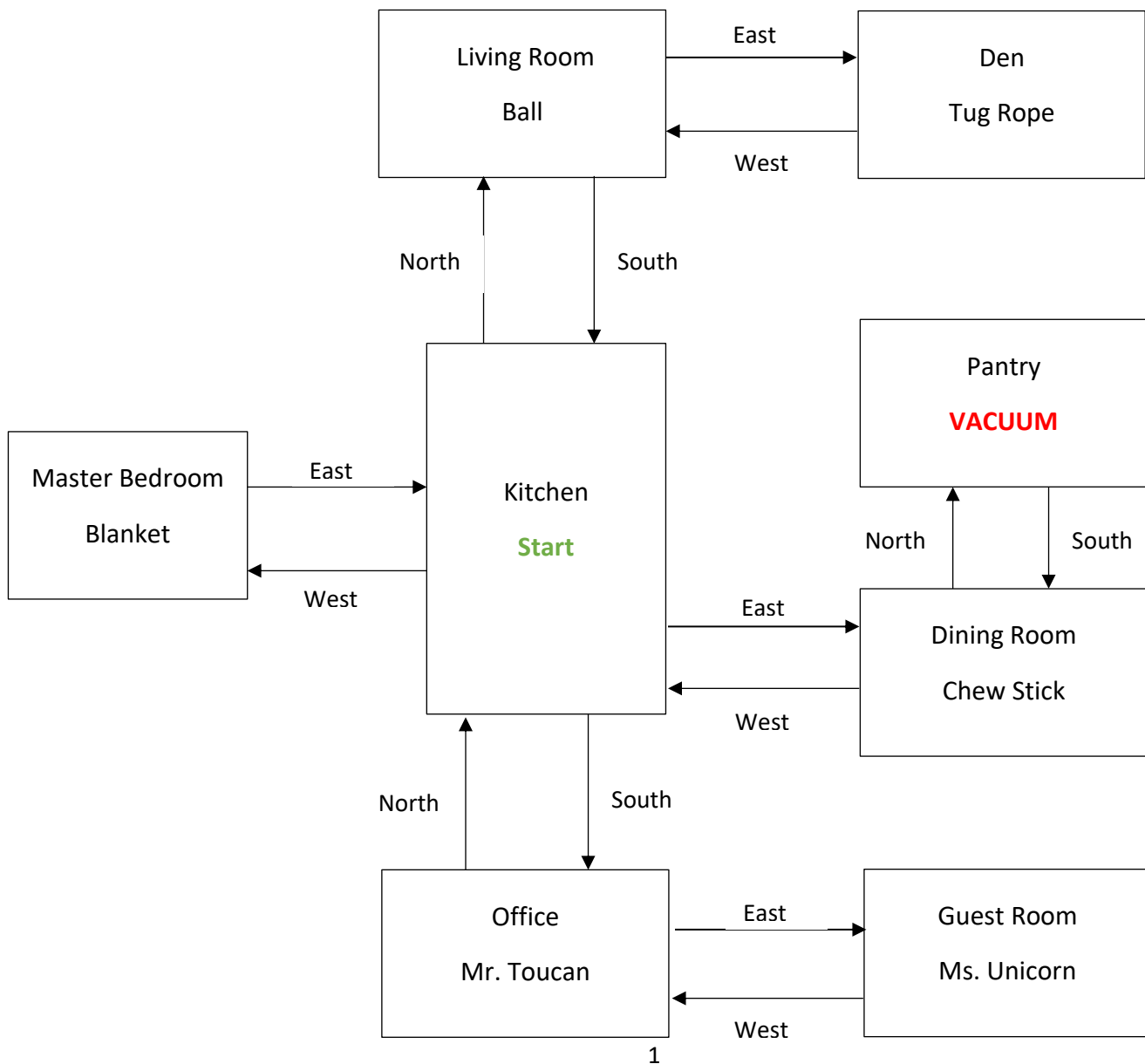


Marisa Kuyava

## Storyboard (Description and Map)

- You are a small dog named Pixie and you just moved into your new house. Your humans have been unpacking and all your favorite toys have been scattered throughout the house. To help you defeat the evil vacuum robot that roams about you need to gather some of your favorite toys and items. You will need a chew stick from the dining room to give you energy, your ball from the living room to use as a distraction, your blanket from the master bedroom to hide under, your tug rope from the den to stop the vacuum's movement, and Mr. Toucan from the office and Ms. Unicorn from the guest room to help you fight.





## **Pseudocode for Code to “Move Between Rooms”**

DEFINE all ROOMS with names and EXITS  
DEFINE all ITEMS with names and descriptions  
DEFINE MONSTER with name and description

DEFINE a Function display\_status that will call print statements for each status item and prompt user to input a command to move to an exit or pick up an item

- Current room name
- Items currently in inventory
- Items available for pick up in current room
- What EXITS are available to leave the current room
- Prompt user for next action – Move to exit or pick up item

The player\_location will be set to the current room – Game will start with player location in starting room ‘KITCHEN’

While player\_location is NOT in the PANTRY:

- CALL function display\_status to give user current status and prompt next action

- if Player\_location is in the KITCHEN:

- if payer input is ‘go north’:
    - Player\_location is updated to LIVINGROOM
  - elif payer input is ‘go east’:
    - Player\_location is updated to DININGROOM
  - elif payer input is ‘go south’:0
    - Player\_location is updated to OFFICE
  - elif payer input is ‘go west’:
    - Player\_location is updated to MASTERBEDROOM
  - else: (if player input is not valid)
    - PRINT out that command is not valid
    - PRINT What EXITS are available to leave the current room
    - PROMPT user for new input

- if Player\_location is in the LIVINGROOM:

- if payer input is ‘go east’:
    - Player\_location is updated to DEN
  - elif payer input is ‘go south’:
    - Player\_location is updated to KITCHEN
  - else: (if player input is not valid)
    - PRINT out that command is not valid
    - PRINT What EXITS are available to leave the current room
    - PROMPT user for new input

- if Player\_location is in the DEN:

- if payer input is ‘go west’:



```
        Player_location is updated to LIVINGROOM
    else: (if player input is not valid)
        PRINT out that command is not valid
        PRINT What EXITS are available to leave the current room
        PROMPT user for new input

    if Player_location is in the MASTERBEDROOM:
        if payer input is 'go east':
            Player_location is updated to KITCHEN
        else: (if player input is not valid)
            PRINT out that command is not valid
            PRINT What EXITS are available to leave the current room
            PROMPT user for new input

    if Player_location is in the OFFICE:
        if payer input is 'go north':
            Player_location is updated to KITCHEN
        elif payer input is 'go east':
            Player_location is updated to GUESTROOM
        else: (if player input is not valid)
            PRINT out that command is not valid
            PRINT What EXITS are available to leave the current room
            PROMPT user for new input

    if Player_location is in the GUESTROOM:
        if payer input is 'go west':
            Player_location is updated to OFFICE
        else: (if player input is not valid)
            PRINT out that command is not valid
            PRINT What EXITS are available to leave the current room
            PROMPT user for new input

    if Player_location is in the DININGROOM:
        elif payer input is 'go west':
            Player_location is updated to KITCHEN
        elif payer input is 'go north':
            Player_location is updated to PANTRY
        else: (if player input is not valid)
            PRINT out that command is not valid
            PRINT What EXITS are available to leave the current room
            PROMPT user for new input

    if Player_location is in the PANTRY
        if all items have been collected
            Print winning message
        else: (If user has not collected all six items)
            print losing message
```

## Pseudocode for Code to “Get an Item”

```
IF Player_location is in the LIVINGROOM and BALL is not in their inventory (ITEMS[])
    A CALL to function display_status is given when the player enters the room
        – This tells them what items are available for pickup and prompts for a command
    If INPUT is get Ball:
        Add BALL to inventory
        Print message that BALL has been added to inventory
        Prompt for next command
    elif INPUT is go DIRECTION (North, East, South, West):
        Print Are you sure you want to leave the LIVINGROOM without picking up the BALL?
    Else: (If input is not a valid command)
        Print statement that command is not valid and prompt for new input

elif Player_location is in the DEN and TUGROPE is not in their inventory (ITEMS[])
    A CALL to function display_status is given when the player enters the room
        – This tells them what items are available for pickup and prompts for a command
    If INPUT is get TUGROPE:
        Add TUGROPE to inventory
        Print message that TUGROPE has been added to inventory
        Prompt for next command
    elif INPUT is go DIRECTION (North, East, South, West):
        Print Are you sure you want to leave the DEN without picking up the TUGROPE?
    Else: (If input is not a valid command)
        Print statement that command is not valid and prompt for new input

elif Player_location is in the MASTERBEDROOM and BLANKET is not in their inventory (ITEMS[])
    A CALL to function display_status is given when the player enters the room
        – This tells them what items are available for pickup and prompts for a command
    If INPUT is get BLANKET:
        Add BLANKET to inventory
        Print message that BLANKET has been added to inventory
        Prompt for next command
    elif INPUT is go DIRECTION (North, East, South, West):
        Print Are you sure you want to leave the MASTERBEDROOM without picking up the
        BLANKET ?
    Else: (If input is not a valid command)
        Print statement that command is not valid and prompt for new input

elif Player_location is in the OFFICE and MR_TOUCAN is not in their inventory (ITEMS[])
    A CALL to function display_status is given when the player enters the room
        – This tells them what items are available for pickup and prompts for a command
    If INPUT is get MR_TOUCAN:
        Add MR_TOUCAN to inventory
        Print message that MR_TOUCAN has been added to inventory
        Prompt for next command
    elif INPUT is go DIRECTION (North, East, South, West):
```



```
        Print Are you sure you want to leave the OFFICE without picking up the MR_TOUCAN?
    Else: (If input is not a valid command)
        Print statement that command is not valid and prompt for new input

elif Player_location is in the GUESTROOM and MS_UNICORN is not in their inventory (ITEMS[])
    A CALL to function display_status is given when the player enters the room
        – This tells them what items are available for pickup and prompts for a command
    If INPUT is get MS_UNICORN:
        Add MS_UNICORN to inventory
        Print message that MS_UNICORN has been added to inventory
        Prompt for next command
    elif INPUT is go DIRECTION (North, East, South, West):
        Print Are you sure you want to leave the GUESTROOM without picking up the
        MS_UNICORN?
    Else: (If input is not a valid command)
        Print statement that command is not valid and prompt for new input

elif Player_location is in the DINNINROOM and CHEWSTICK is not in their inventory (ITEMS[])
    A CALL to function display_status is given when the player enters the room
        – This tells them what items are available for pickup and prompts for a command
    If INPUT is get CHEWSTICK:
        Add CHEWSTICK to inventory
        Print message that CHEWSTICK has been added to inventory
        Prompt for next command
    elif INPUT is go DIRECTION (North, East, South, West):
        Print Are you sure you want to leave the DINNINROOM without picking up the
        CHEWSTICK?
    Else: (If input is not a valid command)
        Print statement that command is not valid and prompt for new input
```

## Flowchart:

