Original Pseudocode - Feb 15 2017

* Start
* Import Time
* Import Random
* Main Function
  + Calls Functions
  + Contain Controlled Variables for Players Stats
    - Lives
    - Gold
    - Weapons
* Intro Function – No parameters
  + Prints backstory
    - Plot: You enter the lonely mountains. You are avoiding Smaug, the fire drake. You must be careful not to accidentally roam into his chambers. If you do, he’ll wake and burn you.
* Doors Function – No Parameters
  + This will have random int to decide between 3 – 5 doors.
  + Will return amount of doors
* ChooseDoor Function – Doors Amount Parameter
  + Print a choice menu with input
    - Will contain while loop to prevent wrong answer
  + Return input
* RandomScene Function –Choose a Random Dramatic scene
  + Another Random int that will trigger descriptive scene
    - Three available description
    - Lines will be slowed using time
  + Trigger scene chosen by if – statements
* CheckDoor Function – Doors Amount & Choosen Door Parameters
  + Call Random Scene Function
    - Will play scene before determining success or failure.
  + SafeDoor is set by RandomInt between 1 and Doors Amount
    - If choosen Door and SafeDoor are equal, you are allowed to continue
      * Return yes
    - Else
      * Return no
* Success Function – Parameters are gold and weapons
  + Calls Gold and Weapons Function
  + Return yes statement
* Fail Function
  + Use If-Statement to determine if life is equaled to 1
    - If so, it will print dramatic death scene
  + Will take a life and remove random amount of gold or gift
  + Prints Stats
* Lives Function – This will remove or add lives – Parameters is string for yes or no and lives amount
  + If parameter = yes nothing will happen
  + If parameter = no – plays dramatic death scene and removes life
    - Nest if –statements to have special death scene if lives are equaled to 1..
* Gold Function – Will remove or add gold- Parameters is string for yes or no and gold amount
  + If parameter = yes
    - Randint of gold between (50 – 200)
    - Add to gold
    - Return gold
  + If parameter = no
    - Randint of gold between (50 – 200)
    - Remove from gold
    - Return gold
* Weapons Function – Will remove or add weapons
  + If parameter = yes
    - Randint of weapons between (1,5)
    - Based off number will set nested if statements to find weapon
    - Add to weapons
    - Return weapons
  + If parameter = no
    - Nothing happens
* Results Function
  + Will output whether it was successful or not
  + If life is equal to 1, give dramatic death.
* Stats Function – Parameters are gold, lives, and weapons
  + If statement if lives = 0
    - Will break
  + Else
    - Will print final stats
* Program
  + Print References
  + Loop Statement
  + Call Main Function
  + Ask to continue or quit
* End

Updated Algorithm – Feb 20 2017

Notes: After doing the group algorithm PBL -3, one of the team member had suggested an excellent idea of allowing a chance defense against the Dragon.

I will create a FightBack Function that will

In Story Results, it should call a FightBack Function. Before continuing dialog.

To edit the Lives, it should also return lives. I’ll have it add one to the life if you succeed so the lives function doesn’t affect it.