



# **MACHINE PROJECT DEMO**

**“FIND THE SHOE”**

SALAMANTE, Stephen E.  
11831014  
CCPROG1 - X22  
December 11, 2018



**THE GAME**



# Game Intro

```
randomize shoe location  
randomize rope 1, ball 1, chew toy 1, rope 2, ball 2, and chew toy 2  
randomize dog gender
```

```
print intro and instructions  
print "Are you ready to begin?"  
if player chooses yes  
    continue program  
else if player chooses no  
    exit program  
else  
    invalid input  
    calls intro function again
```

```
start timer  
print initial location
```

## Loop Until Shoe Found or Player Quitted

randomize if dog appears in room or not

if dog appears

    player given choice to pet dog

    if player pets dog

        player gets a heart

    else if player doesn't pet dog

        player doesn't get a heart

checks if there's toy in the room

if there's toy in the room

    player given choice to pick up toy

    if hands variable == 2

        player steps on toy

        3 seconds is added to additional time variable

    else if hands variable < 2, player picks up toy

        hands variable is incremented by one

    else if hands variable < 2, player doesn't pick up toy

        hands variable is not incremented

## Loop Until Shoe Found or Player Quitted (cont.)

```
print action choice list
if action == a
    look for shoe action
else if action == b
    go to other location action
else if action == c
    drop toys in bin action
else if action == d
    quit game action
```

## Action 1 (a) – Look for shoe

```
if location of shoe == player's location && hands == 0  
    look for 5 times  
    player should find shoe  
    print game summary  
    end timer
```

```
else if location of shoe == player's location && hands != 0  
    print player needs to go to a bin first  
    call action choice list again
```

```
else if location of shoe != player's location  
    look for 5 times  
    player will not find shoe in that room
```

## Action 2 (b) – Go to other location

asks player where to go next

assigns returned value to variable followingLocation

print current location based from the variable followingLocation

## Action 3 (c) – Drop toy/s in bin

```
if location is in garage || covered terrace || bedroom
  print there's a toy bin here
  ask player if they want to drop toy/s
  if yes && hands == 2
    receive two hearts
  else if yes && hands == 1
    receive one heart
  else if no
    continue program
else
  print there's no toy bin here
```



## Action 4 (d) – Quit finding shoe

```
if player chooses yes  
    print game summary  
    end timer  
    exit
```

```
else if player chooses no  
    continue program
```