Heart Seeker

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Start

Set integer playerHP = 100

Set integer NPCHP = 1000

Set float SW = 0:00

Set integer ATK = 1

Set integer CU = 3

Set integer tick = 1

Display title screen “Heart Seeker”

Display “Press enter to start”

Clear command prompt

Display basic story outline

Clear command prompt

Display playerHP

Start stopwatch

Display stopwatch timer (SW)

Display “Please type in Attack, Charge up!, or Tickle”

Read Input

If ATK

-50 to -100 NPCHP

If NPCHP less than or equal to 0

Clear screen

Display “you saved yourself! Good fucking job!”

Else

Proceed to azmodan’s turn

Else if Charge up! (CU)

Gain 3-5 times more ATK next turn

Else If Tickle (tick)

50% Chance for user to input again 2x

If tick = 1 loop back to attack, charge up!, tickle menu

If tick = 2 proceed to next line

Display “Azmodan starts crushing your heart!”

-10 playerHP

Display PlayerHP

If

playerHP <= 0

Display “Your heart’s been crushed! Y0u 5uck n00b 7ry 4641n!”

Else

Loop back to attack, charge up!, or tickle menu