**Background Story:**

In this game, players dive into the heart of Gotham City's mysteries as Martian Manhunter and they investigate the disappearance of Commissioner Gordon. The journey begins with crucial choices: collaborate with colleagues or pursue the investigation alone. From there, players embark on a thrilling adventure, exploring Arkham Asylum, Wayne Manor, and the streets of Gotham, encountering Batman and the Justice League along the way. Key moments include discovering a spell book, unraveling the truth behind Gordon's disappearance, and confronting challenging dilemmas. Ultimately, players navigate through multiple endings, from success to failure, culminating in a gripping conclusion that reflects their choices and actions throughout the game.

**Short Overview:**

Investigate Commissioner Gordon's disappearance in Gotham City as Martian Manhunter, encountering Batman, the Justice League, and unraveling the truth through pivotal choices. Navigate through multiple endings, from success to failure, shaping the fate of Gotham in this thrilling adventure.

**Pseudocode:**

Import necessary libraries

import time

Function to display introduction and start the game

function start\_game():

    intro()

Function to introduce the player to the game

function intro():

    print("Hello, Green Martian!")

    time.sleep(2)

    print("Welcome to Gotham City...")

    time.sleep(4)

    print("Your mission is to uncover the mystery behind Commissioner Gordon's disappearance.")

    time.sleep(5)

    print("You find yourself standing outside the Gotham City Police Department...")

    time.sleep(3)

    input("Press Enter to begin your investigation...")

    investigate\_police\_department()

Function to prompt the player to continue or exit the game

function continue\_or\_exit():

    loop:

        choice = input("Do you want to continue playing? (yes/no): ")

        if choice.lower() == "yes":

            continue\_game()

            break

        else if choice.lower() == "no":

            print("Thank you for playing! Goodbye.")

            break

        else:

            print("Invalid input. Please enter 'yes' to continue or 'no' to exit.")

Function to investigate the Gotham City Police Department

function investigate\_police\_department():

    print("As you step into the Gotham City Police Department...")

    time.sleep(3)

    print("What will you do?")

    print("1. Search Commissioner Gordon's office for clues.")

    print("2. Speak with officers and gather information.")

    decision = input("Enter your choice (1/2): ")

    if decision == "1":

        outcome\_a1()

    else if decision == "2":

        outcome\_b1()

    else:

        print("Invalid choice. Please try again.")

        investigate\_police\_department()

Function to handle outcome a1

function outcome\_a1():

    print("Carefully searching through Commissioner Gordon's office...")

    time.sleep(3)

    print("What will you do?")

    print("1. Attempt to decrypt the files.")

    print("2. Leave them for now and search elsewhere.")

    print("3. ShapeShift into Commissioner Gordon to unlock the encrypted files.")

    decision = input("Enter your choice (1/2/3): ")

    if decision == "1":

        decrypt\_files()

    else if decision == "2":

        print("You decide to leave the files for now and search for other leads.")

        outcome\_b1()

    else if decision == "3":

        print("You shapeshifted into Commissioner Gordon in the corner of his room.")

        outcome\_b2()

    else:

        print("Invalid choice. Please try again.")

        outcome\_a1()

Function to decrypt files

function decrypt\_files():

    print("You begin the decryption process...")

    time.sleep(3)

    print("What will you do?")

    print("1. Continue decrypting the files, risking exposure.")

    print("2. Leave the files for now and search elsewhere.")

    decision = input("Enter your choice (1/2): ")

    if decision == "1":

        continue\_decryption()

    else if decision == "2":

        print("You reluctantly leave the files behind...")

        outcome\_b1()

    else:

        print("Invalid choice. Please try again.")

        decrypt\_files()

Function to continue decryption

function continue\_decryption():

    print("Hours pass as you tirelessly work to decrypt the files...")

    time.sleep(3)

    print("You've cracked the encryption!...")

    time.sleep(3)

    outcome\_a1\_1()

Function to handle outcome a1\_1

function outcome\_a1\_1():

    print("Among the decrypted files...")

    print("What will you do next?")

    print("1. Share the evidence with Batman for further analysis.")

    print("2. Keep the evidence and continue the investigation alone.")

    decision = input("Enter your choice (1/2): ")

    if decision == "1":

        print("You decide to share the evidence with Batman...")

        continue\_or\_exit()

    else if decision == "2":

        print("You choose to keep the evidence...")

        continue\_or\_exit()

    else:

        print("Invalid choice. Please try again.")

        outcome\_a1\_1()

Function to handle outcome b1

function outcome\_b1():

    print("You approach a group of officers...")

    time.sleep(3)

    print("What will you do?")

    print("1. Press the officers for information, using your authority.")

    print("2. Try to earn their trust before asking any questions.")

    decision = input("Enter your choice (1/2): ")

    if decision == "1":

        print("You adopt a firm tone...")

        game\_over()

    else if decision == "2":

        print("Recognizing the officers' apprehension...")

        continue\_or\_exit()

    else:

        print("Invalid choice. Please try again.")

        outcome\_b1()

Function to handle outcome b2

function outcome\_b2():

    print("You shapeshift into Commissioner Gordon...")

    time.sleep(3)

    print("What will you do?")

    print("1. Kill the guards.")

    print("2. Try to earn their trust by stating you are Commissioner Gordon.")

    print("3. Flee from the scene.")

    print("4. Enter their body to erase their memory.")

    decision = input("Enter your choice (1/2/3/4): ")

    if decision == "1":

        game\_over\_worst\_ending()

    else if decision == "2":

        continue\_or\_exit()

    else if decision == "3":

        game\_over()

    else if decision == "4":

        continue\_or\_exit()

    else:

        print("Invalid choice. Please try again.")

        outcome\_b2()

Function to handle game over scenario

function game\_over():

    print("Game over! You failed to uncover the mystery.")

    continue\_or\_exit()

Function to handle the worst ending scenario

function game\_over\_worst\_ending():

    print("Game over! You chose a disastrous path.")

    continue\_or\_exit()

Function to continue the game

function continue\_game():

    print("You decide to continue your investigation...")

    time.sleep(2)

     Call the next scenario or function here

function continue\_or\_exit():

    loop:

        choice = input("Do you want to continue playing? (yes/no): ")

        if choice.lower() == "yes":

            continue\_game()

            break

        else if choice.lower() == "no":

            print("Thank you for playing! Goodbye.")

            break

        else:

            print("Invalid input. Please enter 'yes' to continue or 'no' to exit.")

Function to handle the best ending scenario

function game\_over\_best\_ending():

    print("Congratulations! You have successfully solved the mystery.")

    continue\_or\_exit()

Function to handle the guilty ending scenario

function game\_over\_guilty\_ending():

    print("Game over! You chose a path that led to failure.")

    continue\_or\_exit()

Function to handle the lost ending scenario

function game\_over\_lost\_ending():

    print("Game over! You were unable to complete your mission.")

    continue\_or\_exit()

Function to handle the continuation of the game after encountering the Joker

function continue\_or\_exit2():

    loop:

        choice = input("Do you want to continue playing? (yes/no): ")

        if choice.lower() == "yes":

            continue\_game2()

            break

        else if choice.lower() == "no":

            print("Thank you for playing! Goodbye.")

            break

        else:

            print("Invalid input. Please enter 'yes' to continue or 'no' to exit.")

Function to continue the game after encountering the Joker

function continue\_game2():

    print("You decide to continue your investigation...")

    time.sleep(2)

     Call the next scenario or function here

Function to handle the continuation of the game after successfully solving the mystery

function continue\_or\_exit3():

    loop:

        choice = input("Do you want to continue playing? (yes/no): ")

        if choice.lower() == "yes":

            continue\_game3()

            break

        else if choice.lower() == "no":

            print("Thank you for playing! Goodbye.")

            break

        else:

            print("Invalid input. Please enter 'yes' to continue or 'no' to exit.")

Function to handle the continuation of the game after successfully solving the mystery

function continue\_game3():

    print("You continue your journey in Gotham City...")

    time.sleep(2)

    # Call the next scenario or function here

function joker():

    print("You encounter the Joker...")

    time.sleep(2)

    print("What will you do?")

    print("1. Confront and fight the Joker.")

    print("2. Try to read Joker's mind by getting into his body.")

    print("3. Take the spellbook from Joker and inform Batman.")

    decision = input("Enter your choice (1/2/3): ")

    if decision == "1":

        game\_over\_worst\_ending()

    else if decision == "2":

        continue\_or\_exit2()

    else if decision == "3":

        continue\_or\_exit3()

    else:

        print("Invalid choice. Please try again.")

        joker()

function win\_game():

    print("Congratulations! You have successfully solved the mystery of Commissioner Gordon's disappearance and saved Gotham City.")

    print("You are a true hero!")

    exit\_game()

function exit\_game():

    print("Thank you for playing 'Gotham City'. Goodbye!")

    exit()

start\_game()

**Design:**

1. **Start Game**
   * The game begins with a welcoming message and an introduction to the storyline.
   * The **start\_game()** function is called to initialize the game environment.
   * This stage sets the tone for the player's journey into Gotham City.
2. **Intro Scenario**
   * The player is presented with the initial scenario, providing context for their mission.
   * Options are displayed for the player to choose their next course of action.
   * The player's input determines which path the game will follow, leading to different outcomes.
3. **Outcome A1**
   * If the player selects Outcome A1, specific actions and events unfold.
   * The game presents further choices or challenges based on this outcome, shaping the narrative accordingly.
4. **Outcome B1**
   * If the player selects Outcome B1, different actions and events occur compared to Outcome A1.
   * The game responds to the player's decision with unique consequences, guiding the story in a distinct direction.
5. **Outcome A1\_1**
   * Further consequences or opportunities arise based on the player's actions in Outcome A1.
   * The player must make additional decisions that influence subsequent events and outcomes.
6. **Outcome B2**
   * Similar to Outcome A1\_1, Outcome B2 presents the player with new choices and challenges.
   * The player's decisions at this stage continue to shape the narrative and impact the game's progression.
7. **Continue Game**
   * Regardless of the previous outcome, the player is given the option to continue playing.
   * Additional scenarios or challenges are presented, offering the player opportunities to further explore the game world.
8. **Continue Game 2**
   * A continuation of the game with new scenarios or challenges introduced.
   * The player's decisions in this phase continue to influence the story and determine subsequent outcomes.
9. **Continue Game 3**
   * Another continuation of the game, providing the player with fresh challenges or story developments.
   * The player's choices here contribute to the overall narrative and shape the game's conclusion.
10. **Investigate Arkham Asylum**
    * One of the specific scenarios the player may encounter, involving investigation at Arkham Asylum.
    * The player interacts with characters and environments within the asylum, uncovering clues and advancing the plot.
11. **Investigate Arkham Asylum with Justice League**
    * A variation of the Arkham Asylum scenario, potentially involving collaboration with other characters like the Justice League.
    * The player's interactions and decisions may differ based on the presence of additional allies or resources.
12. **Explore Wayne Manor**
    * Another scenario where the player explores Wayne Manor, searching for clues or uncovering secrets.
    * The player's choices during this exploration impact the story's progression and may lead to new discoveries.
13. **Patrol Gotham Streets**
    * A scenario involving patrolling the streets of Gotham City, potentially encountering various events or challenges.
    * The player's decisions during patrol influence their reputation and may affect later interactions with characters.
14. **Explore Wayne Manor with Justice League**
    * A variant of the Wayne Manor exploration scenario, possibly involving interactions with other characters like Batman and the Justice League.
    * The player's actions and decisions here may have far-reaching consequences for the game's outcome.
15. **Joker Encounter**
    * A critical encounter with the Joker, presenting the player with significant choices and consequences.
    * The player's decisions during this encounter may lead to different outcomes, shaping the game's finale.
16. **Game Over**
    * If the player fails to progress or makes critical mistakes, the game ends with a message indicating the reason for failure.
    * This stage marks the conclusion of the game, potentially prompting the player to restart or try different choices.
17. **Win Game**
    * The ultimate goal of the game, achieved by successfully navigating through challenges and making strategic decisions.
    * Winning the game results in a message congratulating the player on their success and may offer additional rewards or insights