Function intro():

# Display introduction message

# Display background story

# Display short overview

# Display mission details

# Display instructions

# Prompt user to start investigation

# Call investigate\_crash\_site()

End Function

Function investigate\_crash\_site():

# Display scenario of crashing into the ocean

# Display options for the player's next move:

# 1. Dive to retrieve items from the plane

# 2. Swim west (shortest way to the beach)

# 3. Swim southwest (longer swim but easier current)

# Prompt the user for their choice (1, 2, or 3)

# Deduct energy based on the chosen option

# If user chooses "1":

# Call dive\_to\_retrieve\_items()

# Elif user chooses "2":

# Call swim\_west()

# Elif user chooses "3":

# Call swim\_southwest()

# Else:

# Display an error message for invalid input

# Call investigate\_crash\_site() to allow the player to choose again

End Function

Function dive\_to\_retrieve\_items():

# Display scenario of diving to retrieve items

# Deduct energy for the dive

# Display outcome based on random chance or predetermined events

# Call continue\_game() to proceed

End Function

Function swim\_west():

# Display scenario of swimming west

# Deduct energy for swimming west

# Display outcome based on random chance or predetermined events

# Call continue\_game() to proceed

End Function

Function swim\_southwest():

# Display scenario of swimming southwest

# Deduct energy for swimming southwest

# Display outcome based on random chance or predetermined events

# Call continue\_game() to proceed

End Function

Function continue\_game():

# Display a scenario where the player reaches the island

# Display options for the player's next move:

# 1. Explore the island

# 2. Rest and regain energy

# Prompt the user for their choice (1 or 2)

# Deduct energy based on the chosen option

# If user chooses "1":

# Call explore\_island()

# Elif user chooses "2":

# Call rest\_and\_regain\_energy()

# Else:

# Display an error message for invalid input

# Call continue\_game() to allow the player to choose again

End Function

Function explore\_island():

# Display scenario of exploring the island

# Deduct energy for exploration

# Display outcome based on random chance or predetermined events

# Call end\_game() to proceed

End Function

Function rest\_and\_regain\_energy():

# Display scenario of resting and regaining energy

# Increase player's energy

# Display outcome based on random chance or predetermined events

# Call end\_game() to proceed

End Function

Function end\_game():

# Display narrative about surviving and finding refuge

# Display a congratulatory message for reaching the end

# Display a message inviting players to replay the game for different outcomes

End Function

Function game\_over():

# Display "Game Over" message

# Display outcome of the game over scenario

# Display message inviting players to restart the game or exit

End Function

Start the game by calling the intro function