Goal:

1. User can choose username

Input/Output

Flowchart: The Enchanted Forest

Start : print statement about the journey of main character into the enchanted forest and why he needs to retrieve the heart

-> Enter the Forest (Yes) :(print and input(yes/no)

-----> Follow the Path (Option A): if yes, then option A

---------> Left Path: print, input(right/left),if left then(a) else(input(right))

-------------> **Accept** Hermit's Help (a) ------------------> Use **Amulet**:

-------------------------> **Take** Heart (i) --> Ending: The Forest Guardian (Lose Humanity) -------------------------> **Refuse** Heart (ii) --> Ending: The Cursed Wanderer (Amulet's Curse)

-------------> Refuse Hermit's Help (b)

------------------> Take Heart (i) --> Ending: The Tyrant (Corrupted by Power) ------------------> **Destroy** Heart (ii) --> Ending: The Forest's Savior (Breaks Curse)

---------> Right Path

-------------> **Help** Creatures (a) ------------------> Find Heart:

-------------------------> Take Heart (i) --> Ending: The Forest's Doom (Unbalanced Forest)

-------------------------> **Leave** Heart (ii) --> Ending: The Friend of the Forest (Guided Out)

-------------> Ignore Creatures (b) ------------------> **Find** Heart:

-------------------------> Take Heart --> Ending: The Haunted One (Cursed Power)

-> Turn Back (No)

-----> Ignore Voice (a) --> Ending: The Missed Adventure (Safe But Unfulfilled)

-----> Follow Voice (b)

---------> Trust the Figure (Option 1)

-------------> Accept Spirit's Guidance (a)

------------------> Take Heart: Use Wisely --> Ending: The Benevolent Ruler (Restores Balance)

-------------> Reject Spirit's Offer (b)

------------------> Take Heart (Overwhelmed) --> Ending: The Fallen Hero

---------> **Distrust** the Figure (Option 2)

-------------> Confront the Figure (a)

------------------> Defeat Trickster: Find Heart --> Ending: The Forest's Liberator (Breaks Curse)

-------------> Flee (b) --> Ending: The Paranoid Survivor (Escapes with Memory)

End