

20+ ENTER

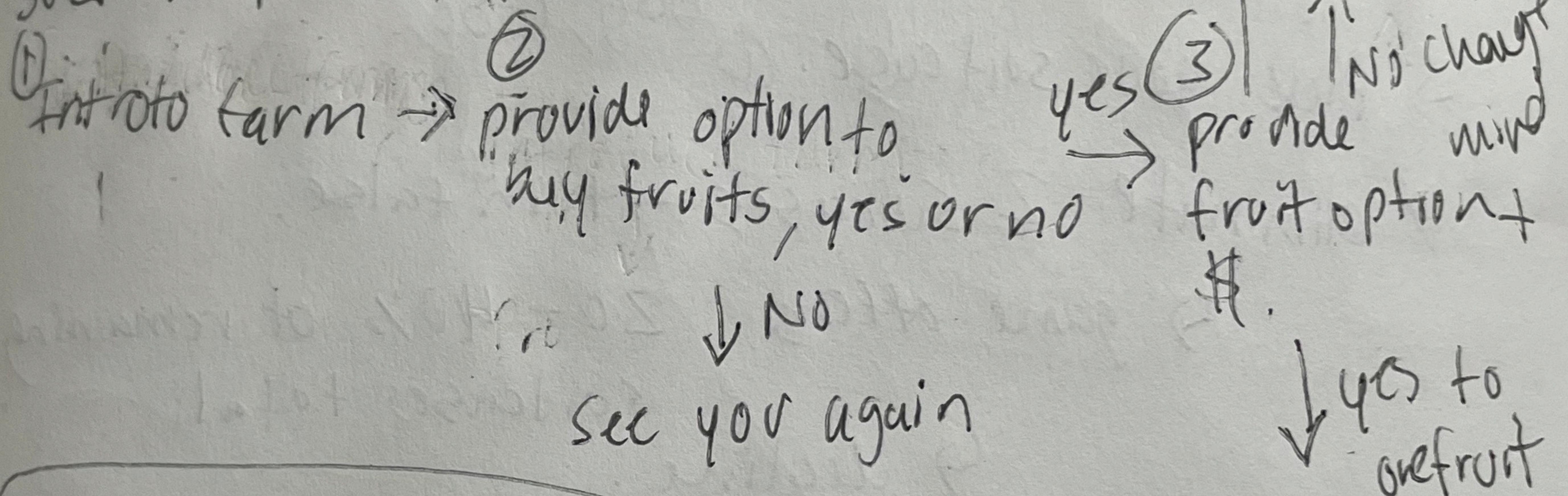
1 END

variables

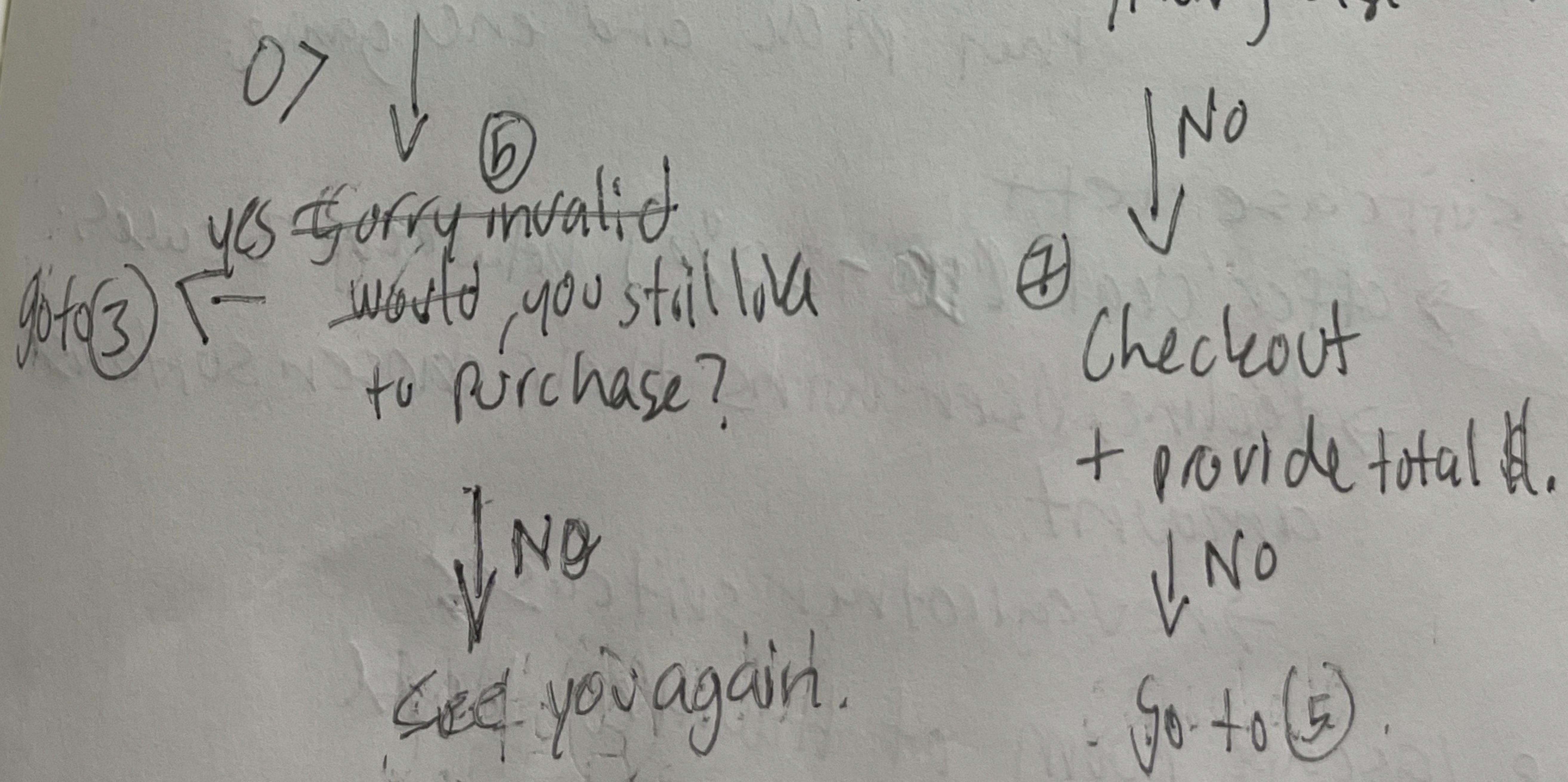
Interactive terminal  
role-play games

- ① storefront interaction → buying products
- ② simulate texas-holdem game? (play to 21)
  - conform with raph
  - ↳ boolean interaction
  - ↳ bet, raise, call, check?, split?
  - ↳ conditions statement on dealer
  - ↳ randomize function?  
→ conform with raph

### Suzie's Fruit Farm



Ask how much fruit → ⑧  
 much of fruit → OK would you like anything else → go to ③



Maybe user inputs budget/wallet amount in ①?  
 Or do I set budget?

### 3. Guess the number?

→ random number between 1 - 100

→ the user can guess OR ask a defined question

→ once user guess right, they can play again.

→ add betting component for complexity

→ guess limit.

→ once budget is done, player loses.

### 4. Mini-game of Deal or No deal?

10 suitcases. → randomly assign

1, 5, 10, 20, 50, 75, 100, 250,

→ pick your suitcase. (1, 500, 1000)

→ eliminate 2 suitcases. → turn false.

↳ game offers 20 - 40% of remaining suitcases total.

↳ decline.

↳ ~~user~~ eliminate suitcase

↳ accept and show what suitcase they pick and end game.

2 suitcase left

→ offer deal (10 - 20%) between 3 cases.

→ decline, user wins their chosen suitcase amount.

→ reveal other suitcases

### 5. Maze / Escape Room of Haunted House

→ 3 paths

→ 2 will fail to escape haunted house

→ 1 will pass

Notes

→ maybe some rooms will have puzzles and/or  
math problems to pass the room?

→ if player fails twice, ghost attack.

6. smaller iteration of 21 → play until 11?

- Simplify X,Y just having cards 1-5

- same rules applies for 21, hit or check

- playing against dealer.

- too complex? → cannot loop.... as per  
instructions.

### Notes


response string to int  
int.Parse(

Do I have to rewrite code twice if I want two  
decisions pointing to the same room?

Or to simplify... maybe just do two paths?  
from the foyer? with different scenarios so  
they don't collide.

→ original plan requires loop → not allowed  
for assignment.

# Flow Diagram: Haunted House Escape. Version 1



version 1

puzzles / problems to solve in haunted house

→ I am an odd number. Take away one letter  
and I become even. What number am I?


→ Variation of math calculation

Fail.

Trapped

Successful  
complete.

upped.



Notes.

escape = success

trapped = fail