# IT 140 Design Document Template

## Instructions

Fill out the sections below. Be sure to remove the bracketed text before submitting your Design Document.

[Insert Your Name Here]

## Storyboard (Description and Map)

[Include a paragraph description of your theme, storyline, rooms, items, and villain here. Be sure to also complete the map below with *your* rooms and items. You may add more rooms and directions if you like. Use the **Insert** menu and select **Shapes** to add textboxes and arrows.]

North

West

East

South

West

East

South

North

West

East

North

South

Great Hall

Library

GUN

Bedroom

Dungeon

SWORD

Cellar

HELMET

Dining Room

DRAGON

Kitchen

KNIFE

## Pseudocode or Flowchart for Code to “Move Between Rooms”

[Write pseudocode or create/insert your flowchart here.]

This Code is designed for A Dragon Adventure Game.

It will get user input for Move and Player can move between the rooms.

if position==n{

randomly select Initial Player Position

}

elif position==n{

randomly select Initial Player Position

}

While loop{

It attempts for infinite number of time until player win or loose

Getting user input for move

Validating User move

Move the player based on their input

}

## Pseudocode or Flowchart for Code to “Get an Item”

[Write pseudocode or create/insert your flowchart here.]

This part will get user input based on the actions to get inventory items.

Initially Inventory is None

While loop{

Based on the Player’s Current Position, it will check for availability of the inventory item.

If the item is exist, then It ask user to do action. Whether get or not

This loop will run until the player get all four inventory or entered near Dragon

}