// Main Menu

PROCEDURE main\_menu

PRINT "Welcome to Battle at Mystery Manor Text Adventure Game!"

PRINT "Collect 6 items to win the game, or beware of the evil wizard!"

PRINT "Commands:"

PRINT " - Move: go South, go North, go East, go West"

PRINT " - Pick up an item: get 'item name'"

PRINT " - Drop an item: drop 'item name'"

PRINT " - Examine the room: examine"

PRINT " - Check inventory: inventory"

PRINT " - Find path to Library: path"

PRINT " - View room item history: history"

END PROCEDURE

// Move Between Rooms

PROCEDURE move\_between\_rooms(current\_room, direction)

IF direction IS IN current\_room.neighbors THEN

RETURN current\_room.neighbors[direction]

ELSE

PRINT "You can't go that way."

RETURN current\_room

END IF

END PROCEDURE

// Get Item

PROCEDURE get\_item(current\_room)

IF current\_room.item IS NOT NULL THEN

IF LENGTH(inventory) < 6 THEN

ADD current\_room.item TO inventory

PRINT "You picked up: " + current\_room.item

APPEND "Picked up " + current\_room.item TO current\_room.item\_history

current\_room.item = NULL

ELSE

PRINT "Your inventory is full!"

END IF

ELSE

PRINT "There is no item to pick up here."

END IF

END PROCEDURE

// Drop Item

PROCEDURE drop\_item(item\_name, current\_room)

IF item\_name IS IN inventory THEN

REMOVE item\_name FROM inventory

current\_room.item = item\_name

APPEND "Dropped " + item\_name TO current\_room.item\_history

PRINT "You dropped: " + item\_name

ELSE

PRINT "You don't have that item in your inventory."

END IF

END PROCEDURE

// Examine Room

PROCEDURE examine\_room(current\_room)

PRINT "You are in the " + current\_room.name + ". " + current\_room.description

IF current\_room.item IS NOT NULL THEN

PRINT "You see a " + current\_room.item + "."

END IF

END PROCEDURE

// Handle Event

PROCEDURE handle\_event

IF event\_queue IS NOT EMPTY THEN

priority, event = REMOVE from event\_queue

IF event = "wizard encounter" THEN

PRINT "You encounter the evil wizard!"

IF LENGTH(inventory) = 6 THEN

PRINT "You use all your items to defeat the wizard! You win!"

RETURN TRUE

ELSE

PRINT "You were unprepared and the wizard has defeated you. Game Over."

RETURN TRUE

END IF

END IF

END IF

RETURN FALSE

END PROCEDURE

// Main Game Loop

PROCEDURE main

DECLARE current\_room AS game\_map.rooms["Star Hallway"]

CALL main\_menu

WHILE TRUE DO

PRINT "You are in the " + current\_room.name + "."

action = INPUT "Enter your action: "

IF action = "go direction" THEN

direction = CAPITALIZE(action[1])

current\_room = CALL move\_between\_rooms(current\_room, direction)

ELSE IF action = "get" THEN

CALL get\_item(current\_room)

ELSE IF action = "drop item\_name" THEN

item\_name = TITLE\_CASE(action[1:])

CALL drop\_item(item\_name, current\_room)

ELSE IF action = "examine" THEN

CALL examine\_room(current\_room)

ELSE IF action = "inventory" THEN

PRINT "Inventory:", inventory

ELSE IF action = "path" THEN

path = CALL game\_map.shortest\_path(current\_room.name, "Library")

PRINT "Shortest path to Library: ", path

ELSE IF action = "history" THEN

CALL current\_room.show\_item\_history

ELSE IF current\_room.name = "Library" THEN

IF LENGTH(inventory) = 6 THEN

PRINT "You've gathered all items and defeated the wizard in the library. You win!"

ELSE

PRINT "The evil wizard appears and you've failed to collect all items. Game Over."

END IF

BREAK

ELSE

PRINT "Invalid command."

END IF

END WHILE

END PROCEDURE

CALL main