Algorithm

1. Instantiate a boolean variable roomCount = false; changed to true once user explores AT LEAST one room.
2. Welcome and ask user their name, then print image of location
3. Ask user if they want to go to dining room, living room, or up stairs
   1. Dining room
      1. Ask user if they want to either go into the kitchen, inspect the candelabra, or head back
         1. Kitchen: ask if they want to inspect either the cabinet, refrigerator, pantry, or head back
            1. Pantry – broom, recipe box, or head back

Broom – chance to live\*\*

Dusty recipe box – scenario and game over

Back

* + - 1. Cabinet: – scenario and game over
      2. Refrigerator: – chance to live\*\*
      3. Back: refer to Kitchen
    1. Candelabra – scenario and game over
    2. Back - gives option for the all the rooms again AND to leave house (boolean condition returns true)
  1. Living Room
     1. Inspect the chest, go into the bathroom, or go back
        1. Bathroom:
           1. Mirror – scenario and game over
           2. Shower – scenario and game over
           3. Back – refer to living room
        2. Chest – scenario and game over
        3. Back – roomCount = true; refer to front door
  2. Upstairs
     1. Ask user if they want to go to the master bedroom, bedroom 1 and bedroom 2, or back
        1. Master bed: jewelry box, master bath, or go back
           1. jewelry box– chance to live\*,
           2. Master bath:

lamp– scenario and game over

shower– scenario and game over

* + - * 1. Back – roomCount = true; refer to master bedroom
      1. Bedroom 1: window, rocking chair, bathroom go back
         1. window– scenario and game over
         2. rocking chair– scenario and game over
         3. back – roomCount = true; refer to front door
         4. bathroom – mirror, shower, bedroom 2 or go back

mirror– scenario and game over

shower– scenario and game over

bedroom 2

refer to bedroom 2

back – roomCount = true; refer to bedroom 1

* + - 1. Bedroom 2: Dresser, doll house, bathroom go back
         1. dresser– scenario and game over
         2. doll house– scenario and game over
         3. back – roomCount = true; refer to upstairs
         4. bathroom – mirror, shower, bedroom 1 or go back

mirror– scenario and game over

shower– scenario and game over

bedroom 1

refer to bedroom 1

back – roomCount = true; refer to bedroom 2