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Initial Design

1. Input: User's name

2. Output: "Welcome to the jungle cruise, [User's Name]! Are you ready for an adventure?"

3. Input: User's age

4.If age < 12:

a. Output: "You are young! Let's make sure the adventure is safe."

5. As well as if 12 <= age <= 60:

a. Output: "Thats a great age! Exciting times ahead."

6. Otherwise:

a. Output: "Experience is on your side! Let's embark on a nice journey."

7.Input: User’s animal preference (tiger, elephant, or monkey)

8. If animal = "tiger":

a. Output: "Oh! A tiger is a fierce choice. Let’s head toward the deep jungle."

9. Otherwise, If animal = "elephant":

a. Output: "An elephant! We will go towards the riverbank where they gather."

10. Otherwise:

a. Output: "Monkeys are playful! We’ll venture into the trees where they swing."

11. Input: User’s estimated cruise duration in hours

12. If duration < 1.0:

a. Output: "A quick cruise, eh? We'll have to skip all the fun."

13. Otherwise, If 1.0 <= duration < 3.0:

a. Output: "A moderate adventure! We can explore some hidden spots.

14. Otherwise:

a. Output: "A long cruise! We can explore the depths of the jungle."

15. Output: "As you continue, you hear noise up ahead. Suddenly, you spot a mysterious animal! What do you want to do?"

16. Input: User's choice ("approach", "observe from a distance", or "back away")

17. If choice = "approach":

a. Output: "You bravely approach the animal. Do you want to offer it food? (yes/no)"

b. Input: User's decision ("yes" or "no")

c. Output: "Before you decide, you notice its behavior. Is it growling or calm? (growling/calm)"

d. Input: User's observation ("growling" or "calm")

e. If user offers food = "yes" AND animal behavior = "calm":

2a. Output: "The animal accepts your food and leads you to a hidden grove!"

f. Otherwise If user offers food = "yes" AND animal behavior = "growling":

3a. Output: "The animal growls and retreats! You back away cautiously."

g. Otherwise:

4a. Output: "The animal seems suspicious but stays calm. You take a cautious step back."

18. Otherwise, if choice = "observe from a distance":

a. Output: "You choose to watch the animal carefully. Do you want to take notes or capture a picture?

b. Input: User's decision ("yes or no")

c. If user input = "yes”:

2a. Output: "Say Cheese!"

d. Otherwise:

3a. Output: "The animal wanders off, and you miss a great opportunity."

19. Otherwise:

a. Output: "You decide it's best to keep your distance and enjoy the rest of the ride!."