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Initial Design

In this game, the main character is sent to another universe, and they must go through the game to collect the pieces of the map to make it back to their own world.

* Create a name string and have user input their name
* Have user input a number 5-10 and set it as an integer for the number of map pieces needed
* Create a float to determine journey length
  + 1.0-5.0 = short
  + 6.0-10.0 = long
* Have user pick between two character options followed by two pet options depending on character choice
  + Pirate
    - Parrot
    - Cat
  + Fairy
    - Dog
    - Mouse
* Prompt user to input a number 1-9 to determine what world they will be in
  + 1-3 = enchanted forest
  + 4-6 = pirate beach
  + 5-9 = fairy castle
* Output a statement prompting user to choose from two different treasure chests
  + 1- no map pieces
  + 2- 2 map pieces
* Output a statement asking user if they want to rest or continue searching
  + If map pieces < 2 or the journey is short
    - Search
  + If map pieces > 2 or the journey is long
    - Rest
* Output a statement saying the user found two more map pieces
* Ask user if they want to store map pieces in their bag or their pocket
  + Bag- nothing
  + Pocket- output a statement saying one of your pieces fell out
* If not map pieces < pieces needed
  + Output you have completed the game
* Otherwise
  + Output you have lost