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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
  + If input is 1.0-5.0
    - Journey length is short
    - If journey is short
      * The user will have 4 days in the game to collect all pieces of the map
    - Otherwise
      * The user will have 8 days in the game to collect all pieces of the map
  + If input is 6.0-10.0
    - Journey length is long
* Prompt user to pick between two character options followed by two pet options depending on character choice
  + If user selects Pirate
    - If journey length is long
      * User will be assigned a parrot as a pet
    - Otherwise
      * user will be assigned a cat as a pet
  + otherwise if user selects fairy
    - if journey length is long
      * user will be assigned a dog as a pet
    - otherwise
      * user will receive a mouse as a pet
* Prompt user to input a number 1-9 to determine what world they will be in
  + If input is equal to 1,2, or 3
    - The user’s world is enchanted forest
  + If input is equal to 4,5, or 6
    - The user’s world is pirate beach
  + If input is equal to 7,8, or 9
    - The user’s world is fairy castle
    - If user selects fairy castle, prompt user to choose from two different treasure chests
      * If user chooses option 1
        + The user receives no map pieces
      * Otherwise if user chooses option 2
        + The user receives two map pieces
      * Otherwise
        + Output invalid choice
* Ask user if they want to rest or continue searching
  + If user has less than two map pieces or the journey length is set to short
    - Output that the user can continue searching and ask is user would like to continue searching
    - If yes
      * Output that the user has found one more map piece
    - Otherwise
      * Output that the user should rest
  + Otherwise
    - Output that the user cannot continue searching and should 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
  + If pocket
    - Output a statement telling the user that one of the map pieces has fallen out, and they have one less
  + Otherwise
    - Map piece total stays the same
* Prompt user to choose from two different treasure chests
  + If user chooses option 1
    - The user receives no map pieces
  + If user chooses option 2
    - The user receives two map pieces
  + Otherwise
    - Output invalid choice
* Ask user if they want to rest or continue searching
  + If user has less than four map pieces or the journey length is set to short
    - Output that the user can continue searching and ask is user would like to continue searching
    - If yes
      * Output that the user has found one more map piece
    - Otherwise
      * Output that the user should rest
  + Otherwise
    - Output that the user cannot continue searching and should rest
* If not map pieces is less than pieces needed
  + Output you have completed the game
* Otherwise
  + Output you have lost