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Initial Design

Game Plot: The player character wakes up in a cave with a torch and a lighter. They must find a way out of the cave, following various winding paths and obstacles.

1. Prompt the user to input their name.
2. Set player health to 10
3. Output the context. Tell the user that they woke up in a cave with no idea how they got down there, but that there seems to be a light above them, hinting that they may have fallen into the cave. Fortunately, a path lies in front of them, and a torch and a lighter lay on the ground next to them.
4. Prompt the user to choose between moving forward through the cave or trying to climb back out the way they came in.
5. If the user tries to climb back up:
   1. Output that they make it a few feet up the wall before they lose their grip due to the wall being too smooth.
   2. Prompt the user to pick a number from 1 to 10
      1. If the number is less than or equal to 3:
         1. Subtract 1 from player health
         2. Output player health
      2. If the number is between 4 and 7:
         1. Do not subtract anything from player health.
      3. If the number is between 8 and 10:
         1. Subtract 3 from player health.
         2. Output player health
   3. Send them down the path to continue through the cave regardless.
6. If the user decides to continue into the cave:
   1. Output that they pick up the items on the floor and light the torch before continuing into the cave.
7. Output that they follow the path and that the sound of running water gets closer.
8. Output that the user sees a light in the distance and a sound that seems to be very steady wind.
9. Prompt the user to continue forward. Make them input the command to go forward, but there is no other choice but to follow the light.
10. Output that the user finds the source of the light and the sound. It’s a monster.
11. Prompt the user to fight, defend, or freeze.
12. If the player chooses to freeze:
    1. Output that the monster attacks them.
    2. Subtract 7 from player health.
    3. Output player health
    4. If player health = 0:
       1. Output game over
13. If the player chooses to defend:
    1. Output that the monster attacks them.
    2. Subtract 4 from player health.
    3. Output player health
14. If the player chooses to attack:
    1. Output that the monster flinches back and raises its arms.
    2. Divide 8 by player health and assign the result to attack power. This would be a float.
    3. If attack power is less than 1:
       1. Output that the user swings their torch, but the monster knocks it aside, plunging the cave into darkness.
       2. Output game over.
    4. If attack power is greater than 1:
       1. Output that the user swings their torch and burns the monster, causing it to screech and flinch away.
15. Output that the user sees an opening and runs past the monster toward the sound of running water.
16. Output that the user finds an underwater river with no clue where it might lead and that the monster is chasing them.
17. Prompt the user to fight the monster or jump into the river.
18. If the user chooses to fight:
    1. Output that the monster is too fast, and the second the user turns around, they are hit.
    2. Output game over.
19. If the user chooses to jump into the river:
    1. Output that the user jumps into the river and is swept away by the current. They struggle to hold their breath, but eventually their vision is flooded with light as they are dropped off a short waterfall into a lake.
    2. Output “You escaped!”