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| --- | --- |
| Full Name |  |
| Student ID |  |

Final design

**Important story text is in initial design. Final design is primarily the algorithm and only shows what happens to execute the script.**

1. Import math
2. Give background information and ask the User for their name
3. Ask the User if they want to become Batman(y/n)
   1. If the user input n
      1. Route 1
   2. if the user inputs y
      1. Route 2
   3. Otherwise
      1. Print error quit program
4. Route 1
5. Joker threatens the user and asks user how long they want to live in seconds
   1. If user inputs a number above 0
      1. Print jokers’ reaction
      2. Quit program
   2. If user inputs a number below or equal to 0
      1. Print Jokers reaction
      2. Quit program
   3. Otherwise
      1. Route 2
6. Route 2
7. Set the value of each skill combat techniques = 10, strength = 5, speed = 5, technology = 10, detective abilities = 3, agility = 5, stealth = 7, escape techniques = 7
8. Give background text and ask what they want to be their primary skill
   1. If user chooses combat techniques
      1. Set f = combat techniques
   2. if user chooses strength
      1. Set f = strength
   3. if user chooses speed
      1. set f = speed
   4. if user chooses technology
      1. set f = technology
   5. if user chooses detective abilities
      1. set f = detective abilities
   6. if user chooses agility
      1. set f =agility
   7. if user chooses stealth
      1. set f = stealth
   8. if user chooses escape techniques
      1. set f = escape techniques
   9. Otherwise print error and quit
9. Ask what they want to be their secondary skill
   1. If user chooses combat techniques
      1. Set add1 = combat techniques
   2. if user chooses strength
      1. Set add1 = strength
   3. if user chooses speed
      1. set add1 = speed
   4. if user chooses technology
      1. set add1 = technology
   5. if user chooses detective abilities
      1. set add1 = detective abilities
   6. if user chooses agility
      1. set add1 =agility
   7. if user chooses stealth
      1. set add1 = stealth
   8. if user chooses escape techniques
      1. set add1 = escape techniques
   9. Otherwise print error and quit
10. Ask what they want to be their tertiary skill
    1. If user chooses combat techniques
       1. Set add2 = combat techniques
    2. if user chooses strength
       1. Set add2 = strength
    3. if user chooses speed
       1. set add2 = speed
    4. if user chooses technology
       1. set add2 = technology
    5. if user chooses detective abilities
       1. set add2 = detective abilities
    6. if user chooses agility
       1. set add2 =agility
    7. if user chooses stealth
       1. set add2 = stealth
    8. if user chooses escape techniques
       1. set add2 = escape techniques
    9. Otherwise print error and quit
11. Ask the user “how long do they want to train in months? (choose between 6 and 24)”
    1. If user chooses a number below 6
       1. Print error and quit
    2. if user chooses a number between 6-11
       1. Set months = 1
    3. if user chooses a number between 12-17
       1. set months = 2
    4. if user chooses a number between 18-24
       1. set months = 3
    5. if user chooses a number above 24
       1. print error and quit
    6. otherwise
       1. print error and quit
12. process the equation f(add1 + add2 )^months set it equal to Level
13. If level is above 3000000
    1. Path 1 text
       1. Ask user if they are going to kill Joker or let them live and take him to jail (type live or die)
       2. If user types live
          1. Print dark knight text
       3. If user types die
          1. Print badman text
       4. Otherwise
          1. Print error and quit
14. If level is above 1500000
    1. Path 2 text
15. If level is above 19600
    1. Print joker turned you into fireworks
16. If level is 19600
    1. Dead. Womp Womp