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Initial Design

**I. Start**

1. Display welcome message.
2. Prompt the player for their name.

**II. Choosing a Path**

1. Present three path options (1, 2, or 3).
   * Path 1: Easy.
   * Path 2: Medium.
   * Path 3: Hard.
2. Ask the player to choose a path.
3. Based on the player’s choice:
   * If path 1: Display an easy scenario with no monsters.
   * If path 2: Display medium difficulty scenario with no monsters.
   * If path 3: Display a hard scenario where there are monsters.

**III. Cross the river**

1. Present a river that blocks the player's path.
2. Ask for the depth of the river.
3. Depending on the depth of the river:
   * If river depth is shallow (≤ 2.0), the player crosses safely.
   * If river depth is moderate (2.1 – 4.0), the player needs to find or build a raft.
   * If river depth is deep (> 4.0), the player must find another way around.

**IV. Monsters**

1. The player encounters a monster.
2. Ask the player to choose between fighting or running away (string input: "fight" or "run").
3. Based on the player's choice:
   * If "fight": Begin a combat sequence.
   * If "run": The player runs away

**VI. Treasure Chest**

1. The player finds a treasure chest.
2. Ask the player to guess a number (integer input).
3. Depending on the player's number:
   * If number < 5: Give a small reward (iron).
   * If the number is between 5 and 10: Give a medium reward (gold).
   * If number > 10: Give a large reward (diamond).

**VIII. String-Based Decision (Choosing Door Colors)**

1. The player chooses what activity to do next.
2. Ask the player to choose between (string input: "mining", "hunting", or "fishing").
3. Based on the player's color choice:
   * If "mining": They collect 10 gold
   * If "hunting": They collect 5 steaks.
   * If "fishing": They collect 5 raw salmon.

**IX. Use Player’s Name in Output**

1. Throughout the game, refer to the player by name for personalization.
2. Example: After a victory in combat, say: “Well done, [name]! You won!.”

**XI. End Game**

1. Based on the player’s decisions, display a victory or failure message:
   * If they survive, congratulate them: “Congratulations, [name], you have won!”
   * If they fail, display a failure message.
2. Offer the player the option to play again or quit the game.