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Final design

1. Output to the user, “Welcome to the pet store text adventure game!’
2. Output to the user “You are walking into a pet store with your friend and considering buying a new pet together. Your friend is buying the pet, but you will be buying the supplies with a budget of $50. On the side closest to you there are walls of fish, but towards the opposite side of the store are aisles with cages of various rodents and birds.”
3. Set the variable budget equal to 50
4. Output to the user, “Please enter the number of the option you like the most as an integer, Option 1: Get a betta, Option 2: Get a guinea pig, Option 3: Come back another day” and set the variable pet\_type equal to user’s input
5. While pet\_type is not 1, 2, or 3,
   1. Output to the user, “Invalid answer. Please try again.”
   2. Output to the user, “Please enter the number of the option you like the most as an integer, Option 1: Get a betta, Option 2: Get a guinea pig, Option 3: Come back another day” and set the variable pet\_type equal to user’s input
6. If user inputs 1 for pet\_type,
   1. Output to user, “Aww what are you naming it?” and set the variable name equal to the user’s input
   2. If the variable name is not all letters,
      1. Output to the user, “'I'm not sure I can pronounce that.”
   3. Otherwise,
      1. Output to the user “(variable name) is the perfect name!”
   4. Output to the user, “Now you have to decide between food. These are the options on the shelf in front of you. Food 1: Costs $10.25 and (variable name) is already used to eating it. Food 2: Costs $3.99 and is the cheapest option if you want to save. Food 3: Costs $15.75 and has a three-month supply, which is much more than either other option.”
   5. Set the variable food1 equal to 10.25
   6. Set the variable food2 equal to 3.99
   7. Set the variable food3 equal to 15.75
   8. Output to the user, “Which food would you like to buy for (variable name)? Please enter the number of the food you like the most as an integer” and set user input equal to the variable food\_type
   9. While food\_type is not 1, 2, or 3,
      1. Output to the user, “Invalid answer. Please try again.”
      2. Output to the user, “Which food would you like to buy for (variable name)? Please enter the number of the food you like the most as an integer” and set user input equal to the variable food\_type
   10. If user inputs 1 for variable food\_type
       1. Set the variable food\_type equal to the value of variable food1
       2. Subtract the value of variable food\_type from the variable budget
       3. Output to the user, “You have $ (budget variable) left that you could spend.”
   11. Otherwise if user inputs 2 for variable food\_type
       1. Set the variable food\_type equal to the value of variable food2
       2. Subtract the value of variable food\_type from the variable budget
       3. Output to the user, “You have $ (budget variable) left that you could spend.”
   12. Otherwise if user inputs 3 for variable food\_type
       1. Set the variable food\_type equal to the value of variable food3
       2. Subtract the value of variable food\_type from the variable budget
       3. Output to the user, “You have $ (budget variable) left that you could spend.”
7. Otherwise if user inputs ‘2’ for pet\_type
   1. Ask user to input a number with the question, “Nice! How many guinea pigs do you want to get?”
   2. Set the variable guinea\_pig\_number equal to this input
   3. If guinea\_pig\_number is greater than or equal to five, or less than or equal to one
      1. Output to the user, “Are you sure that’s a good idea?”
   4. Otherwise,
      1. Output to the user, “That sounds like a good number!”
   5. Output to the user, “Now you have to decide between food. These are the options on the shelf in front of you. Food 1: Costs $12.85 and the guinea pigs are already used to eating it. Food 2: Costs $5.99 and is the cheapest option if you want to save. Food 3: Costs $20.75 and has a three-month supply, which is much more than either other option.”
   6. Set the variable food1 equal to 12.85
   7. Set the variable food2 equal to 5.99
   8. Set the variable food3 equal to 20.75
   9. Output to the user, “Which food would you like to buy? Please enter the number of the food you like the most as an integer” and set user input equal to the variable food\_type
   10. While food\_type is not 1, 2, or 3,
       1. Output to the user, “Invalid answer. Please try again.”
       2. Output to the user, “Which food would you like to buy? Please enter the number of the food you like the most as an integer” and set user input equal to the variable food\_type
   11. If user inputs 1 for variable food\_type
       1. Set the variable food\_type equal to the value of variable food1
       2. Subtract the value of variable food\_type from the variable budget
       3. Output to the user, “You have $ (budget variable) left that you could spend.”
   12. Otherwise if user inputs 2 for variable food\_type
       1. Set the variable food\_type equal to the value of variable food2
       2. Subtract the value of variable food\_type from the variable budget
       3. Output to the user, “You have $ (budget variable) left that you could spend.”
   13. Otherwise if user inputs 3 for variable food\_type
       1. Set the variable food\_type equal to the value of variable food3
       2. Subtract the value of variable food\_type from the variable budget
       3. Output to the user, “You have $ (budget variable) left that you could spend.”
8. Otherwise if user inputs 3 for pet\_type,
   1. Output to the user, “You have $ (budget variable) left that you could spend.”
   2. Output to the user, “You may not have gotten a new pet, but you saved money and avoided a potentially hasty decision.”