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Initial Design

1. Display: "Welcome to The Shattered Realm!"
2. Prompt user for their name.
3. Store user input as userName.
4. Display: "Welcome, [userName], brave adventurer! Your journey begins at the Crossroads of Fate. Your goal is to get a magical artifact."
5. Display options:
   1. Forest of Whispers
   2. Cavern of Echoes
   3. Plains of Illusions
6. Prompt user for choice (integer input).
7. Store choice as pathChoice.
8. Set choices for path choice

**a. If pathChoice = 1:**

* Display: "You encounter a glowing crystal."
* Prompt: "Do you want to Touch the crystal or Ignore it?"
* Store choice as crystalChoice.
* **If crystalChoice == "Touch":**
  + Prompt: "What is the integer value of your courage? (1-10)"
  + Store input as courageValue (integer).
  + **If courageValue < 5:**
    - Display: "You are not brave”
    - Display: “You run out of the cave and lose :(”
  + **If courageValue >= 5:**
    - Display: ‘It turns out inside the glowing crystal was a magical artifact”
    - Display: "You gain a magical artifact”
    - Display: “You win”
* **If crystalChoice == "Ignore":**
  + Display: "You stumble into a trap."
  + Display: “Game over"

**b. Otherise** **If pathChoice = 2:**

* Display: "A floating orb asks you to reveal a secret."
* Prompt: "Whisper a secret or Share a rumor (secret, rumor)."
* Store choice as orbChoice.
* **If orbChoice == "secret":**
  + Display: “The orb is satisfied with your secret.”
  + Display: "You are granted a magical artifact."
  + Display: "You win!”

* **If orbChoice == "rumor"**
  + Prompt: "The orb laughs and traps you. Enter a number between 1 and 20 to escape."
  + Save as escapeNumber (float).
  + **If escapeNumber < 10.1:**
    - Display: “You are smart and find a magical artifact”
  + **If escapeNumber >10.1:**
    - Display: “You are trapped forever and die.”
    - Display: “Game over”

**c. Otherwise If pathChoice = 3:**

* Display: "You are confronted by an illusionist."
* Prompt: "Choose a path: Trust your gut feeling or analyze the illusions closely from an ally (gut or analyze)."
* Store choice as illusionChoice.
  + **if illusionChoice == ‘gut’:**
    - display: “You take a deep breath, closing your eyes to focus on your instincts. You point towards a shimmering path.”
    - Display: “The illusionist nods approvingly, and the path before you solidifies. You gain a temporary boost in speed, allowing you to evade an approaching danger (e.g., a lurking shadow creature).”
    - Display: “You encounter a series of illusions that try to deceive you, you must choose a number 1-6.”
    - Prompt user to input a number 1-6 (int)
    - Store as illusionNumber
    - **if illusionNumber = 5:**
      * display: “You safely navigate through the illusions and find a magical artifact”
      * display: “You win!”
    - **Otherwise:**
      * Display: “You become trapped in an illusion for eternity”
      * Display: “Game over”
  + **If illusionChoice == ‘analyze’:**
    - Display: “You take a moment to observe your surroundings. Patterns emerge, and you start to discern the real from the fake.”
    - Display: “The illusionist looks impressed. The illusionist instead asks a riddle.”
    - Display: “"I am a number between one and two,  
      A fraction of light, shining through.  
      If you take half of me, you'll find,  
      A piece of a whole, both gentle and kind.”
    - Prompt user to input float: “What am I?”
    - Store as riddleNumber
    - **If riddleNumber = 1.5:**
      * Display: “You have answered the illusionists riddle correctly and you receive a magical artifact as a reward.”
      * Display: “You win!”
    - **Otherwise:**
      * Display: “You became trapped in the illusion for eternity”
      * Display: “You lose”