|  |  |
| --- | --- |
| Full Name | Krishon Pinkins |
| Student ID | 001938622 |

Final design

**Final Design Correction:** I change the first decision from the question “How many friends” to read value =< 2, so 2 doesn’t prompt an error value during the code.

**Story**

You are in an abandoned high school with your friends and notice there is a person there acting strange. One of your friends approach this strange person. They knock them down and begin biting into their flesh.

Do you flee or go to save your friend?

* If you go to save your friend, you must fight the stranger with the rest of your friends. How many friends do you have to help you?
  + If you entered a value =< 2, you and all your friends die. (END)
  + If you entered a value = 3, two additional friends become bitten, but you get away temporarily.
    - You and your friends lock yourselves in a classroom. Since now three of your friends are bitten, you need to find medical supplies urgently. You are presented with three different wards that you can go to. Do you go down the Blue ward, Red ward, or Green ward?
      * If you choose Blue ward, you and your friends find medical supplies and can escape successfully.
      * If you choose Red ward, you and your friends run into more strange people, and they devour your flesh. (END)
      * If you choose Green ward, you and your friends don’t find medical supplies and your bit friends turn into zombies. They all surround you and devour your flesh. (END)
  + If you entered a value > 4, you and your friends trap the strange man in a locker while you and your friends escape the high school. (END)
* If you flee, you run until you approach three different hallways. What hallway would you choose to go down?
  + If you run down hallway number #1, you run into a horde meeting your demise. (END)
  + If you run down hallway #2, you run into a locked room. You can unlock it with change in your pocket. How much change do you have in your pocket?
    - If you have less than .25 cents. You’re not able to open the door in time and get overwhelmed by the horde.
    - If you have more than .25 cents. You’re able to open the door in time, you call the police, and wait it out safely (END).
  + If you run down hallway number #3, it leads to the outside of the school and you’re free. (END)

**Inputs:** User’s name, flee or save, number of friends to help, which ward they go down, which hallway they go down, and how many cents do they have in their pocket.

**Output:** Initial scenario, story part 2 scenario, story part 3 scenario, story part 4 scenario, story part 5 scenario, and user game results.

**Decisions:** Flee or save, number of friends to help, which ward they go down, which hallway they go down, and how many cents do they have in their pocket.

Calculations: N/A

# **Algorithm**

1. Greet the user and ask user to input their name
2. Output the initial scenario to the user
3. Ask user if they flee or save their friend
   1. If user chooses to save their friend
      1. Output the new scenario to the user (Story Part 2)
      2. Ask user how many friends they must help them
         1. If user has less than or equal to two friends to help
            1. User and all their friends die, user loses
         2. If user has equal to three friends
            1. Two additional friends become bitten, but you get away temporarily

Output the new scenario to the user (Story Part 3)

Ask user which ward they will go down

If Blue ward, user and friends find medical supplies, and user wins

If Red ward, user and friends die, and user loses

If Green ward, user and friends die, and user loses

* + - 1. If user has more than four friends, user and friends trap man, user wins.
  1. If user chooses to flee
     1. Output the new scenario to the user (Story Part 4)
     2. Ask user which of the three hallways they would choose to go down
        1. If user goes down hallway 1, user finds a horde and dies, user loses
        2. If user goes down hallway 2, user approaches a locked room
           1. Output the new scenario to user (Story Part 5)
           2. Ask user how much change they have in their pocket

If user has less than .25 cents, user is not able to open the door, and user loses

If user has more than .25 cents, user is able to open the door and wait safely, user wins.

* + - 1. If user goes down hallway 3, user is lead outside and is free, user wins

1. Output user’s results in the game.