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| 1. Student ID | 1. 1906253 |

1. Final design
2. Output backstory
3. Ask user to input their name
   1. While no name is entered:
      1. Output prompt requesting a name
4. Explain how game works to player
5. Ask player if they want to leave or stay in the elevator.
   1. While player does not enter 1, 2, or enters nothing:
      1. Output prompt asking to enter valid input
   2. If user enters 2:
      1. Output ending 1
      2. Program ends
   3. If player enters 1:
      1. Prompt user to enter what floor they want to go to.
         1. While player does not enter 1, 2, 3, or enters nothing
            1. Output prompt requesting valid input

Story option 1 (Cave):

1. Output exposition
2. Ask player if they wish to speak to mole
   1. While player does not enter 1, 2, or enters nothing:
      1. Output prompt asking to enter valid input
   2. If player enters 1:
      1. Output mole dialogue
   3. If player enters 2:
      1. Output other dialogue
3. Ask player if they wish to go to mines or inn
   1. While player does not enter 1, 2, or enters nothing:
      1. Output prompt asking to enter valid input
   2. If player inputs 2:
      1. Player goes to inn
      2. Ask player if they wish to stay or leave the inn
         1. While player does not enter 1, 2, or enters nothing:
            1. Output prompt asking to enter valid input
         2. If player enters 2:
            1. Output ending 2
            2. Program ends
         3. If player enters 1: they leave Inn
4. Output player going to mines
5. Ask player if they wish to go to left path, right path, or middle path
   1. While true:
      1. If player enters nothing:
         1. Request valid input
      2. If player inputs 1
         1. Output pathway 1 dialogue
      3. If player inputs 2
         1. Output pathway 2 dialogue
      4. If player inputs 3
         1. Break loop
   2. Output ending 3
   3. End program

Story option 2 (forest)

1. Output exposition
2. Ask player if they wish to cross river or cross bridge
   1. While player does not enter 1, 2, or enters nothing:
      1. Output prompt asking to enter valid input
   2. If player inputs 1:
      1. Output ending 4
      2. End program
   3. If player enters 2:
      1. Output bridge gnome dialogue
3. While true:
   1. Ask player to enter how much money they with to give to gnome:
   2. If gnome money is less than or equal to 0, or entered no input:
      1. Ask user for valid input
   3. Else:
      1. Break loop
   4. If user entered less than 4.99:
      1. Gnome reluctantly lets player pass
   5. If user entered more or equal to 5.00 and less than or equal to 9.99:
      1. Gnome lets player pass
   6. If user entered more or equal to 10.00 and less than or equal to 14.99:
      1. Gnome lets player pass
   7. If user entered more or equal to 15.00 and less than or equal to 19.99:
      1. gnome jumps for joy and player passes
   8. if user entered more or equal to 20.00:
      1. gnome passes out and player passes
4. output player approaching witch hut
5. player is asked if they wish to go to witch hut
   1. While player does not enter 1, 2, or enters nothing:
      1. Output prompt asking to enter valid input
   2. If player enters 2:
      1. Output ending 5
      2. End program
6. Player approaches fountain
7. Ask player if they wish to drink from fountain or sleep by fountain
   1. While player does not enter 1, 2, or enters nothing:
      1. Output ending 6
      2. End program
   2. If player inputs 1:
      1. Output ending 7
      2. Program ends
   3. If player inputs 2:
      1. Output ending 8
      2. Program ends

Story option 3 (office building)

1. Output exposition
2. Ask player if they want to go to next room or go to bathroom
   1. While player does not enter 1, 2, or enters nothing:
      1. Output prompt asking to enter valid input
   2. If player enters 1:
      1. Player enters bathroom
      2. Ask player if they wish to leave bathroom or stay in bathroom
         1. While player does not enter 1, 2, or enters nothing:
            1. Output prompt asking to enter valid input
         2. If player enters 2:
            1. Player has a skull face
            2. bathroom\_2 is set to 2
         3. If player enters 1:
            1. Player leaves bathroom
            2. bathroom\_2 is set to 1
3. If player enters next room
4. Ask player if they wish to go to left door, or right door.
   1. While player does not enter 1, 2, or enters nothing:
      1. Output prompt asking to enter valid input
   2. If player inputs 2:
      1. Output break room dialogue
5. Ask player if they wish to go up or down stairs
   1. While player does not enter 1, 2, or enters nothing:
      1. Output prompt asking to enter valid input
   2. If player enters 1:
      1. Output ending 9
      2. Program ends
   3. If player enters 2:
      1. Player goes to CEO office
      2. Program checks if bathroom\_2 has a value assigned
         1. If bathroom\_2 has no value assigned:
            1. Set bathroom\_2 to 1
      3. If bathroom\_2 is set to 2:
         1. Output ending 10
         2. Program ends
      4. If bathroom\_2 is set to 1:
         1. Output ending 11
         2. Program ends