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Final design

1. Output “Welcome to Quest for the Perfect Ice Cream!”
2. Prompt user to enter their name. “Enter your name”
3. Prompt user to enter their favorite ice cream flavor. “What is your favorite ice cream flavor?”
4. Prompt user to enter a number for variable q1“You’re in the mall and start craving an ice cream. Where do you go? Enter a number below 5 for the hallway, Enter a number above 5 for outside.”
5. Check if q1 < 5
   1. If true, prompt user to enter 1, 2, or 3 for variable q2a. “You see 2 doors. Enter 1 to go into door 1, enter 2 to go to door 2, enter 3 to go back to the main room.”
   2. Check if q2a = 1
      1. If true, prompt user to enter polite or rude for q3. “You found an ice cream shop!! Do you want to be rude or polite?”
      2. Check if q3 = polite
         * 1. If true, output to user “Congrats!! You got \_\_\_ ice cream! Your favorite!”
      3. Otherwise, output to user “You got Ice Cream! But because you were rude to the worker, they gave you \_\_\_\_ flavor instead!!
   3. Otherwise, check if q2a = 2
      1. If true, output to user “You found an ice cream shop!! You ordered your favorite flavor but when you got it, you dropped it and slipped! :( Try again!!”
   4. Otherwise, output to user “You leave the hallway and fail to get ice cream! :( Try again!!”
6. Otherwise, Check if q1>5.
   1. If true, prompt user to enter alley or stall for variable q2b. “You walk outside! You can either go to an unmarked stall, or an alley way. Type ‘alley’ to go to the alleyway or ‘stall’ to go to the stall”
   2. Check if q2b = alley
      1. If true, output to user “You went into the alley and got scared by a gang of cats! You were so shaken; you went home without ice cream. :( Try again!!”
   3. Otherwise, Output to user, “You went to the unmarked stall, and it was an ice cream stall!! You politely ask the worker for your favorite flavor, and they give it to you!! Yay!!”
7. Otherwise, output to user “Don’t try to cheat the system!! Pick a number below or above five. If not, no ice cream for you!!”
8. Output to user, “Thanks for playing!”