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Final design

1. Output: “You have suddenly woken up in a mysterious castle. The air is very cold, and you hear voices all around you. The only way to escape this castle is through it and it is filled with puzzles, magic, and choices.
2. Prompt user for input: “Enter your name”
3. Output: “You have an orb with numbers floating near it.”
4. Prompt user for input: “Please select a number between 1 to 20”
5. If orb\_number < 5
   1. Output: “Going through Path A.”
   2. Output: “You are safe. Proceed with caution!”
6. Otherwise, if 5 <= orb\_number <= 10
   1. Output: “Going through Path B.”
   2. Output: “You are safe. Proceed with caution!”
7. Otherwise, if orb\_number > 10
   1. Output: “Going through Path C.”
   2. Output: “You were almost caught by a guard.”
8. Prompt user for input: “You have found a potion. How much of the potion would you like to drink 0.0 to 1.0”
9. If potion\_portion < = 0.3
   1. Output: “Going through Path D.”
   2. Output: “Your vision has begun to blur.”
10. Otherwise, if 0.3 < potion\_portion <= 0.6
    1. Output: “Going through Path E.”
    2. Output: “You have drunken a small amount but are still functional.”
11. Otherwise, if potion\_portion > 0.7
    1. Output: “Going through Path F.”
    2. Output: “You have gained great powers that will help you escape.”
12. Prompt the user: “You have found a door. Tell it one of these words: ‘Whisper’, ‘Break’, or ‘Open’
13. As long as word\_choice equals a valid input (“Whisper”, “Break”, or “Open”)
    1. If word\_choice == “Whisper”
       1. Output: “Going through Path G.”
       2. Output: “The door opens slightly allowing you to squeeze through quietly”
    2. Otherwise, if word\_choice == “Break”
       1. Output: “Going through Path H.”
       2. Output: “The door has shattered open, and the guards are on high alert.”
    3. Otherwise, if word\_choice == “Open”
       1. Output: “Going through Path I.”
       2. Output: “The door begins to open slowly and are able to pass through safely.”
    4. Otherwise
       1. Output: “Invalid choice. Please choose a valid word: ‘Whisper’, ‘Break’, or ‘Open’.”
14. Prompt the user: “You must make a choice Left or Right:”
15. As long as stair\_choice equals a valid input (Left or Right)
    1. If stair\_choice == “Left”
       1. Output: “Going through Path J.”
       2. Output: “You must answer the following riddle presented to you.”
       3. Break out of the loop
    2. Otherwise, if stair\_choice == “Right”
       1. Output: “Going through Path K.”
       2. Output: “You must answer the following riddle presented to you.”
       3. Break out of the loop
    3. Otherwise
       1. Output: “Invalid choice. Please choose ‘Left’ or ‘Right’.”
16. Prompt user: “Pick which riddle you would like to solve, 1 or 2”
17. If riddle\_choice = 1 and stair\_choice == “Left”
    1. Output: “You have made it through the castle”
18. If riddle\_choice = 2 and stair\_choice == “Left”
    1. Output: “You failed to escape the castle”
19. If riddle\_choice = 1 and stair\_choice == “Right”
    1. Output: “You failed to escape the castle”
20. If riddle\_choice = 2 and stair choice == “Right”
    1. Output: “Congrats on escaping the castle.”