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| Full Name | Leif LaBianca |
| Student ID | **1928607** |

Initial Design

# Fashion adventure game algorithm

1. Create a variable with a name like “high street win” and set it to “did not enter”
2. Print introductory message to the game and request the user input a designer team name
3. Request the user input one of three garment options to design throughout the game: a jacket, a pair of pants, or a scarf and set the input to lowercase and assign it to a variable with a name like “chosen clothing”
4. If the user chooses to design a jacket:

* Request the user input the number of buttons they want on their jacket, and assign this input to a variable named along the lines of “jacket buttons”
* Request the user input the thickness of the jacket puff they want expressed in inches, and assign this input to a variable named along the lines of “jacket thickness”
* If “jacket buttons” is less than or equal to 5 AND “jacket thickness” is less than or equal to 2.0, output to the user “Your jacket was a smash hit!” and set a variable with a name like “win status” to “full win”
* Otherwise, if “jacket buttons” is less than or equal to 5 OR “jacket thickness” is less than or equal to 2.0, output to the user “Your jacket was pretty well liked, but it could be improved upon.” and set “win status” to “half win”  
  Otherwise, output to the user “Your jacket did not do well and needs major adjustments.” and set “win status” to “loss”

1. Otherwise, if the user chooses to design a pair of pants:

* Request the user input the number of pockets they want on their pants, and assign this input to a variable named along the lines of “pants pockets”
* Request the user input the thickness of the pants layering they want expressed in inches, and assign this input to a variable named along the lines of “pants thickness”
* If “pants pockets” is less than or equal to 4 AND “pants thickness” is less than or equal to 0.5, output to the user “Your pants were a smash hit!” and set a variable with a name like “win status” to “full win”
* Otherwise, If “pants pockets” is less than or equal to 4 OR “pants thickness” is less than or equal to 0.5, output to the user “Your pants were pretty well liked, but they could be improved upon.” and set a variable with a name like “win status” to “half win”
* Otherwise, output to the user “Your pants did not do well and need major adjustments.” and set “win status” to “loss”

1. Otherwise, if the user chooses to design a scarf:

* Request the user input the number of threads they want their scarf to be made of, and assign this input to a variable named along the lines of “scarf threads”
* Request the user input the thickness of the scarf material they want expressed in inches, and assign this input to a variable named along the lines of “scarf thickness”
* If “scarf threads” is greater than or equal to 10 AND “scarf thickness” is greater than or equal to 1.0, output to the user “Your scarf was a smash hit!” and set a variable with a name like “win status” to “full win”
* Otherwise, if “scarf threads” is greater than or equal to 10 OR “scarf thickness” is greater than or equal to 1.0, output to the user “Your scarf was pretty well liked, but it could be improved upon.” and set “win status” to “half win”  
  Otherwise, output to the user “Your scarf did not do well and needs major adjustments.” and set “win status” to “loss”

1. Otherwise, output an error message, tell the user to input specifically a jacket, a pair of pants, or a scarf, and return to step 2
2. If “win status” is equal to “full win,” request if the user would like to enter their “chosen clothing” to a high street fashion competition and convert their response to lowercase
3. If the user’s input is “yes:”

* If “chosen clothing” is equal to jacket:
* If “jacket buttons” is equal to 3 AND “jacket thickness” is between 1.0 and 2.0, output “You won the high street fashion contest!” and set “high street win” to “win”
* Otherwise, output “Sadly, you did not win the high street fashion contest.” and set “high street win” to “loss”
* Otherwise, if “chosen clothing” is equal to pants:
* If “pants pockets” is equal to 2 AND “pants thickness” is between 0.1 and 0.25, output “You won the high street fashion contest!” and set “high street win” to “win”
* Otherwise, output “Sadly, you did not win the high street fashion contest.” and set “high street win” to “loss”
* If “chosen clothing” is equal to scarf:
* If “scarf threads” is equal to 20 AND “scarf thickness” is between 0.5 and 1.0, output “You won the high street fashion contest!” and set “high street win” to “win”
* Otherwise, output “Sadly, you did not win the high street fashion contest.”

1. Otherwise, if the user’s input is “no,” output “Understood.”
2. Otherwise, output an error message, tell the user to input specifically yes or no and return to step 7
3. If “win status” is equal to full win:

* Set a variable with a name like “clothing price” to 200
* If “high street win” is equal to yes, add 100 to “clothing price”
* Otherwise, if “high street win” is equal to no, subtract 50 from “clothing price”

1. Otherwise, if “win status” is equal to half win, set “clothing price” to 100
2. Otherwise, set “clothing price” to 25
3. Output to the user “You were able to sell your ‘chosen clothing’ for ‘clothing price’!”