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Final design

1. Output to user “Welcome to the jungle”
2. Output to user “You find yourself lost in a jungle and cannot find your way out. As you walk further into the jungle you see three animals: a monkey, a sloth, and a toucan who each are holding a letter that reads “Choose correctly or you’ll be lost in the jungle forever.”
3. Ask user to input their favorite number stored in variable “number”.
4. Calculate users energy by multiply the number entered by 2, stored in variable “energy”
5. If user inputs a number below ten
   1. output to user “follow the monkey!”
   2. output to user “your energy level is \_\_”
6. If user inputs a number between 10 and 20
   1. output to user “follow the sloth!”
   2. output to user “your energy level is \_\_”
7. If user inputs a number above 20
   1. output to user “follow the toucan!”
   2. output to user “your energy level is \_\_”
8. Output to user “Your energy has decreased by a certain amount, and you will need to receive more to get out of the jungle.”
9. Ask user to input how much energy they need to get out of the jungle, stored in variable “energy needed”.
10. If user inputs 25% or less energy
    1. output to user “eat the banana.”
11. If user inputs between 30% and 50%
    1. output to user “eat the mango.”
12. If user inputs more than 50%
    1. output to user “eat the papaya.”
13. Output to user “A tree has fallen preventing you from going the right direction. Your animal leaves and the decision up to you. The decision contains climbing over the tree or under the tree, each decision leading to a different way.”
14. Ask user to input above or below the tree, stored in the variable “tree”.
15. If user inputs “above”
    1. Output to user “You have found your way out of the jungle.”
16. If user inputs “below”
    1. Output to user “you must continue on your journey.”