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Final design

1. As user for name
2. Save name as a variable
3. Output ‘start your adventure! Enter how many miles you will travel’
4. User inputs miles traveled

2a. if miles traveled is less then or equal to 5.5 output ‘{name} has arrived in Rockville’ and

2.then assign location with Rockville

2b. if miles traveled is > 5.5 and < 100 output ‘{name} has arrived in the forest’

2.then assign location with forest

2c. if miles traveled is >= 100 then output ‘GAME OEVR: that’s a little long to walk, why don’t you go somewhere closer’

Story line Rockville:

1. If location is Rockville assign relic to the input ‘Steve: Hello {name} I am the local trader Steve, would you like to you an artifact, yes or no?:’

3a. if relic equals yes, user enters input asking ‘Steve: How many dollars do you have?’

3b. if dollar amount is < 50 output ‘Steve: Are you joking! go home and do not return until you have some real money!’

3.Then Output “GAME OVER: you went home empty handed”

3d. if dollar amount >= 50 output ‘Steve: How lucky! That’s exactly how much it costs, pleasure doing business I guess we both better start heading home

3.Then output ‘GAME OVER: You went home broke’

1. if relic equals no output ‘If you’re not buying you better just head home!

4a. then output ‘GAME OVER: you went home empty handed’

Story line Forest:

1. If location = forest user gives input for stating the following ‘Hello {name} my name is Jeff, I am a local, I need help buying flyers for my missing cat, if you’d be so kind I really need some help buying flyers, how many flyers could you buy for me?’

5a. if posters bought <=0 output ‘Oh I really thought you’d help me… Well I guess we both better get home, wish my cat could do the same’

5b. ‘GAME OVER: you went home unlike Jeffs cat... you should of help'

5c. if flyers bought is >0 and <25 output ‘thanks for the help but sadly I don’t think that going to be enough, guess we both better head home.

5d. then output ‘GAME OVER: You went home unlike Jeffs cat... you could have printed more poster you know'

5e. if poster assign >= 25 output ‘thank you so much for your help this will definitely help find my cat! As a reward you can have either gold, rubies, or a free ride home’

5f. if reward equal gold or rubies output ‘Great choice! You’ll be rich! Time to start the walk home with full pockets.

5h. then output’ GAME OVER: you went home rich and Jeff found his cat,

4f. if reward equal a ride home output ‘No place like home! Wise choice, hopefully we meet again soon {name}. ‘

4g. then output ‘GAME OVER: you got home safe and Jeff found his cat with your help’