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Final design

1. Output ‘start your adventure! Enter how many miles you will travel’
2. User inputs miles traveled

2a. if miles traveled is less then or equal to 5.5 output ‘you have arrived in Rockville’ and

2.then assign location with Rockville

2b. if miles traveled is > 5.5 and < 100 output ‘you have 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 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 much money 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 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. ‘

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