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Initial 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’re in Rockville’ and

2.then assign location with Rockville

2b. if miles traveled is > 5.5 and < 100 output ‘you’re in the forest’

2.then assign location with forest

2c. if miles traveled is >= 100 then output ‘that’s a little long to walk why don’t you start again and pick a distance closer’

Story line Rockville:

1. If location is Rockville output ‘Hello, I’m a local merchant, would you like to buy a relic?

3a. assign relic with input from user asking ‘Are you going to buy a relic? Yes or no:’

3b. if relic equals no output ‘If you’re not buying you better just head home!

3c. if relic equals yes output ‘How much money do you have,

3d. user inputs ‘Amount of dollars in possession:’

3e. if dollar amount is < 50 output ‘Are you joking! go home and don’t come back till you’ve made some real money!’

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

Story line Forest:

1. If location = forest output ‘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?’

4a. user assigns poster bought with input ‘How many posters will you buy the local: ‘

4b 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’

4c. 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.

4d. if poster assign >= 25 output ‘thank you so much for your help this will definetly help find my cat! As a reward you can have either gold, rubies, or a free ride home’

4e. if reward equal gold or rubies output ‘Great choice! You’ll be rich! Time to start the walk home with full pockets.’

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