Clash and Conquer Flowchart

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Start

Play button pressed? —No→ **Instructions button pressed?** —No→ **Shop button pressed?** —No→ **Stats button pressed?** —No→ **Settings button pressed?**

Play branch (Yes)

Setup base level screen and enemy AI

- **Player Wins?**
  - Yes → Increase the User Level and unlock the next level
    - First Time Win?
      - Yes → Gives the User 100 times the level number of Gems
      - No → Gives the User 25 times the level number of Gems
  - No → Gives the User twice the amount of time in the level (in seconds) of Gems

Instructions branch (Yes)

Display instructions image.

- **Exit button clicked?**
  - No → (loop back to Display instructions image.)
  - Yes → Return to Start page by creating a new Start world

Shop branch (Yes)

Get UserInfoClass to update item levels and prices.

Display items.

- **Forward button clicked?**
  - Yes → Increase ArrayList index to display more items.
- **Back button clicked?**
  - Yes → Decrease ArrayList index to display previous items.
- **Exit button clicked?**
  - Yes → Return to Start page by creating a new Start world.
  - No → Stay inside store.
    - **Purchase button clicked for item?**
      - Yes → **Enough gems for purchase?**
        - No → Do not make purchase.
        - Yes → Update UserInfoClass with new level of item.
          - Change level of item and price of item to new price.

Stats branch (Yes)

Get UserInfoClass to update leaderboard and player statistics.

Display starting image.

Display statistics and leaderboard information.

- **Exit button clicked?**
  - No → Stay inside Stats page.
  - Yes → Return to Start page by creating a new Start world

Settings branch (Yes)

Get UserInfoClass to update volume slider.

Display Settings page.

- **Reset button clicked?**
  - No → **Music button clicked?**
    - No → **Volume slider adjusted?**
      - No → **Exit button clicked?**
        - No → (loop back)
        - Yes → Return to Start page by creating a new Start world
      - Yes → Change music volume.
        - Updates UserInfoClass with new music volume.
    - Yes → Change music track.
      - Updates UserInfoClass with new music selection.
  - Yes → Reset user's progress in the UserInfoClass.