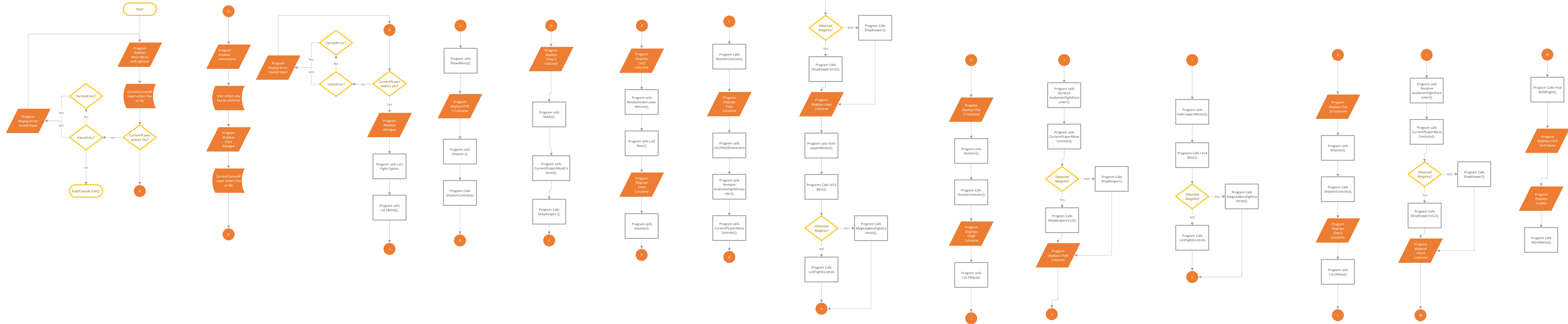


Team 2:
Desiree Blaney
Wren Pacheco
Jon Kneeland
Particia Qunitero

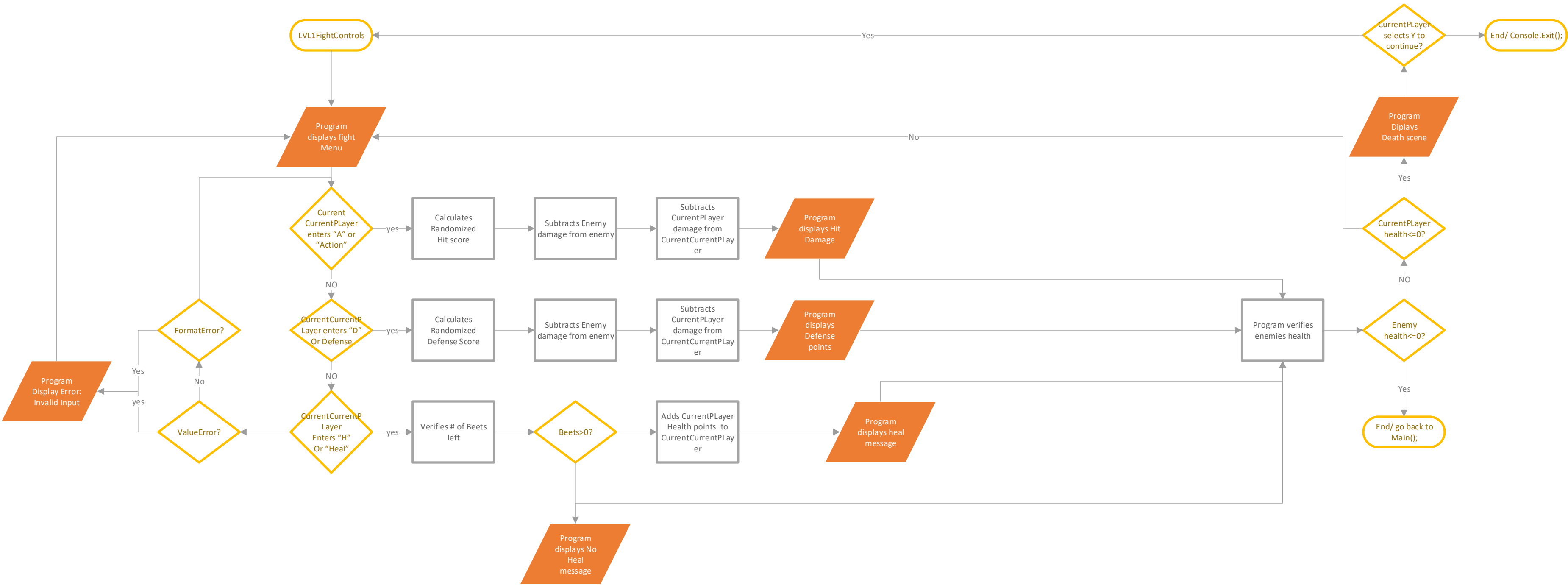
```
graph TD
    G((G)) --> D1{Obtained Magicka?}
    D1 -- NO --> E1[Program Calls ShopKeeperLV2();]
    D1 -- Yes --> E2[Program Calls ShopKeeperLV2();]
    E1 --> D2[/Program displays shop cutscene/]
    E2 --> D2
    D2 --> E3[Program calls Vakil UpperMinion();]
    E3 --> E4[Programs Calls LV13 Boss();]
    E4 --> D3{Obtained Magicka?}
    D3 -- Yes --> E5[Program Calls MagickaBossFightControls();]
    D3 -- NO --> E6[Program Calls LV1FightControls]
    E5 --> H((H))
    E6 --> H
```



Finding Irno: Flowchart

Team 2:
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Wren Pacheco
Jon Kneeland
Particia Qunitero

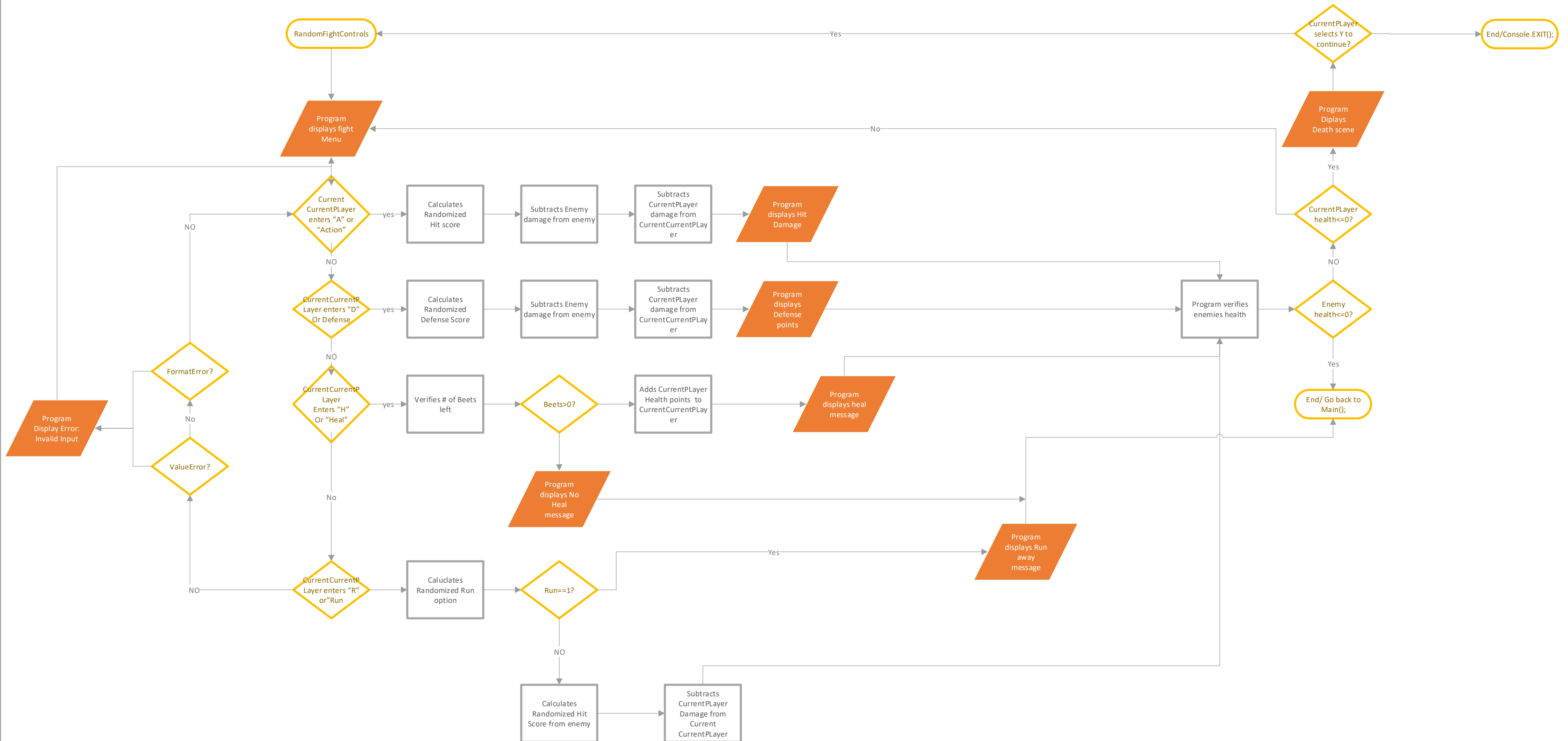
Lvl1FightControls();



Finding Irno: Flowchart

Team 2:
Desiree Blaney
Wren Pacheco
Jon Kneeland
Particia Qunitero

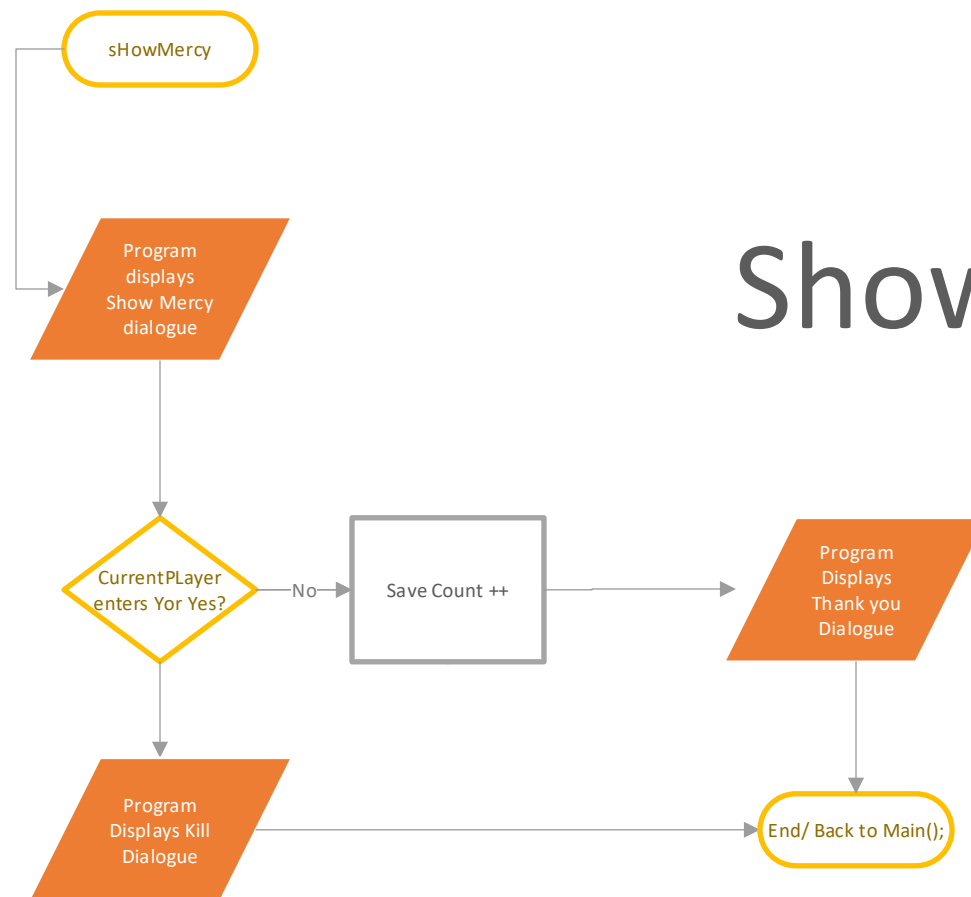
RandomFightControls();



Finding Irno: Flowchart

Team 2:

Desiree Blaney
Wren Pacheco
Jon Kneeland
Particia Qunitero



ShowMercy();

Team 2:
Desiree Blaney
Wren Pacheco
Jon Kneeland
Particia Qunitero

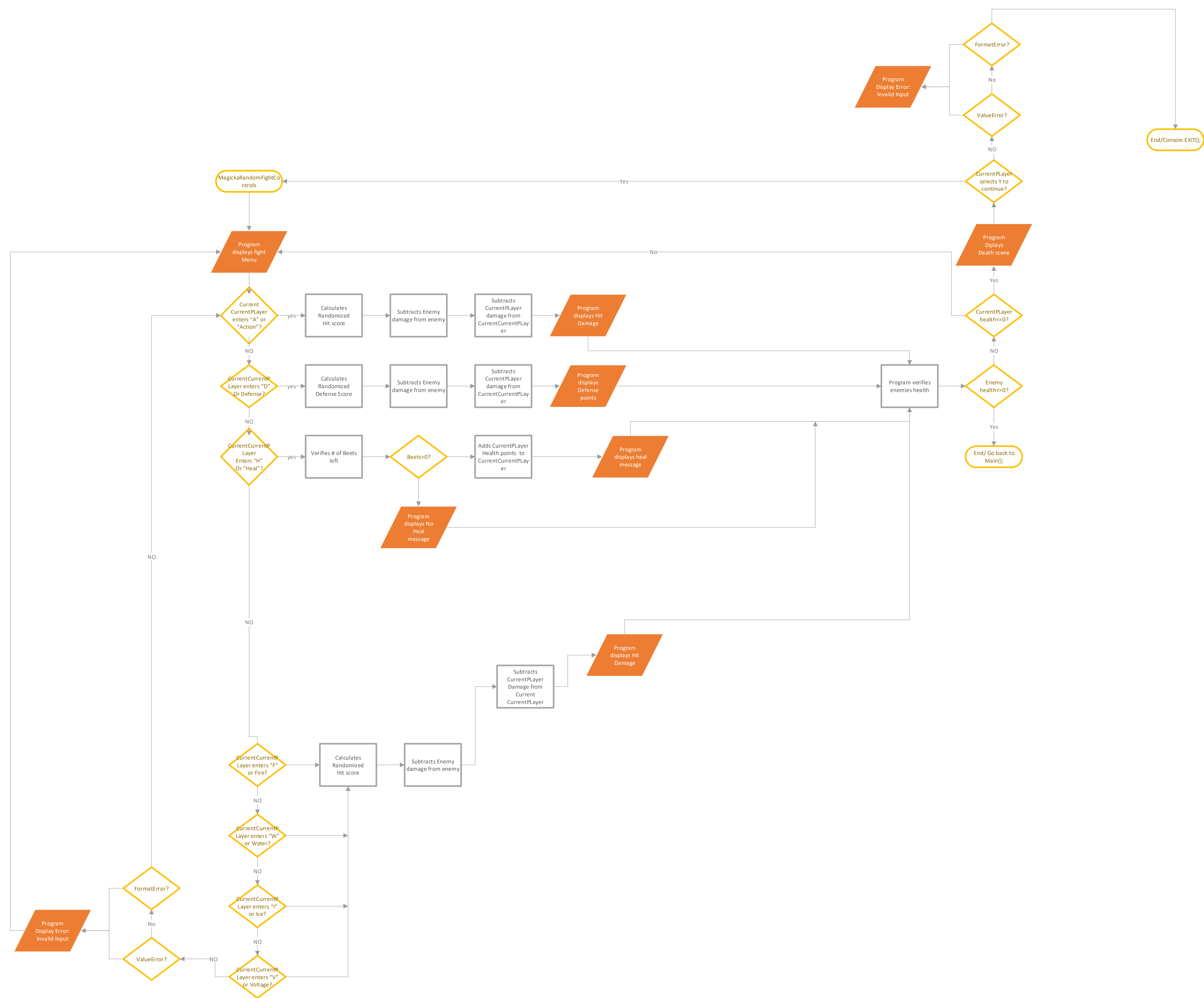
```

graph TD
    Start([MagickaRandomFightControls]) --> Menu[/Program displays fight Menu/]
    Menu --> A{Current CurrentPlayer enters "A" or "Action"?}
    A -- yes --> A_Hit[Calculates Randomized Hit score]
    A_Hit --> A_Dmg[Subtracts Enemy damage from enemy]
    A_Dmg --> A_PlayerDmg[Subtracts CurrentPlayer damage from CurrentCurrentPlayer]
    A_PlayerDmg --> A_HitMsg[/Program displays Hit Damage/]
    A -- NO --> D{Current CurrentLayer enters "D" or "Defense"?}
    D -- yes --> D_Def[Calculates Randomized Defense Score]
    D_Def --> D_Dmg[Subtracts Enemy damage from enemy]
    D_Dmg --> D_PlayerDmg[Subtracts CurrentPlayer damage from CurrentCurrentPlayer]
    D_PlayerDmg --> D_DefMsg[/Program displays Defense points/]
    D -- NO --> H{Current CurrentLayer enters "H" or "Heal"?}
    H -- yes --> H_Heal[Verifies # of Beets left]
    H_Heal --> H_HealD{Beets>0?}
    H_HealD --> H_HealAdd[Adds CurrentPlayer Health points to CurrentCurrentPlayer]
    H_HealAdd --> H_HealMsg[/Program displays heal message/]
    H_HealD --> H_NoHeal[/Program displays No Heal message/]
    H -- No --> R{Current CurrentLayer enters "R" or "Run"?}
    R --> R_Run[Calculates Randomized Run option]
    R_Run --> R_RunD{Runs=1?}
    R_RunD -- Yes --> R_RunMsg[/Program displays Run away message/]
    R_RunD -- NO --> R_RunHit[Calculates Randomized Hit Score from enemy]
    R_RunHit --> R_RunPlayerDmg[Subtracts CurrentPlayer Damage from Current CurrentPlayer]
    R_RunPlayerDmg --> R_RunHitMsg[/Program displays Hit Damage/]
    R --> F{Current CurrentLayer enters "F" or "Fire"?}
    F --> F_Hit[Calculates Randomized Hit score]
    F_Hit --> F_Dmg[Subtracts Enemy damage from enemy]
    F_Dmg --> F_PlayerDmg[Subtracts CurrentPlayer Damage from Current CurrentPlayer]
    F_PlayerDmg --> F_HitMsg[/Program displays Hit Damage/]
    F -- NO --> W{Current CurrentLayer enters "W" or "Water"?}
    W --> W_Hit[Calculates Randomized Hit score]
    W_Hit --> W_Dmg[Subtracts Enemy damage from enemy]
    W_Dmg --> W_PlayerDmg[Subtracts CurrentPlayer Damage from Current CurrentPlayer]
    W_PlayerDmg --> W_HitMsg[/Program displays Hit Damage/]
    W -- NO --> I{Current CurrentLayer enters "I" or "Ice"?}
    I --> I_Hit[Calculates Randomized Hit score]
    I_Hit --> I_Dmg[Subtracts Enemy damage from enemy]
    I_Dmg --> I_PlayerDmg[Subtracts CurrentPlayer Damage from Current CurrentPlayer]
    I_PlayerDmg --> I_HitMsg[/Program displays Hit Damage/]
    I -- NO --> V{Current CurrentLayer enters "V" or "Voltage"?}
    V --> V_Hit[Calculates Randomized Hit score]
    V_Hit --> V_Dmg[Subtracts Enemy damage from enemy]
    V_Dmg --> V_PlayerDmg[Subtracts CurrentPlayer Damage from Current CurrentPlayer]
    V_PlayerDmg --> V_HitMsg[/Program displays Hit Damage/]
    V --> Format{FormatError?}
    Format -- No --> Value{ValueError?}
    Value -- NO --> A
    Value --> Invalid1[/Program Display Error: Invalid Input/]
    Invalid1 --> Format
    Format --> Invalid1
    Value --> Invalid1
    Invalid1 --> Menu
    A_HitMsg --> Health[Program verifies enemies health]
    D_DefMsg --> Health
    H_HealMsg --> Health
    R_RunMsg --> Health
    R_RunHitMsg --> Health
    F_HitMsg --> Health
    W_HitMsg --> Health
    I_HitMsg --> Health
    V_HitMsg --> Health
    Health --> HealthD{CurrentPlayer health<=0?}
    HealthD -- Yes --> Death[/Program Displays Death scene/]
    HealthD -- NO --> EnemyD{Enemy health<=0?}
    EnemyD -- Yes --> EndMain([End/ Go back to Main])
    EndMain --> Menu
    EnemyD -- NO --> Health
    Death --> Continue{CurrentPlayer selects Y to continue?}
    Continue -- NO --> Invalid2[/Program Display Error: Invalid Input/]
    Invalid2 --> Format
    Format --> Invalid2
    Format --> Invalid1
    Invalid1 --> Menu
    Invalid2 --> Menu
    Continue -- Yes --> Start
  
```

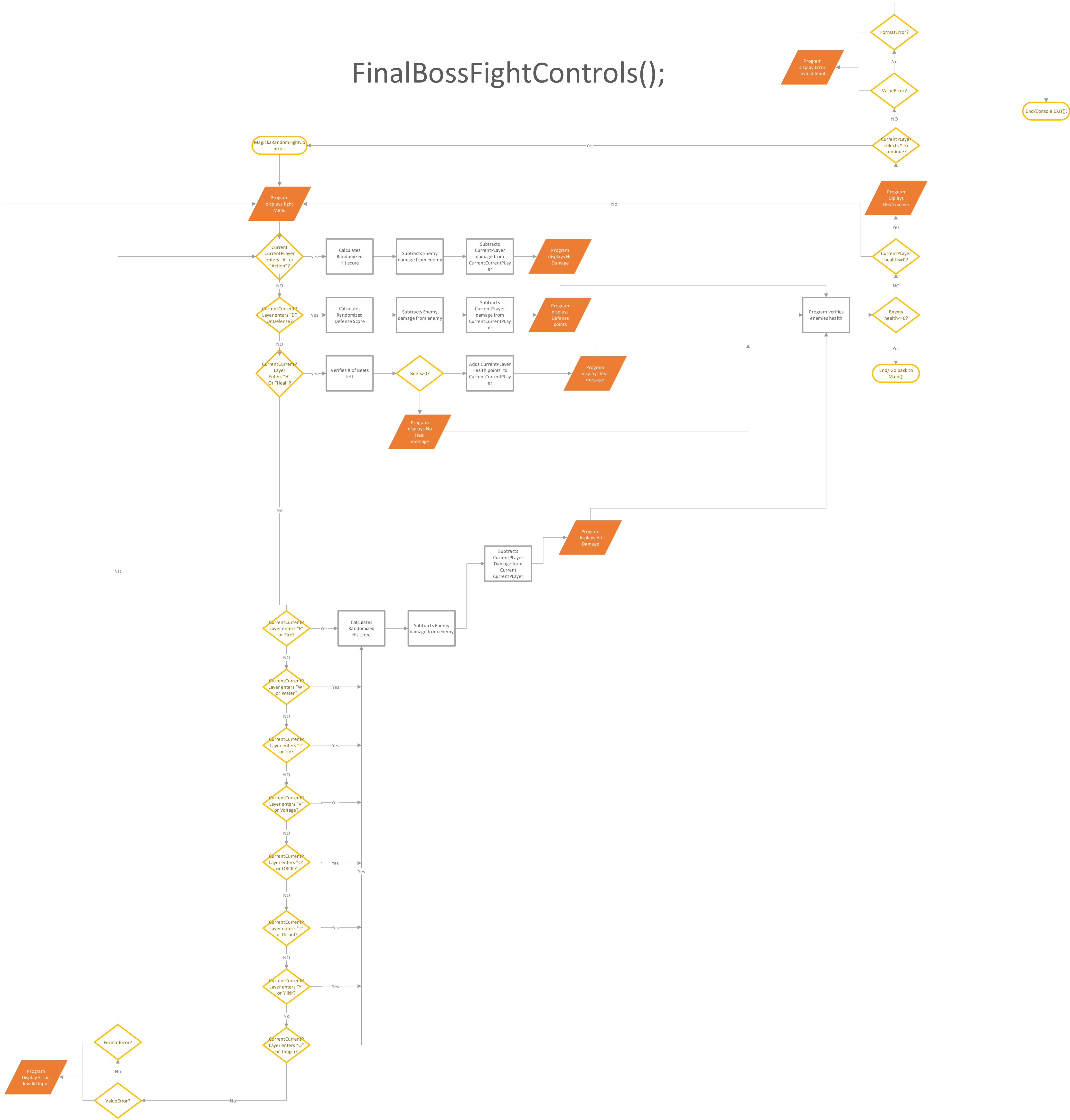
Finding Irno: Flowchart

Team 2:
Desiree Blaney
Wren Pacheco
Jon Kneeland
Particia Qunitero

MagickaBossFightControls();



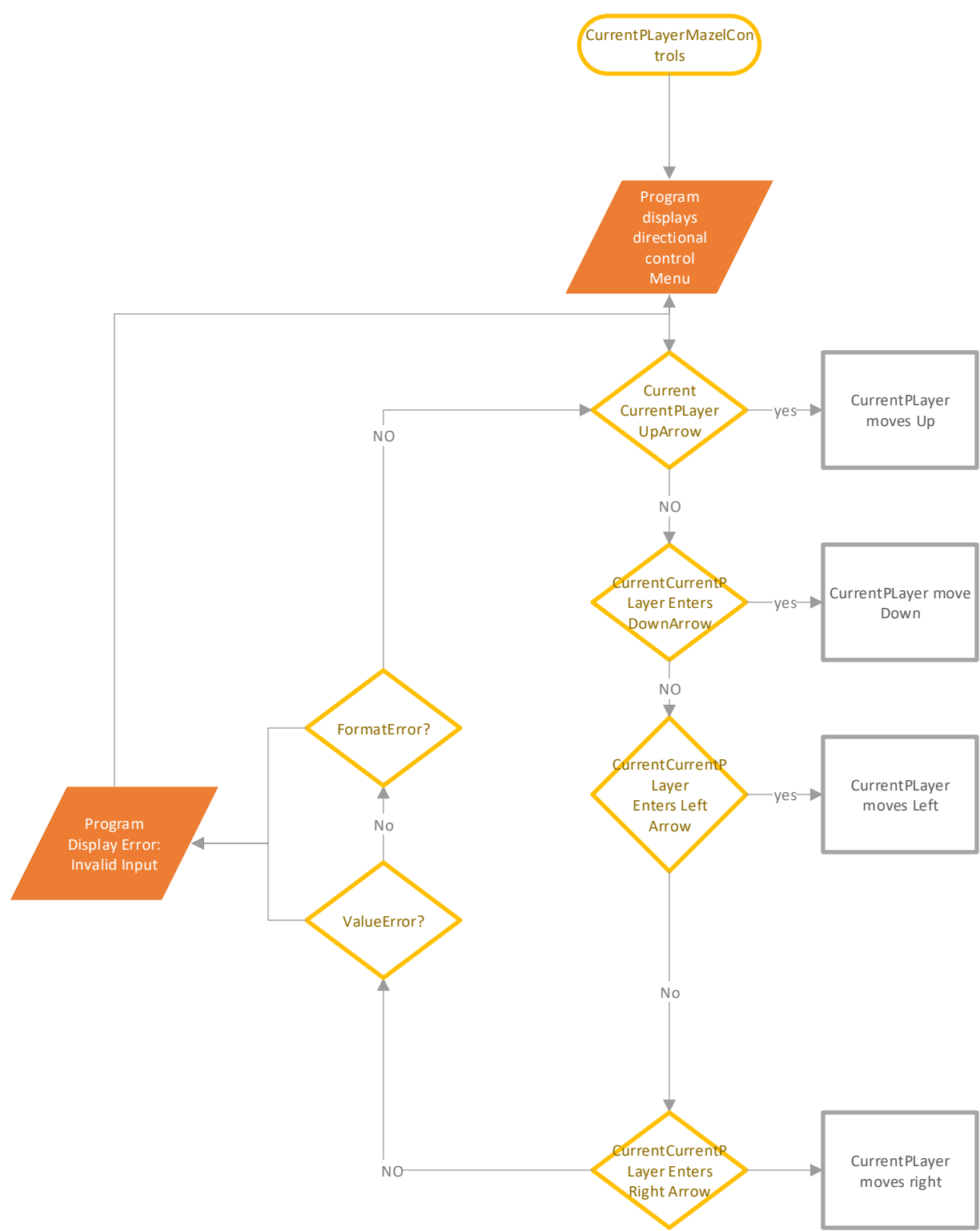
FinalBossFightControls();



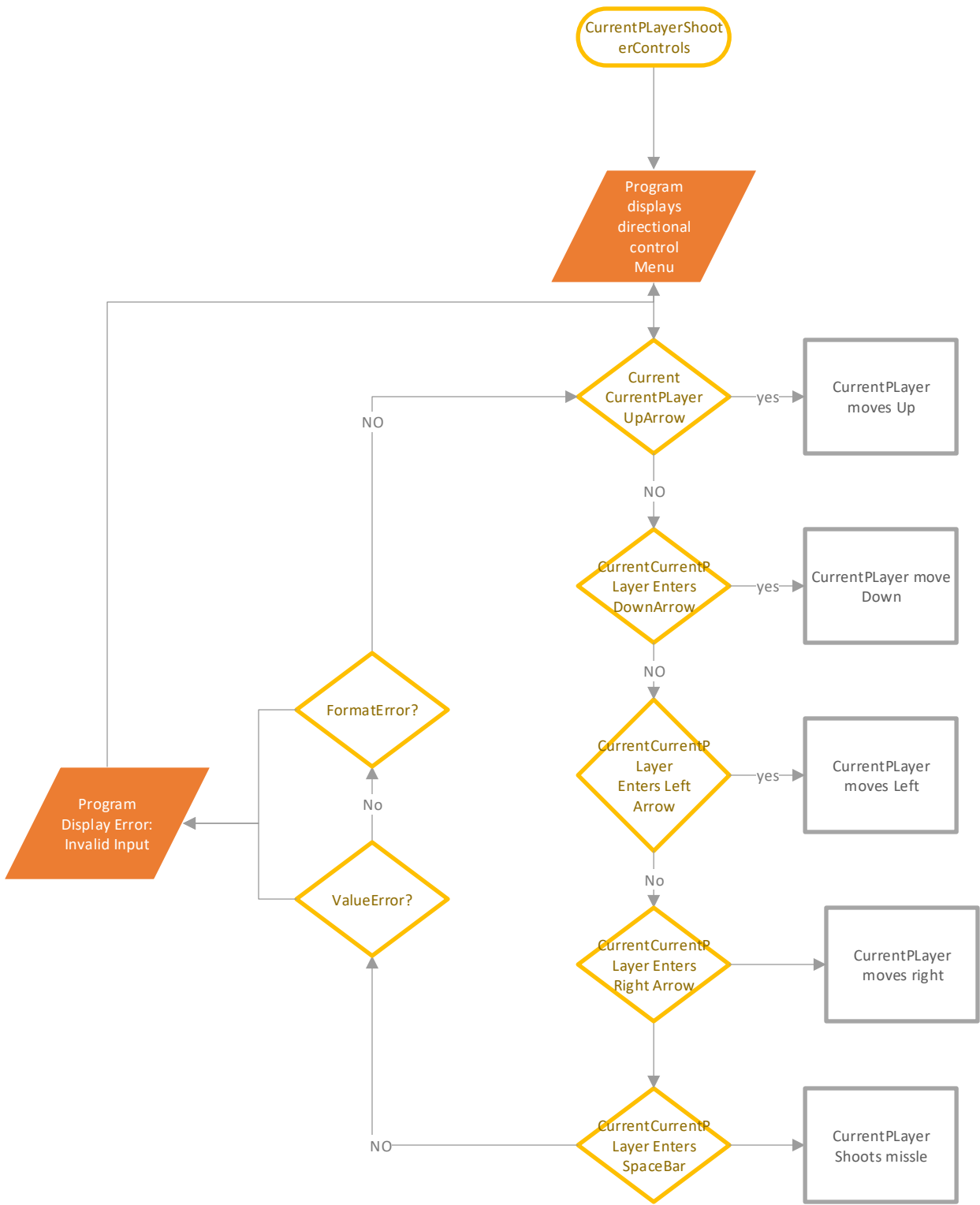
Finding Irno: Flowchart

Team 2:
Desiree Blaney
Wren Pacheco
Jon Kneeland
Particia Qunitero

CurrentPlayerMazeControls();



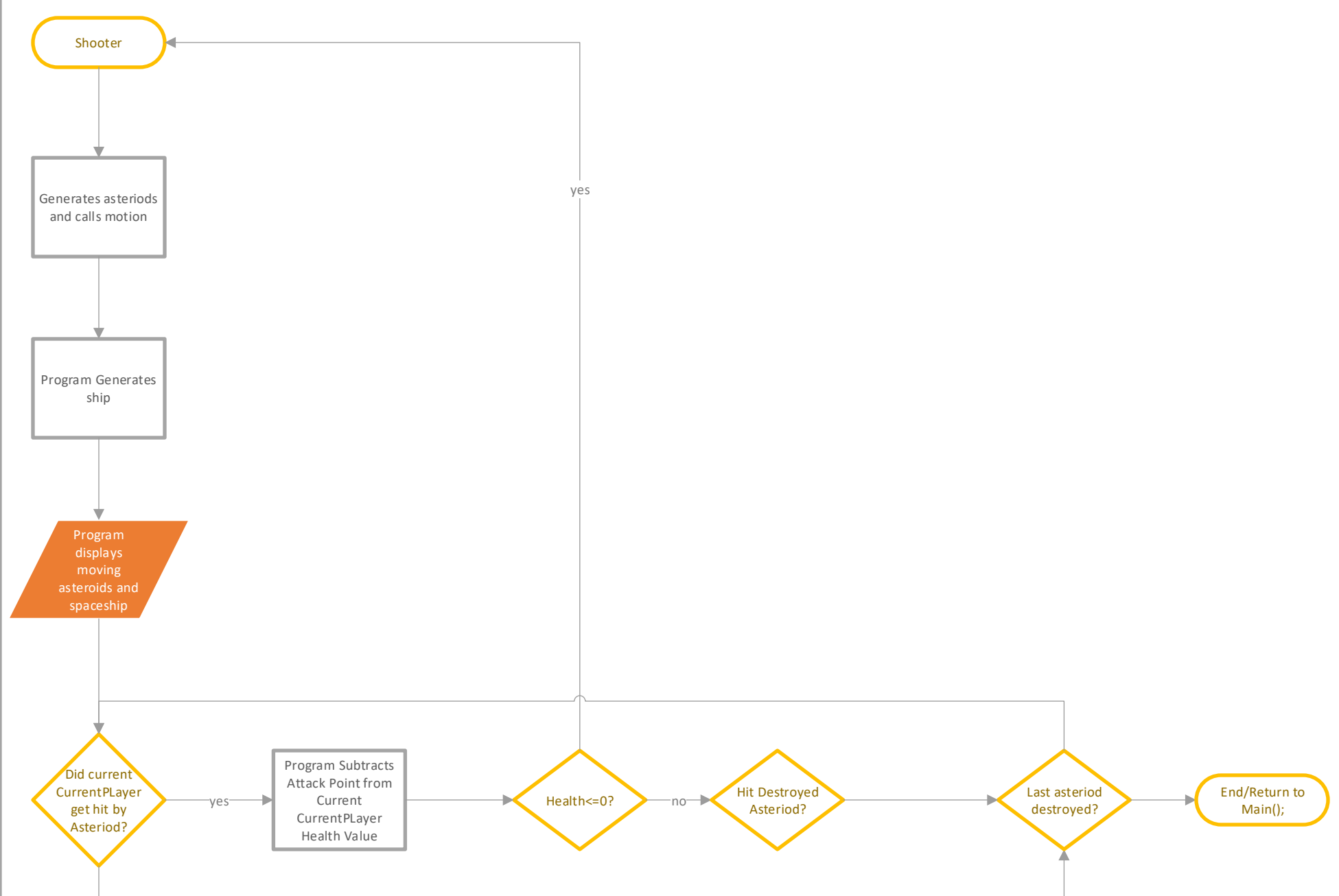
CurrentPlayerShooterControls();



Finding Irno: Flowchart

Team 2:
Desiree Blaney
Wren Pacheco
Jon Kneeland
Particia Qunitero

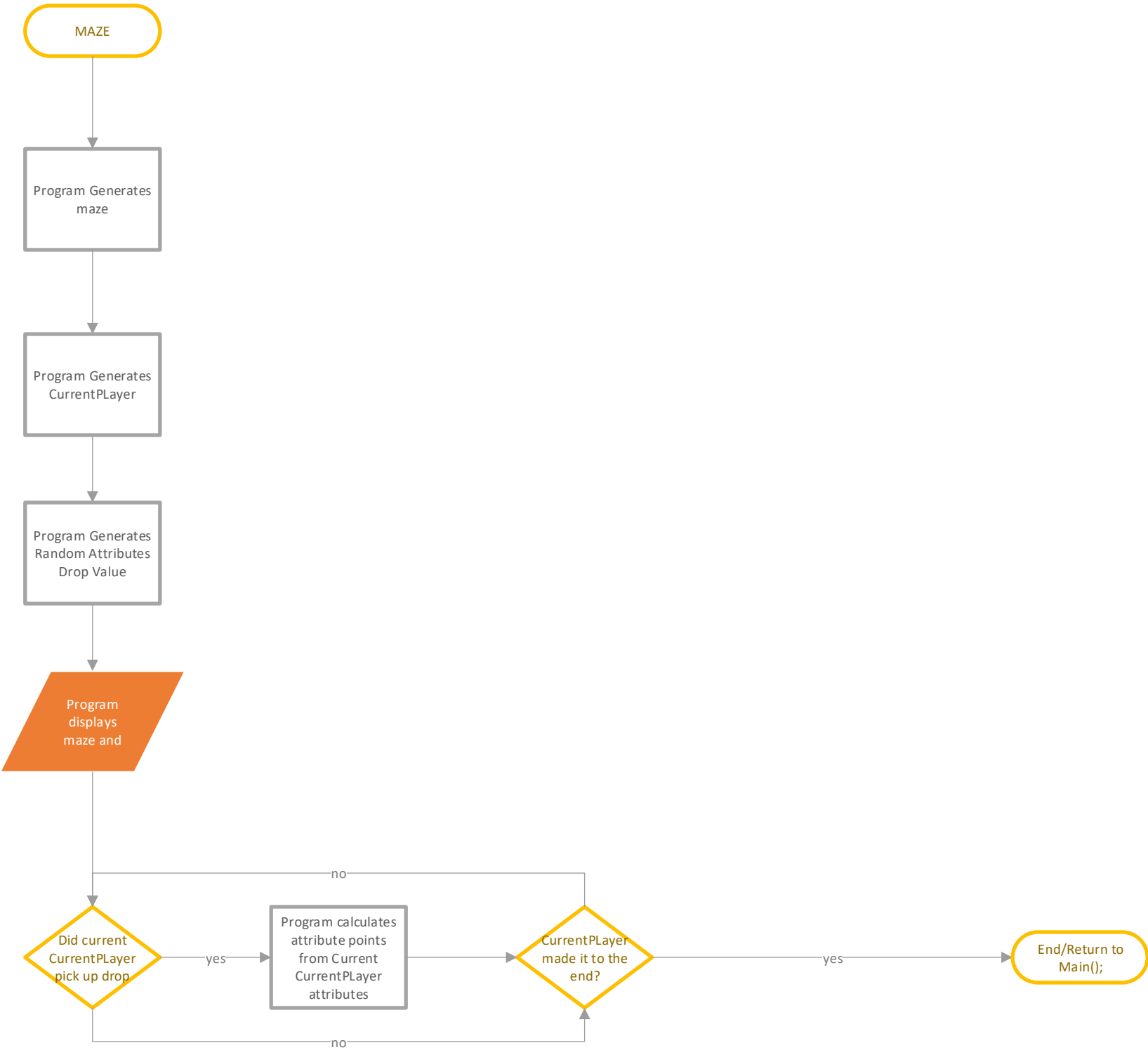
ShooterGenerator();



Finding Irno: Flowchart

Team 2:
Desiree Blaney
Wren Pacheco
Jon Kneeland
Particia Qunitero

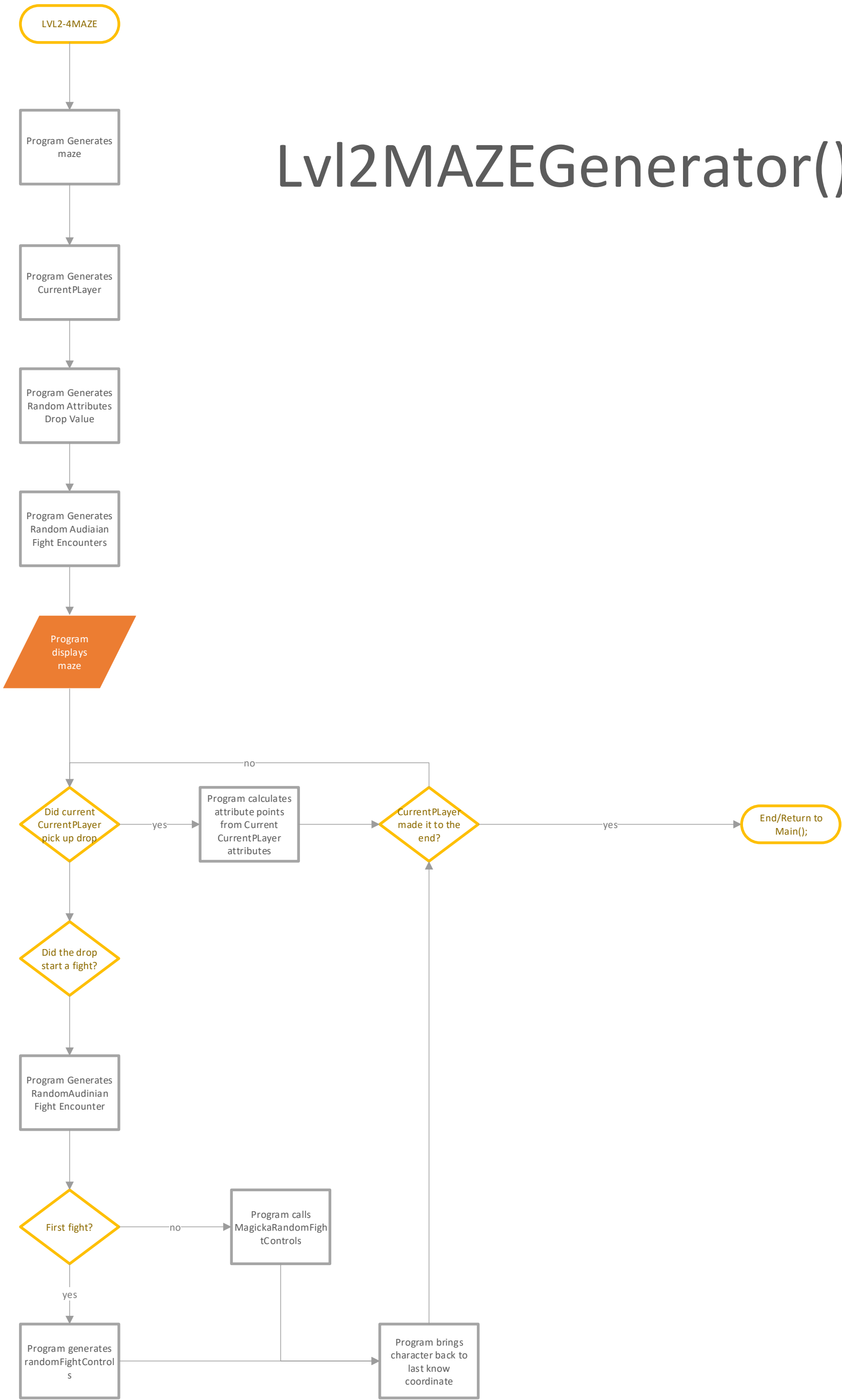
MazeGenerator();



Finding Irno: Flowchart

Team 2:
Desiree Blaney
Wren Pacheco
Jon Kneeland
Particia Qunitero

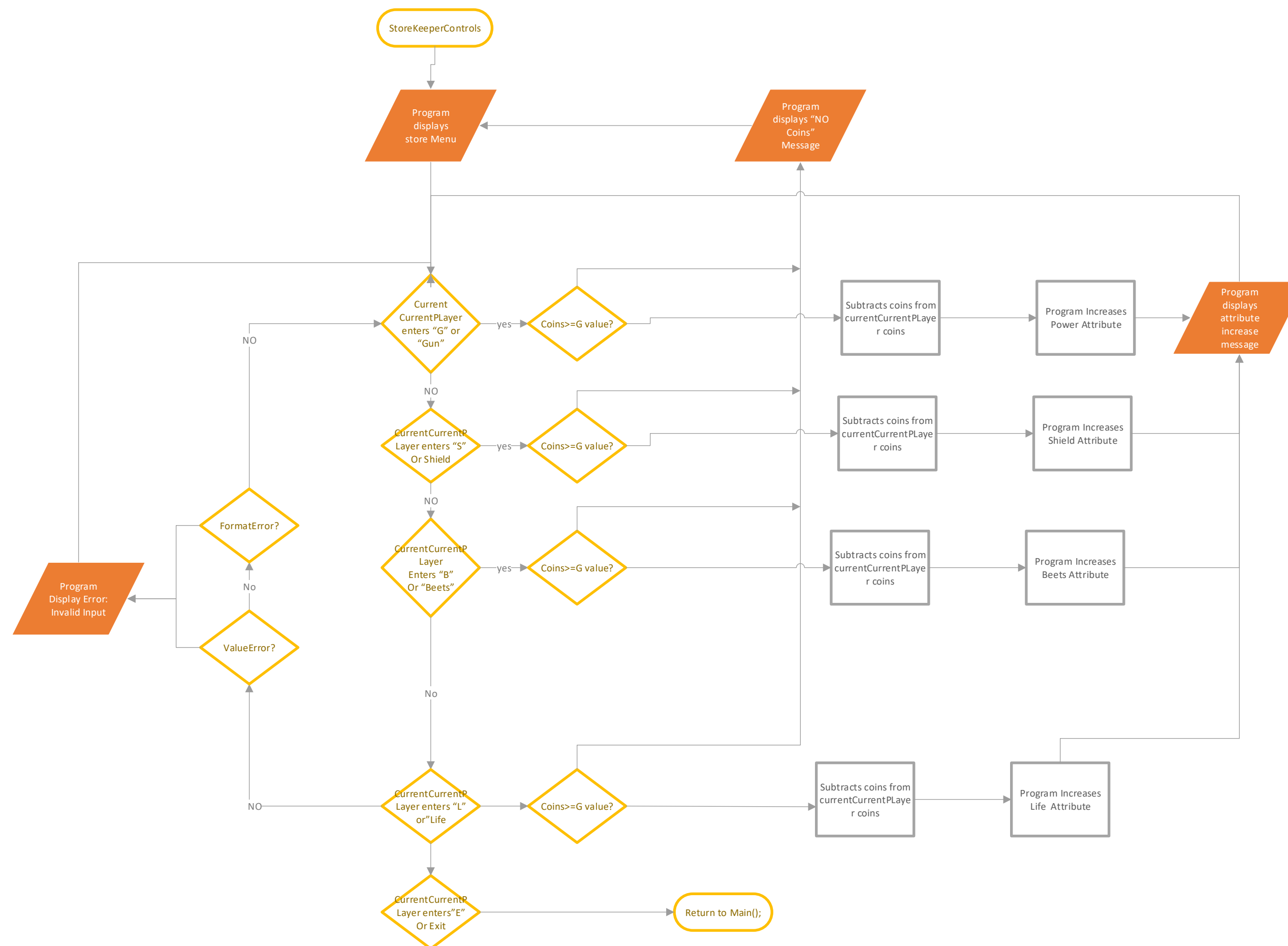
Lvl2MAZEGenerator();



Finding Irno: Flowchart

Team 2:
Desiree Blaney
Wren Pacheco
Jon Kneeland
Particia Qunitero

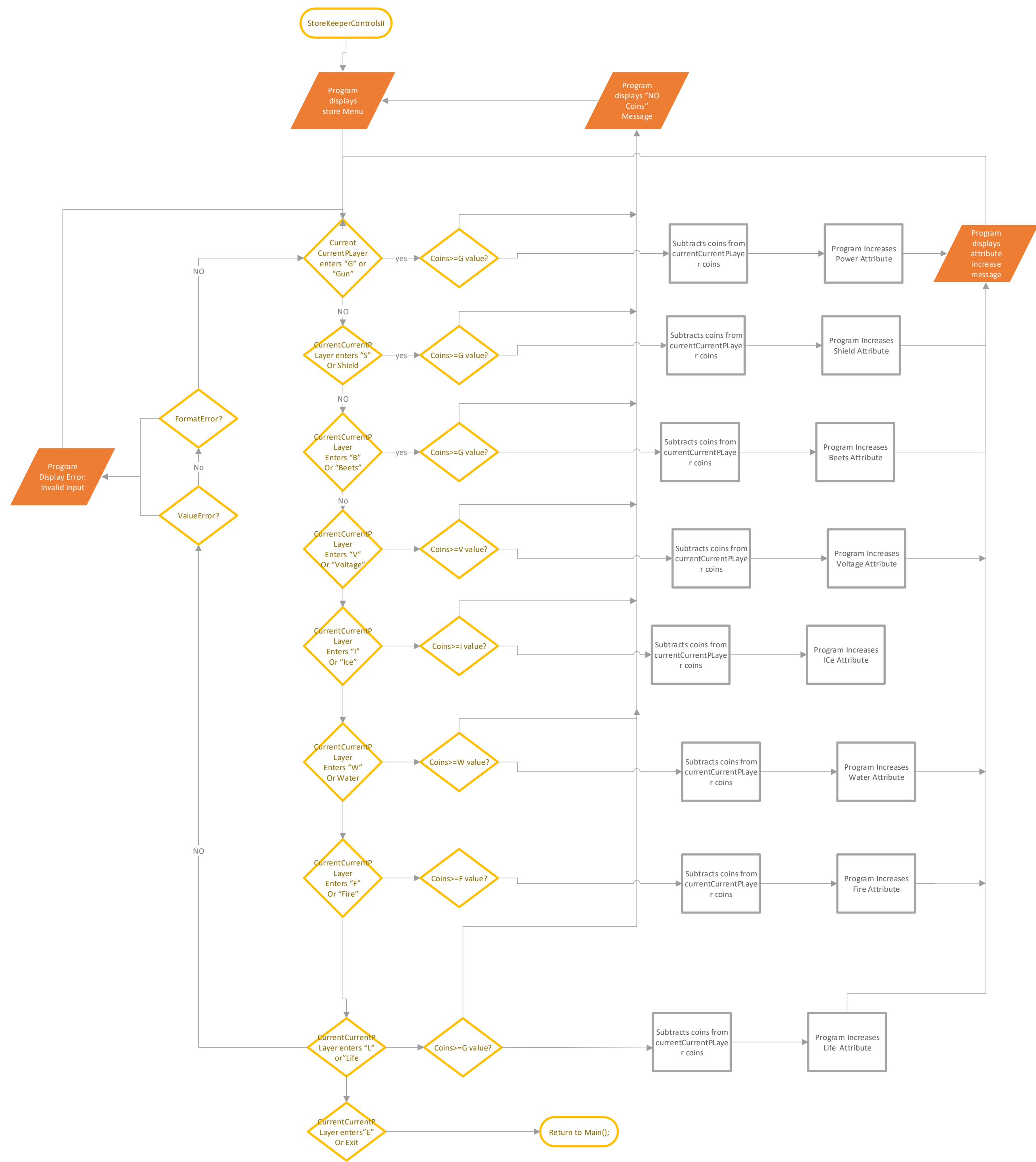
ShopKeeper();



Finding Irno: Flowchart

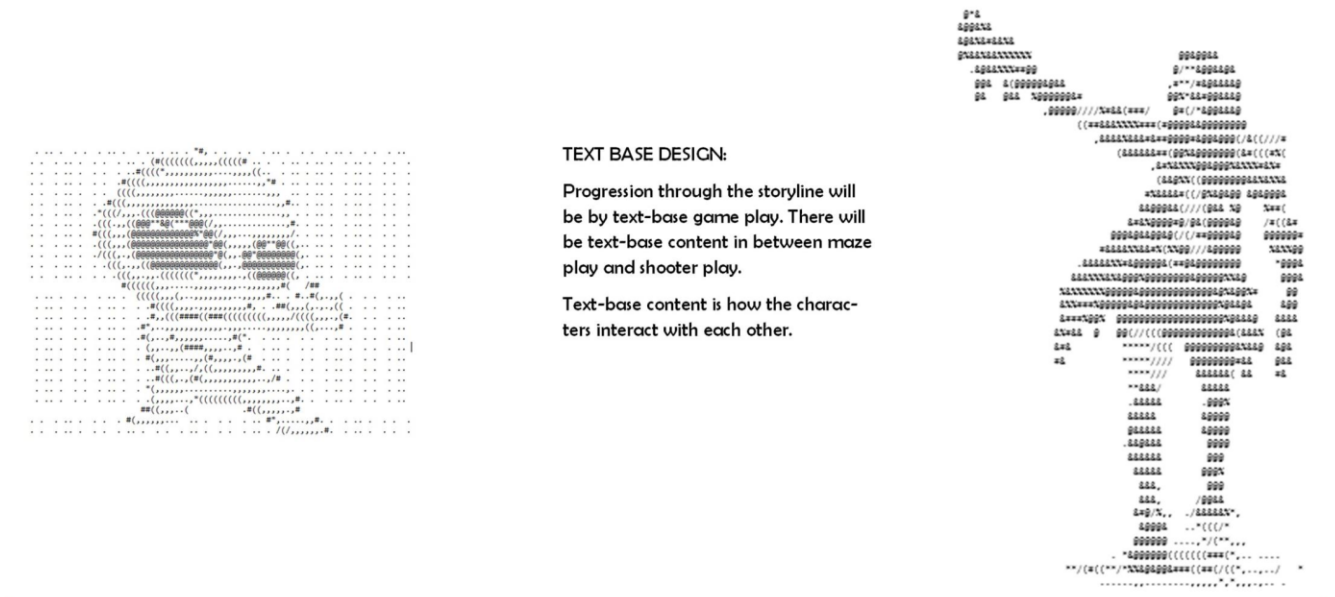
Team 2:
Desiree Blaney
Wren Pacheco
Jon Kneeland
Particia Qunitero

ShopKeeperII();



Finding Irno: MOCKUP

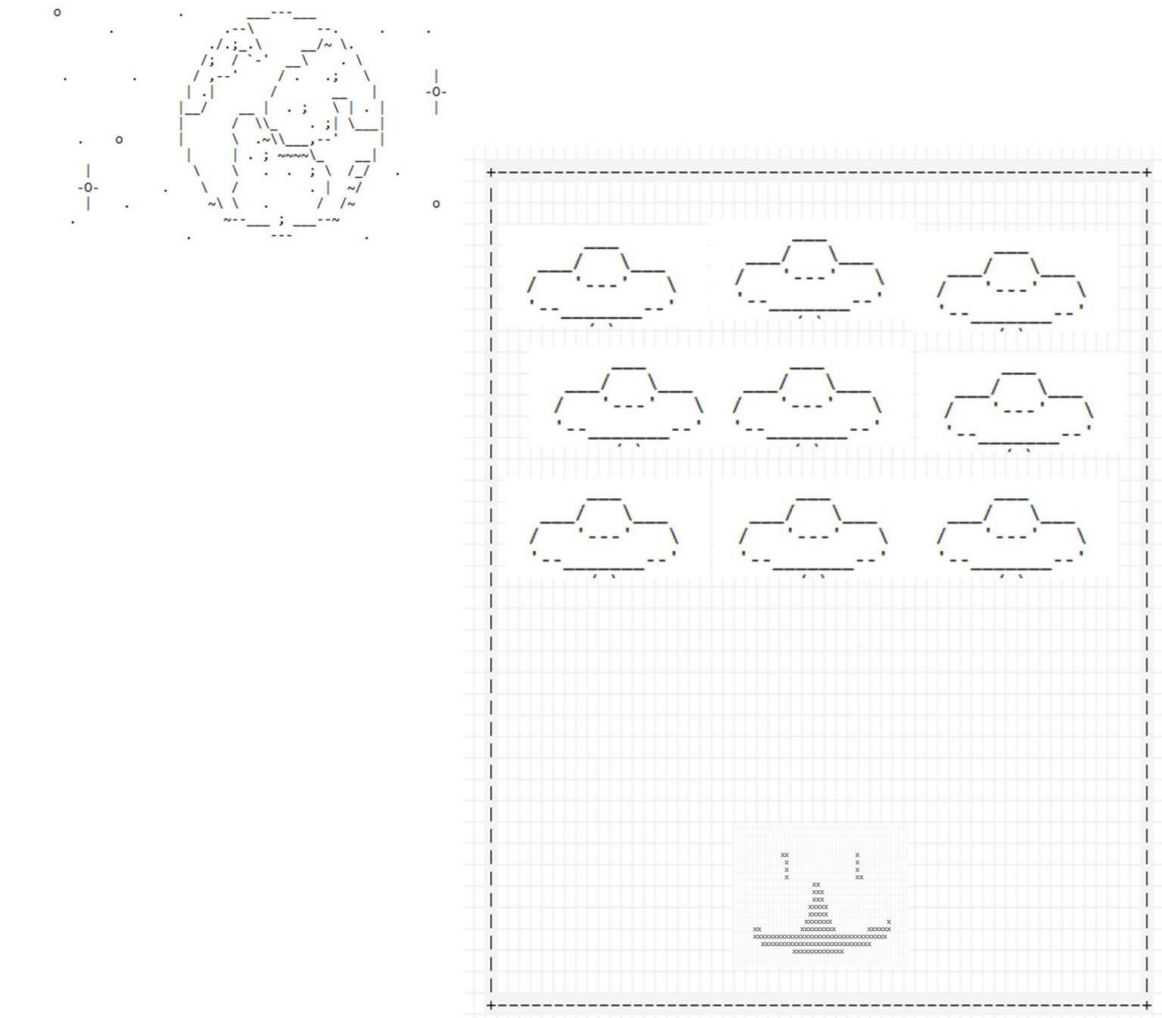
Team 2:
Desiree Blaney
Wren Pacheco
Jon Kneeland
Particia Qunitero



TEXT BASE DESIGN:

Progression through the storyline will be by text-base game play. There will be text-base content in between maze play and shooter play.

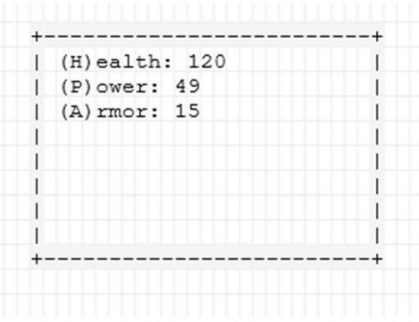
Text-base content is how the characters interact with each other.



SHOOTER DESIGN:

There will be 4.

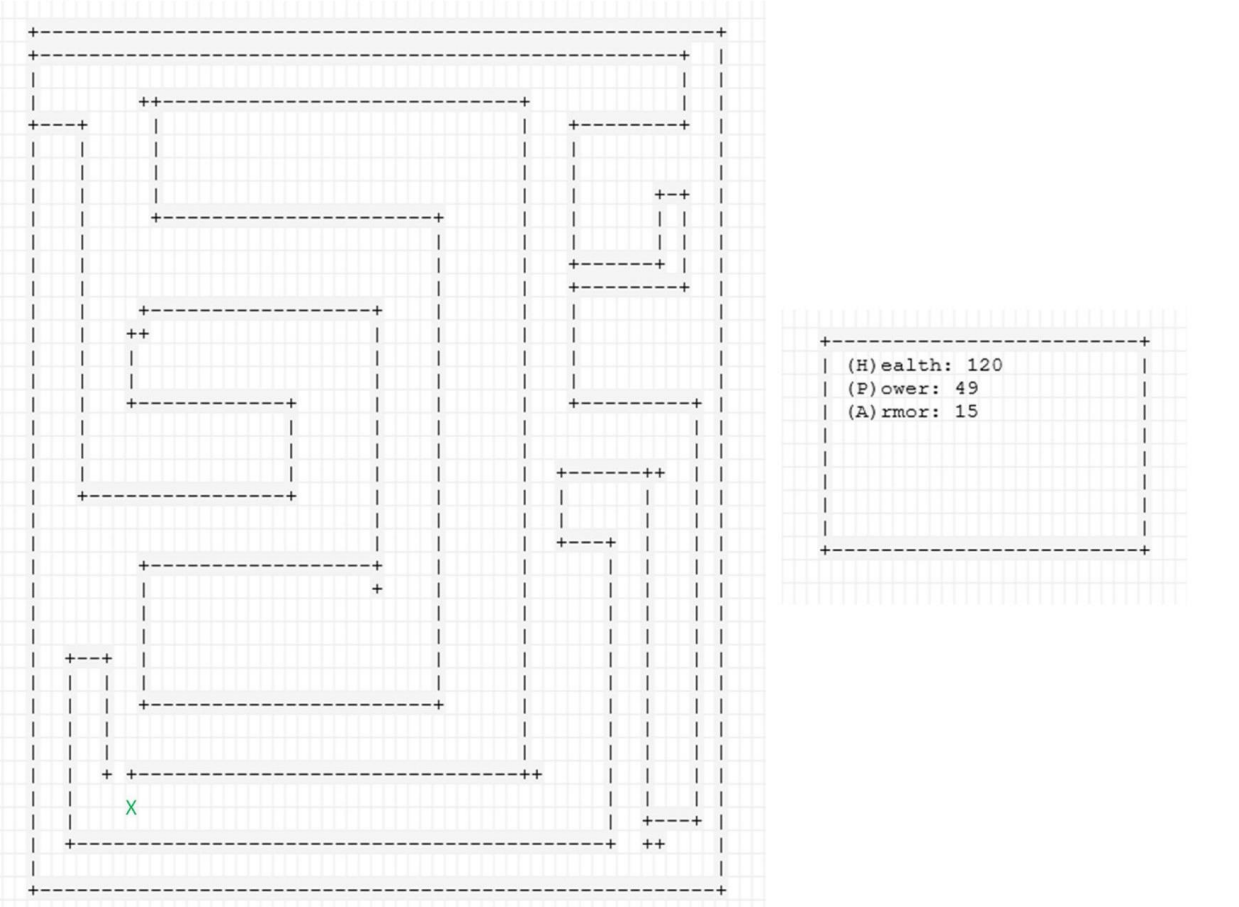
The shooter portion allows the player to travel across the galaxy



MAZE DESIGN:

There will be 4.

The maze allows the player to level supplies, armor, and health

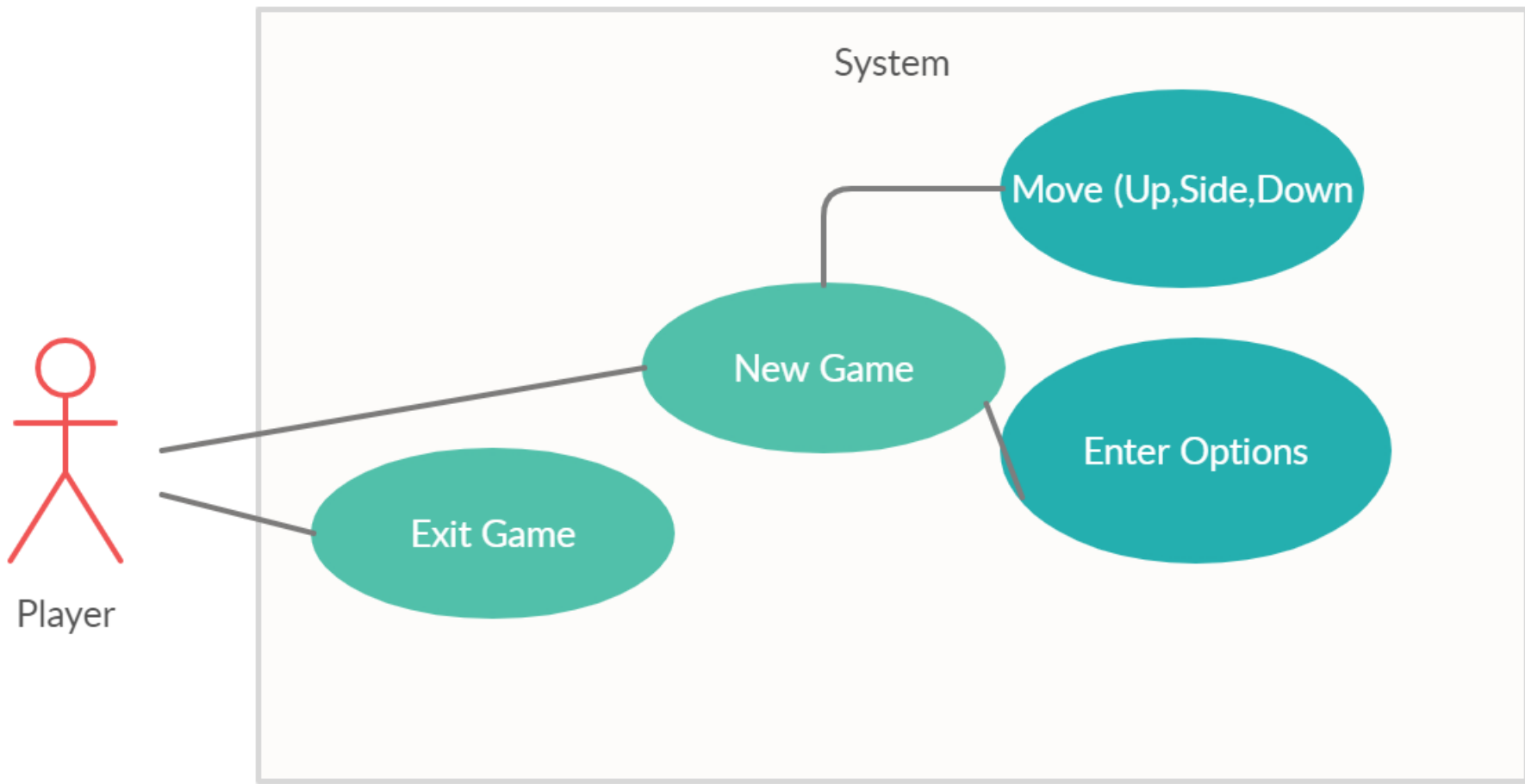


Finding Irno: USE CASES

Team 2:
Desiree Blaney
Wren Pacheco
Jon Kneeland
Patricia Qunitero



Use Case: Exit Game
Scenario: player will click option if they do not want to play
Trigger event: player clicks "Exit Game"
Actor: Player
Preconditions: File is running
Postconditions: File auto-closes once "Exit Game" is clicked
Exceptions: If system error occurs, player can exit manually
-Format Exceptions
-Value Errors



Use Case: New Game
Scenario: plays game when clicked
Trigger event: Player clicks option "New Game"
Brief Description: the player accesses game file to play
Actor: Current Player
Preconditions:
-system supports the game configuration
-the file has been triggered to run and the game screen appeared
Postconditions:
-Player clicks New Game and triggers gameplay
Exception: if game crashes, player will need to reboot gam

Use Case: Enter Options
Scenario: Options will be presented to the player to choose from
Trigger event: player needs to enter an option to progress through the game
Brief Description: In order to interact with parts of the game, the player will enter various options presented to them. (Ex: interactions with characters for story or supplies gathering)
Actor:Current Player
Preconditions:
-Player reaches point in game where an option needs to be entered to progress or receive supplies
-Player must choose to interact with game
Postconditions:
-the option entered will run in the game to continue progress in game
Exceptions:
-Format Exceptions
-Value error

Use Case: Move (up, side, down)
Scenario: This will allow the player to move in the game
Trigger event: calling the shooter class
Actor: Current Player
Preconditions: The player will have to be in the shooter or maze portion of the game
Postconditions: Game will transition from shooter to maze portion of game, allowing move use case to be used
Exceptions: Move case will not be used during text-based fights
-Format Exceptions
-Value Errors

Finding Irno: CLASSES

Team 2:

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Wren Pacheco
Jon Kneeland
Particia Qunitero

