Getting decision to keep playing

This flowchart explain how to get a valid decision by the player if she wants to keep playing

Start

Ask player for playing decision in a string format

Is it an empty string? — Yes → Tell player, the string is empty and no playing decision was given

No

Is string longer than 1 char — Yes → Tell player, to only enter one playing ddecision

No

Is the first letter a 'Y' or 'N' → Tell player, to enter a valid playing decision and tell him whatever input is wrong

Return the input string

END