**Context and Data Flow Diagrams**

Context Diagram

Screen display and audio

Player

Mouse clicks

Give the new current room

Current room/ room the player is in

Level 1 Data Flow Diagram

Labyrinth

Mouse clicks

Player

Draw the new current updated room

Screen display and audio

Is the room special in some way

Update what needs to be drawn

Store the new current room

The mouse is on a door

Level 2 Data Flow Diagram

Draw the new current updated room

Draw new room and play audio

Pass how many doors

Pass the speech and music to be played

Pass the destination of the next room

Pass the speech

Pass the music

Player

Screen display and audio