**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 Diagrams

Labyrinth

Mouse clicks

Player

Draw the new current updated room

Screen display and audio

Is the room special in some way

Store the new current room

The mouse is on a door

Update what needs to be drawn

Level 2 Data Flow Diagrams

Draw new room and play audio

Draw the new current updated room

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

Current room/ room the player is in

Update current room

Update what needs to be drawn

Give new current room

Draw the new current update room

Pass the speech, music, and number of doors

Pass the room condition

Will this room kill the player

Is the room special in some way

Update what needs to be drawn

Change current room

The mouse is on a door

Store the new current room

Current room/ room the player is in

Is the room special in some way

Mouse clicks

Player

Mouse position

The mouse is on a door

Check if the mouse click is on a door