**“DAMPY: Damath in Python | Documentation**

In Partial Fulfillment of the Requirements in the Major Subject

Modeling and Simulation

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December 2022

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**FLOWCHART**

**INSTRUCTIONAL MANUAL**

Short introduction about this section.

1. Damath

Short introduction for the Damath game. Etymology, origin, etc.

* 1. Rules

Introduce general rules for Damath. Players, equipment, etc.

* 1. Board

Describe board, the numbers on the side, size, and symbols used.

<image>

*Fig. 1: Game board*

* 1. Pieces

Describe pieces along with their values.

<image>

*Fig. 2: Pieces used with numbers*

* 1. King Pieces

Describe king pieces, how they are attained, and what they do.

<image>

*Fig. 3: King pieces*

* 1. Scoring

Describe how players score, and how the scoreboard is used.

<image>

*Fig. 4: Sample scoring*

* 1. Winning Condition

Describe winning conditions.

1. Dampy

Short introduction for Dampy, the game inspired by Damath.

* 1. Program

Introduce program specifications, language used, operating system, etc.

* 1. Interface

Title Screen

Describe what is on the title screen.

<image>

*Fig. 5: Main title screen*

* + 1. Start

Describe what the start button does.

<image>

*Fig. 6: Start button*

* + 1. Options

Hypothetical options screen.

<image>

*Fig. 5: Options button*

Game Scene

Give a short run-down of the elements on the game screen.

1. Scoreboard

Describe.

<image>

*Fig. 5: Scoreboard*

1. Resume

Describe.

<image>

*Fig. 6: Resume button*

1. Restart

Describe.

<image>

*Fig. 5: Restart button*

1. Quit Game

Describe.

<image>

*Fig. 6: Quit Game button*

**ACKNOWLEDGEMENT**

We, as a group, would like to acknowledgment each and every member of our team as they have contributed significantly to the “Dampy: Damath in Python” project. Without them, this project would not have been possible.

We also like to extend our thanks to John Paul M. Beltran for providing our program with two (2) musical scores. These tracks are used in the program’s Title Screen, and Game Scene, and are named “x” and “y” respectively.