

Flow charts and diagrams for project 2: the game

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Project for Semester 2

Flow charts:

* Save Functions
* Weapon purchases
* Upgrading weapons
* Name creation
* Populate weapon

**SAVE FUNCTION:**

Connect to database

Connection Successful?

Successful

Not Successful

Connection Error

Print Error

Get variables

Prepare SQL Statements

Execute Statement

END FUNCTION

**UPGRADE WEAPON:**

Check if character has enough enhancements stones to upgrade

Gets weapon ID by user

YES

NO

Print “Not enough enhancements stones”

Connection successful?

YES

NO

Print “ERROR”

Gets weapon from the characters inventory

Upgrades the weapon with new stats

Call the save function

END FUNCTION

**WEAPON PURCHASE:**

Check if character has enough gold to purchase

Gets weapon ID by user

YES

NO

Print “Not enough gold to purchase weapon”

Connection successful?

YES

NO

Print “ERROR”

Search weapon by the ID in the weapons table

Get record and insert into the characters weapons inventory

Call the save function

END FUNCTION

**NAME CREATION:**

Print “Please enter characters”

Is character name empty?

Yes

No

Type in characters in empty space

Call save function

END FUNCTION

**LOAD WEAPON:**

Connect to weapon inventory table

Connection Successful?

Successful

Not Successful

Connection Error

Print “weapon cannot be found”

Get weapons where it’s equipped

Assign weapon to character

Load weapon stats to variables

END FUNCTION

**LOAD ARMOR**

Connect to Armor inventory table

Connection Successful?

Successful

Not Successful

Connection Error

Print “Armor cannot be found”

Get Armor from character inventory

Assign Armor to character

Save function

END FUNCTION

**WEAPON INVENTORY STORYBOARDS:**

WEAPON INVENTORY

WEAPONS LISTS

WEAPONS LISTS

WEAPONS LISTS

WEAPONS LISTS

WEAPONS LISTS

WEAPONS LISTS

WEAPONS LISTS

WEAPONS LISTS

EQUIP

UPGRADE

SELL

SELECTED WEAPON STATS

ATTACK

DEFENSE

MAXIMUM ATT

MAXIMUM DEF

HOME

**CHARACTER CREATION STORYBOARDS:**

CHARACTER CREATION

CHARACTER 1

HOME

ENTER

Please enter character

ENTER YOUR NAME

SELECT

SELECT

SELECT

SELECT

CHARACTER 4

CHARACTER 3

CHARACTER 2

**TOWN MAPS STORYBOARD:**

SS

TOWN MAPS

MAP 1

MAP 2

MAP 3

MAP 4

MAP 5

MAP 6

MAP 7

MAP 8

DESCRIPTION

SUGGESTED WEAPONS

LISTS OF WEAPONS

HOME