Y

mWrite

Intro

**START**

HandleKeyEvent

ClearInvaderOldPos

ClearBulletOldPos

ClearMonster

ClearExplosion

CheckBulletHitMonster

UpdateMonster

ShowInvader

ShowBullet

ShowMonster

ShowExplosion

ShowLife

ShowScore

ShowLevel

CheckLife

Life > 0

Choose Restart

**END**

Y

N

N