

This flowchart takes place in main, from line 386 to line 428.

The function "void mimic" is the function for fighting a mimic. It is defined elsewhere, and has both too many variables to show here and too many lines to flowchart here.

the function "void chestRm" generates the loot for the chests. It intakes the randomized array entry and passes all the "consumables" by reference so it can add to them.

unsigned short d4() is a random roll from 1 to 4.



