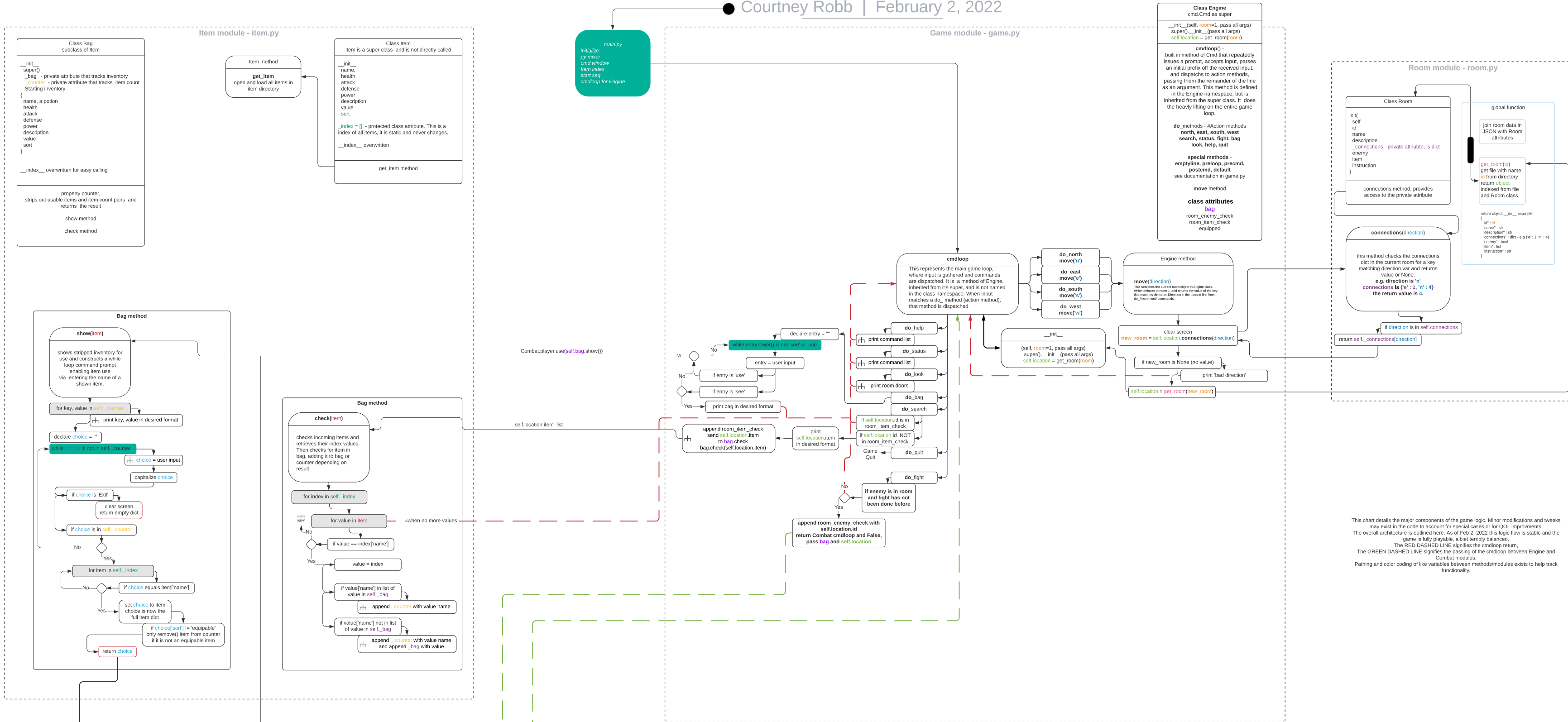


Schism - ALPHA 1.1 (STABLE)

Courtney Robb | February 2, 2022



This chart details the major components of the game logic. Minor modifications and tweaks may exist in the code to account for special cases or for QoL improvements. The overall architecture is outlined here. As of Feb 2, 2022 this logic flow is stable and the game is fully playable, albeit terribly balanced. The RED DASHED LINE signifies the passing of the `cmdloop` return. The GREEN DASHED LINE signifies the passing of the `cmdloop` return. Pathing and color coding of like variables between methods/modules exists to help track functionality.

