

INPUT	PROCESS	OUTPUT
Start application	Initialise game graphics and menu data	Game window —> loading screen —> main menu
User input	Process user input	Updated game
Press start game	Creates save file, appends data to save file, starts game	Shows in-game screen from first chapter
Exit to menu	Initiates save game and then replaces game screen with menu screen	Displays game is saved, shows main menu
Click on game background	Gets coordinates of click, moves sprite to location	Character moves to coordinates
Click on inventory item	Sets item ID to currently selected item	Item appears at cursor
Pick up item	Adds item to inventory array, removes item from canvas	Item disappears from canvas, item appears in inventory
Update game	Processes location of sprites and backgrounds on game canvas	Updated game visuals
Save game	Writes save data to local storage, checks save data	Save data is in save file
Load saved game	Opens and reads save file	Makes game info available to update game
Exit options menu	Writes options data to local storage	Displays options are saved, shows main menu