Hit Wall

Yes

No

No

Mark wall invalid

Yes

Yes

No

Draw end game

Advance projectile location

Wall health equals 0

Decrement wall health

Other player health 0

Hit other player

Yes

Yes

Update projectile

Shoot pressed

No

Player has valid projectile

Store new X/Y

Ignore new X/Y

No

Valid Move

Check Player Shoot

No

Yes

Update Tank Location

Update X if Left/Right

Update Y if Up/Down

D-PAD Pressed

No

Yes

Game Loop Player

Draw health bar

Check controller input

Game Set Up

Clear text, initialize tank location and health

Start pressed

Menu Loop

Check for bumper pressing to change player sprites

Reset game variables

Draw Start Screen

Initialize Stack Pointer