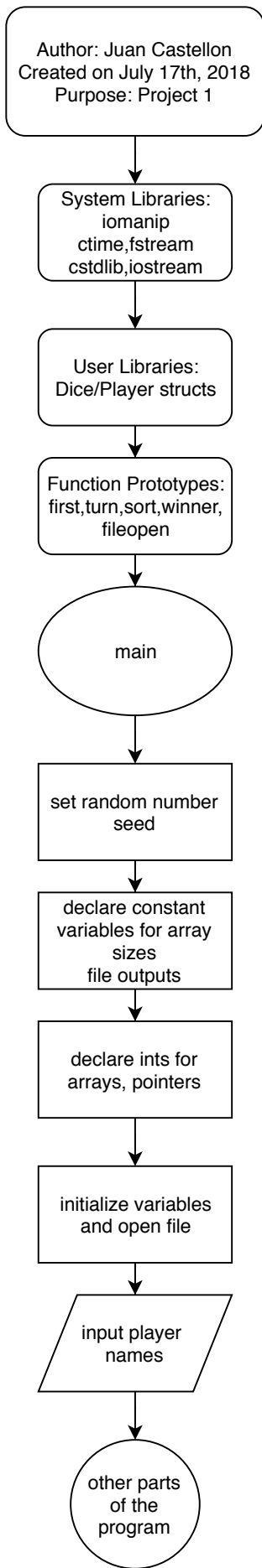
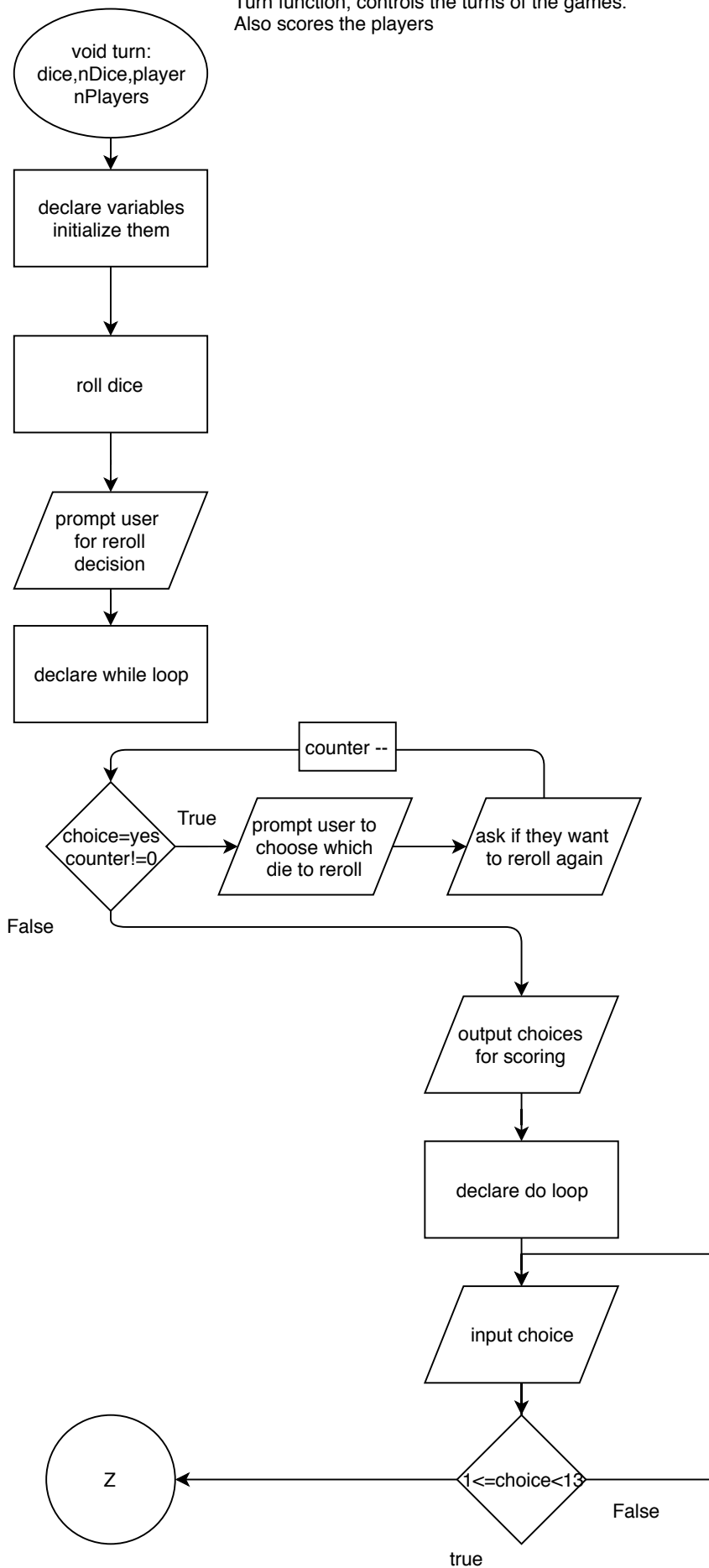


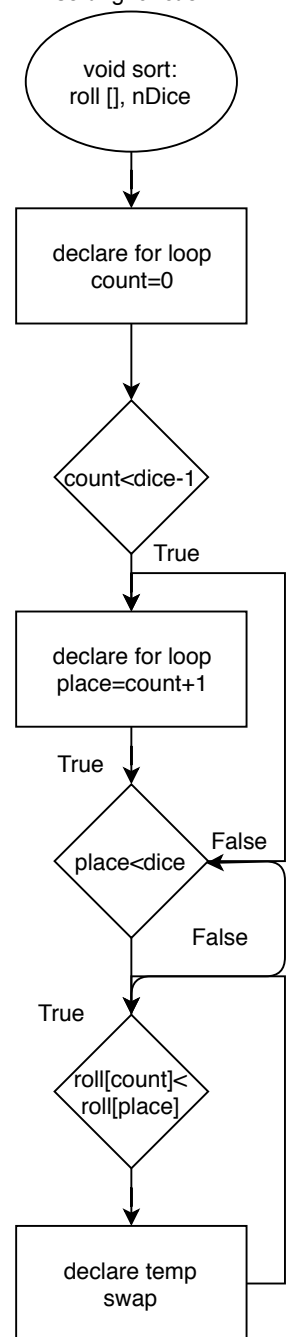
Flowcharting the beginning of my program, the sort, and the turn functions since those are the most important/prominent pieces of my program that showcase the concepts and control structures we have utilized

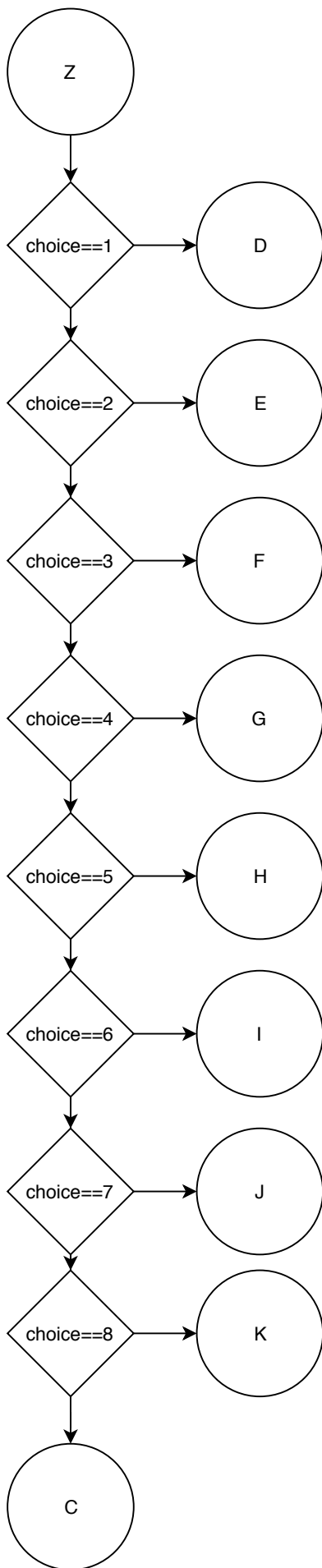


Turn function, controls the turns of the games.
Also scores the players



sorting function





All the scoring decisions here (Switch statement)

