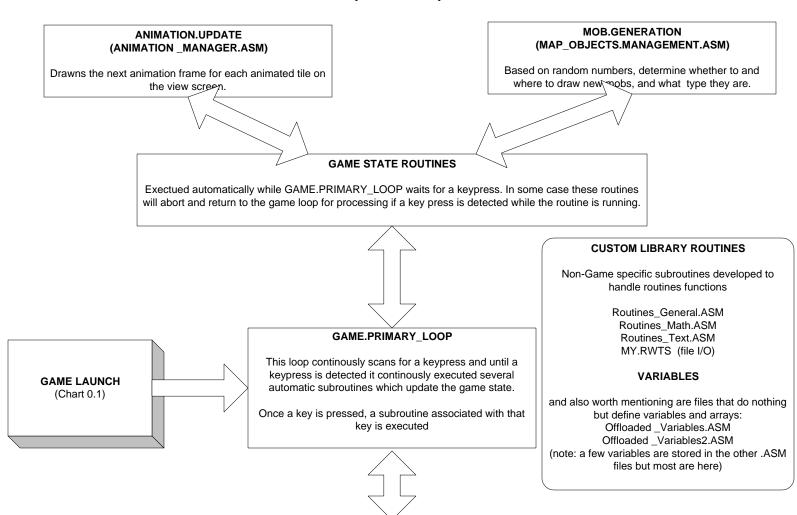
## GAME LOOP (WORLD MAP) (Chart 1.0)



## MOVEMENT KEY PRESS (MOVEMENT\_MANAGER.ASM)

When a movement key (north/south/east/west) is pressed, the movement manager handles the following tasks: collision checks, player position updates, zone transitions, create new graphics screen for player refecting the results of player's movement command. The movement manager makes calls to many different subroutines throughout the games different manager and function files to accomplish this.



## **VARIOUS SUBROUTINES LOCATED IN**

Graphics\_Scrolling.ASM
Graphics\_Engine.ASM
Zone\_Functions.ASM
Darkness\_Manager.ASM
Map\_Object.Management.ASM
Sound\_Manager.ASM