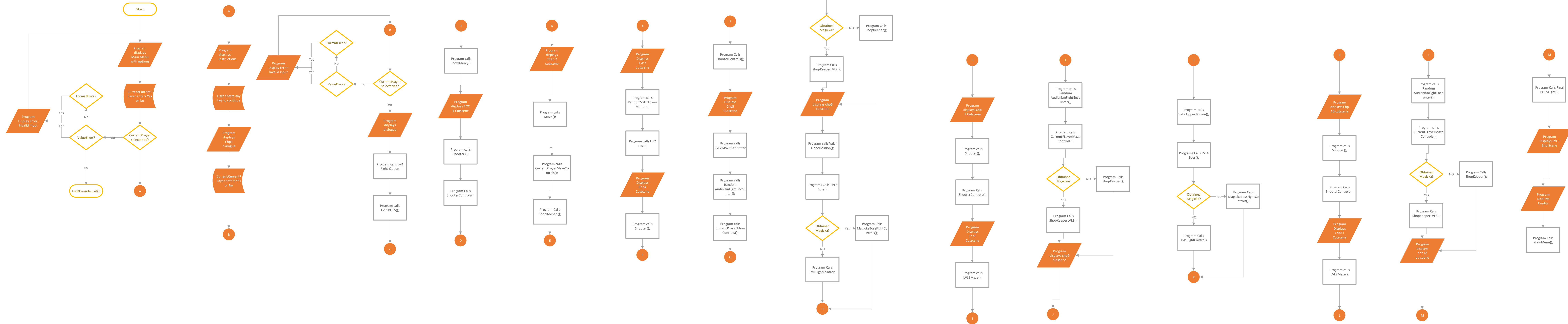


Team 2:
Desiree Blaney
Wren Pacheco
Jon Kneeland
Particia Qunitero

```
graph TD; G((G)) --> D1{Obtained Magicka?}; D1 -- Yes --> P1[Program Calls ShopKeeperLV12]; P1 --> D2[/Program displays shop cutscene/]; D2 --> P2[Program calls Vakil UpperMinion]; P2 --> P3[Programs Calls LV13 Boss]; P3 --> D3{Obtained Magicka?}; D3 -- Yes --> P4[Program Calls MagikaBossFightControls]; D3 -- NO --> P5[Program Calls LV1FightControls]; P4 --> H((H)); P5 --> H;
```

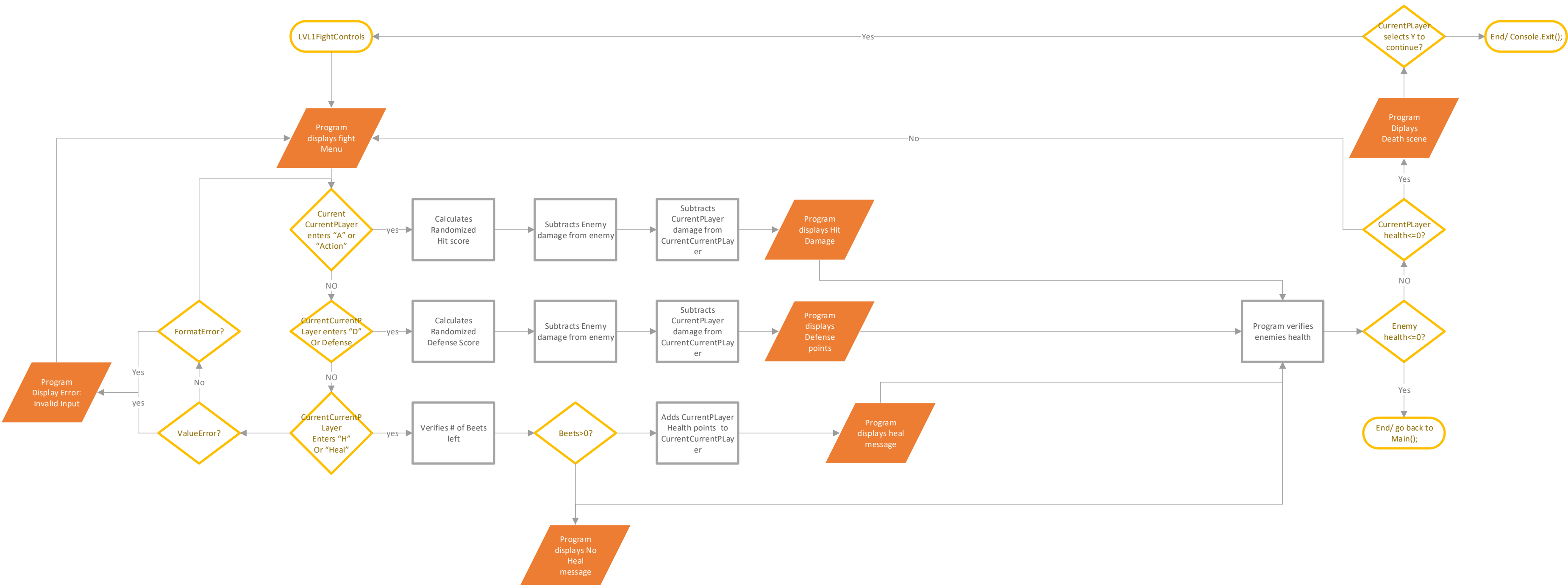
The flowchart illustrates the sequence of events in the game 'The Lord of the Rings: The Two Towers'. It begins with a start node 'G' leading to a decision diamond 'Obtained Magicka?'. If the answer is 'Yes', the program calls 'ShopKeeperLV12', which leads to a process box 'Program displays shop cutscene'. If the answer is 'NO', the program calls 'ShopKeeperLV12' directly. From 'Program displays shop cutscene', the program calls 'Vakil UpperMinion', which leads to 'Programs Calls LV13 Boss'. This leads to another decision diamond 'Obtained Magicka?'. If 'Yes', the program calls 'MagikaBossFightControls'. If 'NO', the program calls 'LV1FightControls'. Both paths lead to the end node 'H'.



Finding Irno: Flowchart

Team 2:
Desiree Blaney
Wren Pacheco
Jon Kneeland
Particia Qunitero

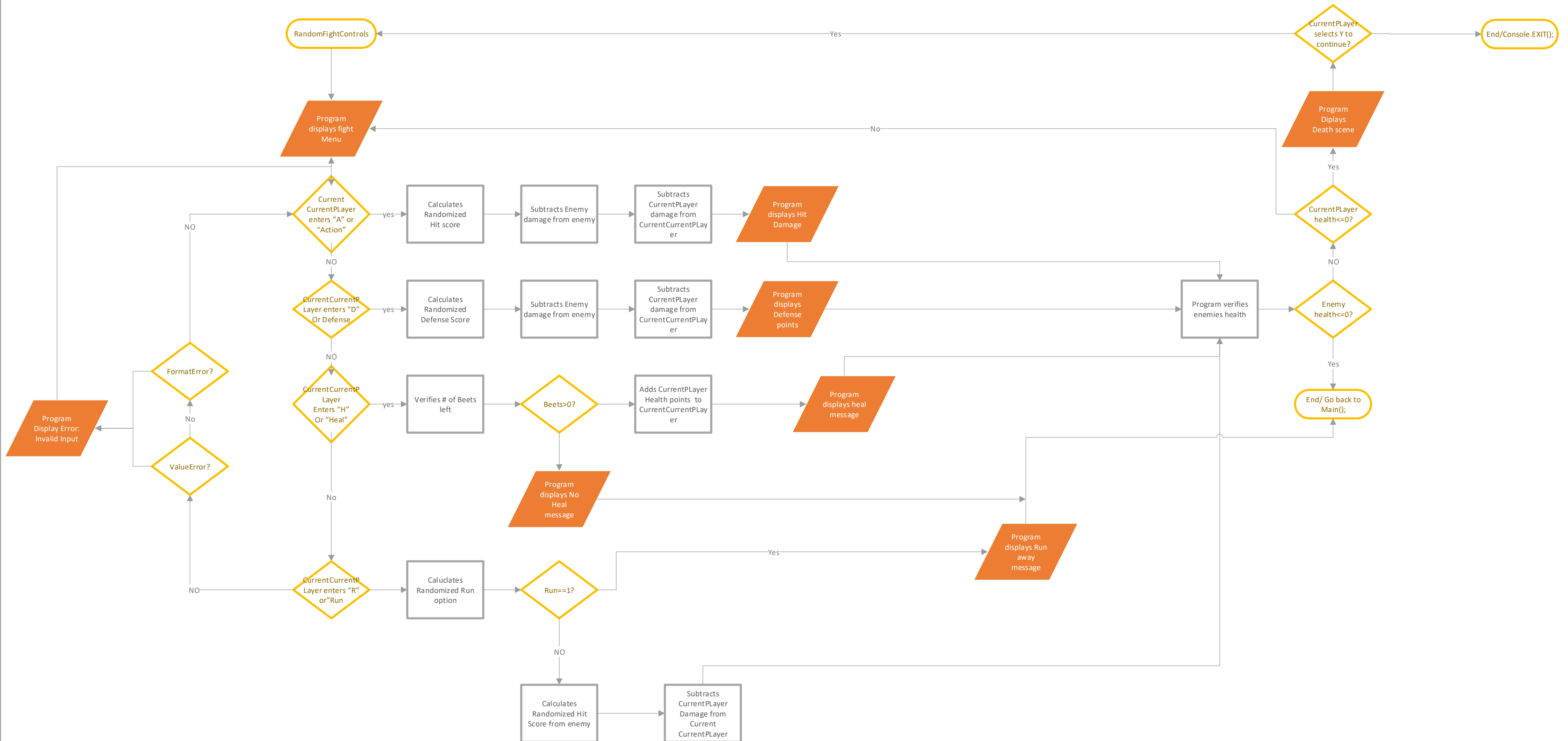
Lvl1FightControls();



Finding Irno: Flowchart

Team 2:
Desiree Blaney
Wren Pacheco
Jon Kneeland
Particia Qunitero

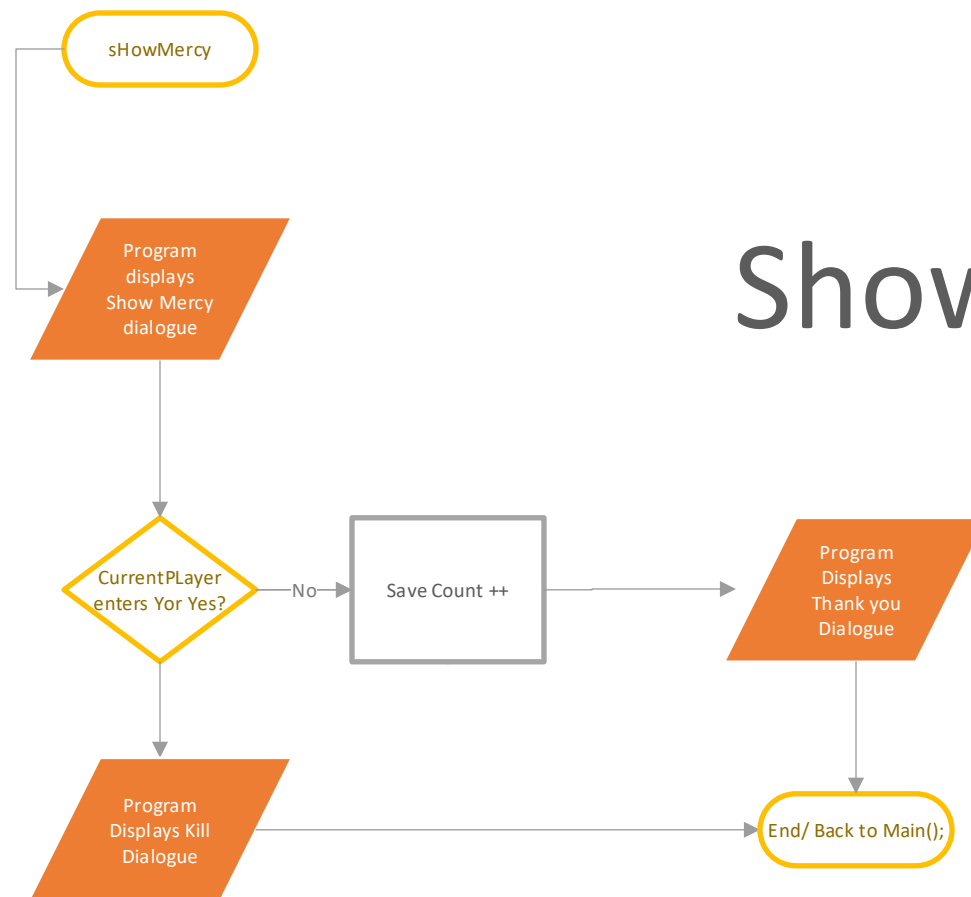
RandomFightControls();



Finding Irno: Flowchart

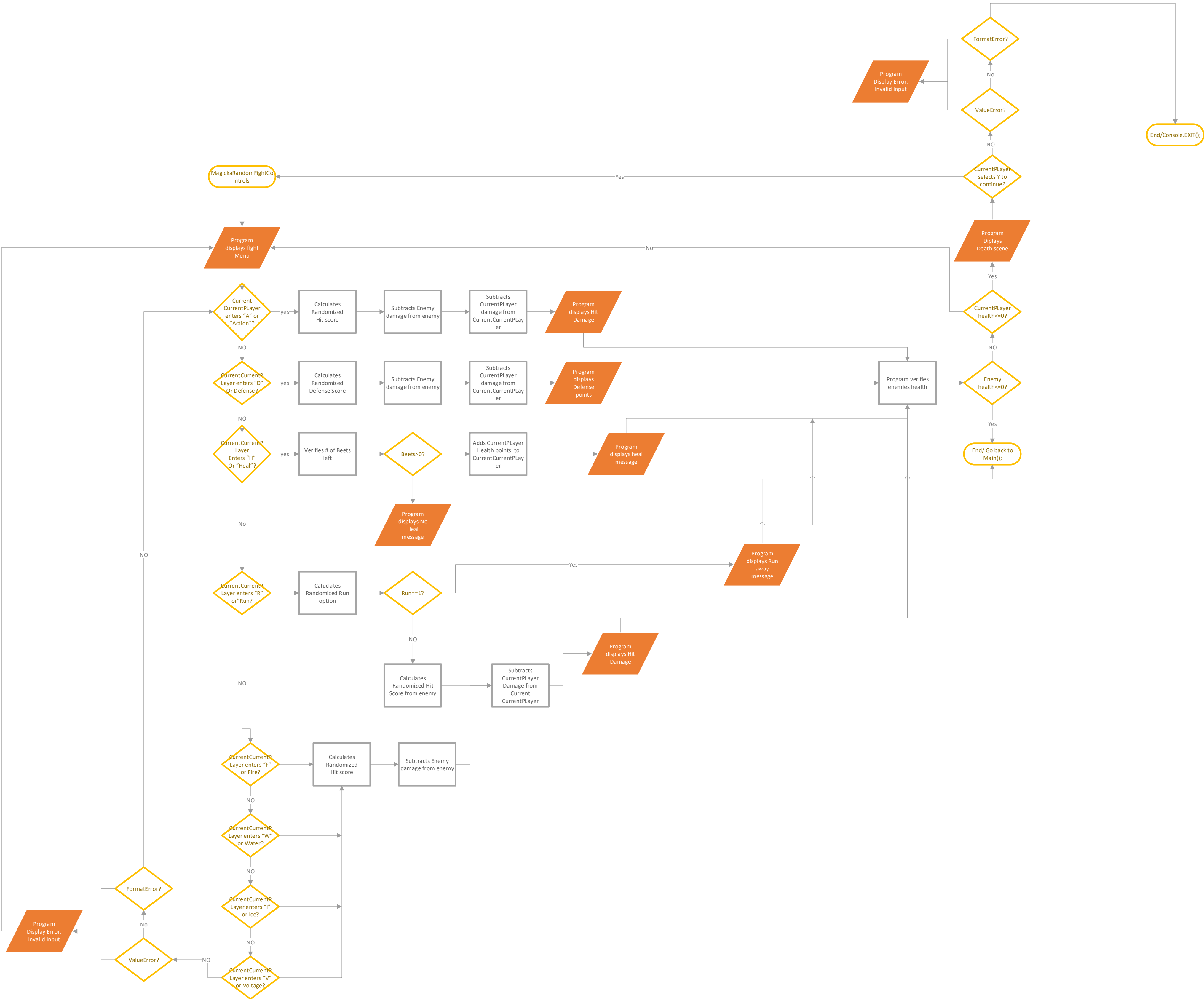
Team 2:

Desiree Blaney
Wren Pacheco
Jon Kneeland
Particia Qunitero



ShowMercy();

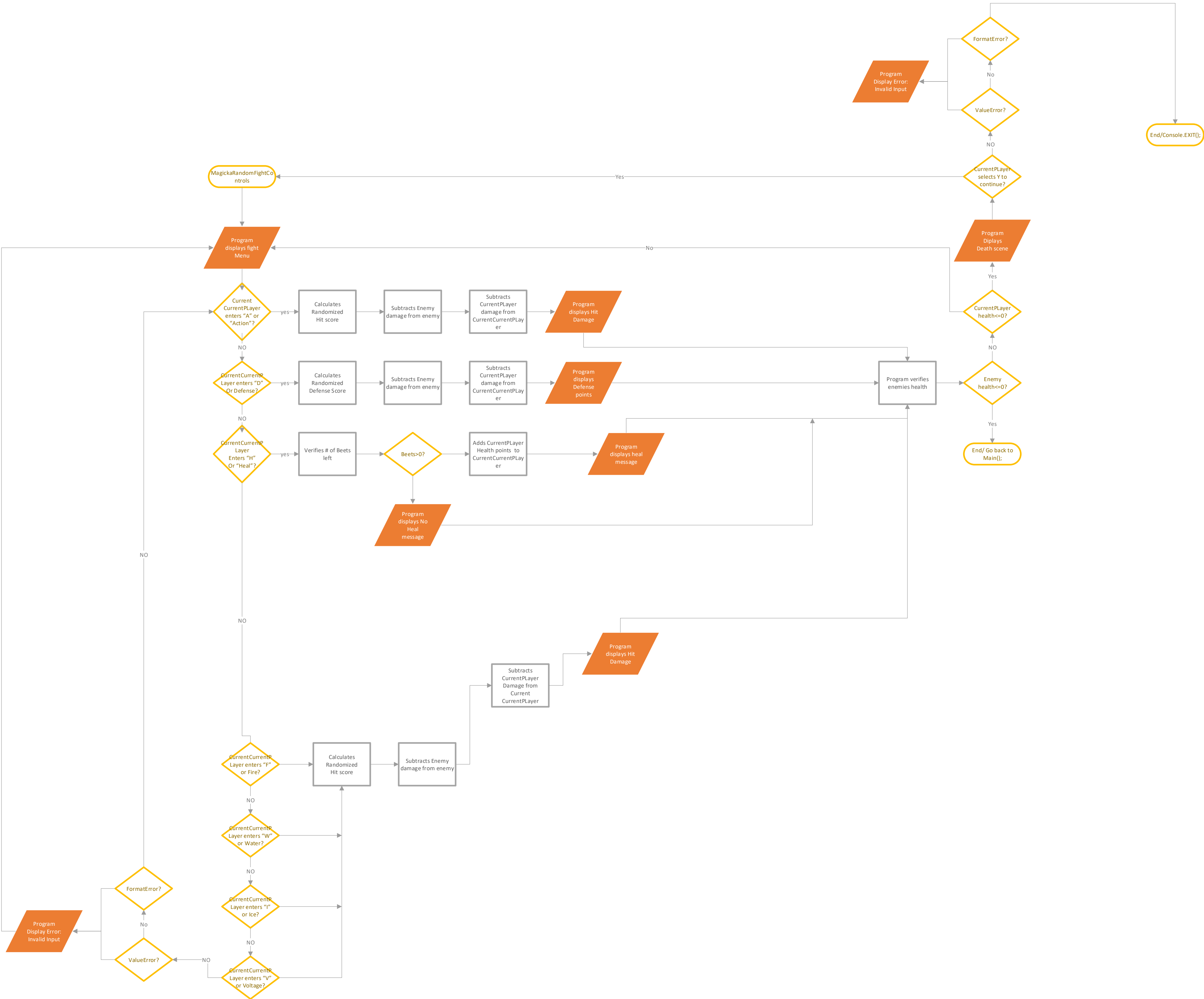
MagickaRandomFightControls();



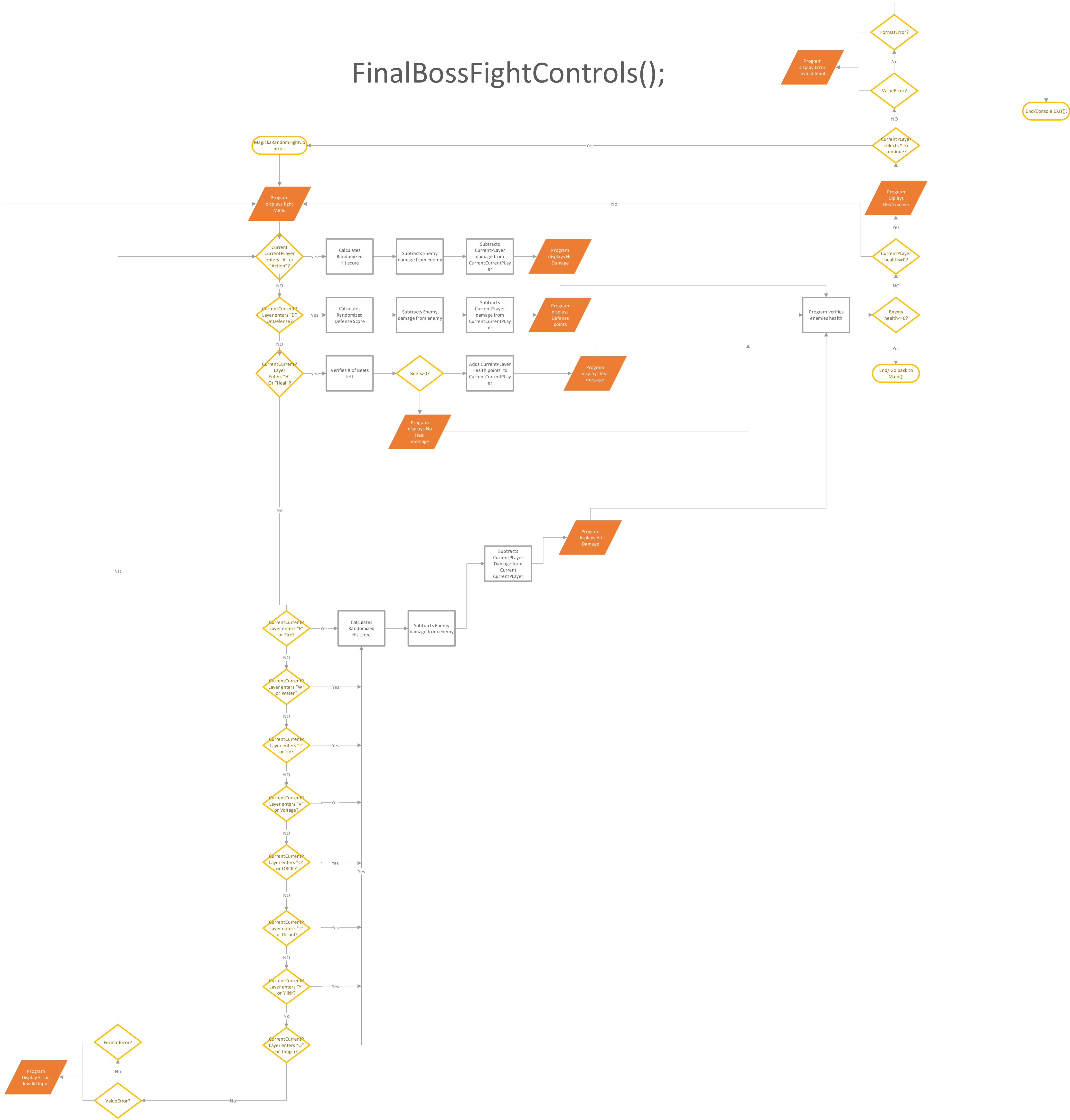
Finding Irno: Flowchart

Team 2:
Desiree Blaney
Wren Pacheco
Jon Kneeland
Particia Qunitero

MagickaBossFightControls();



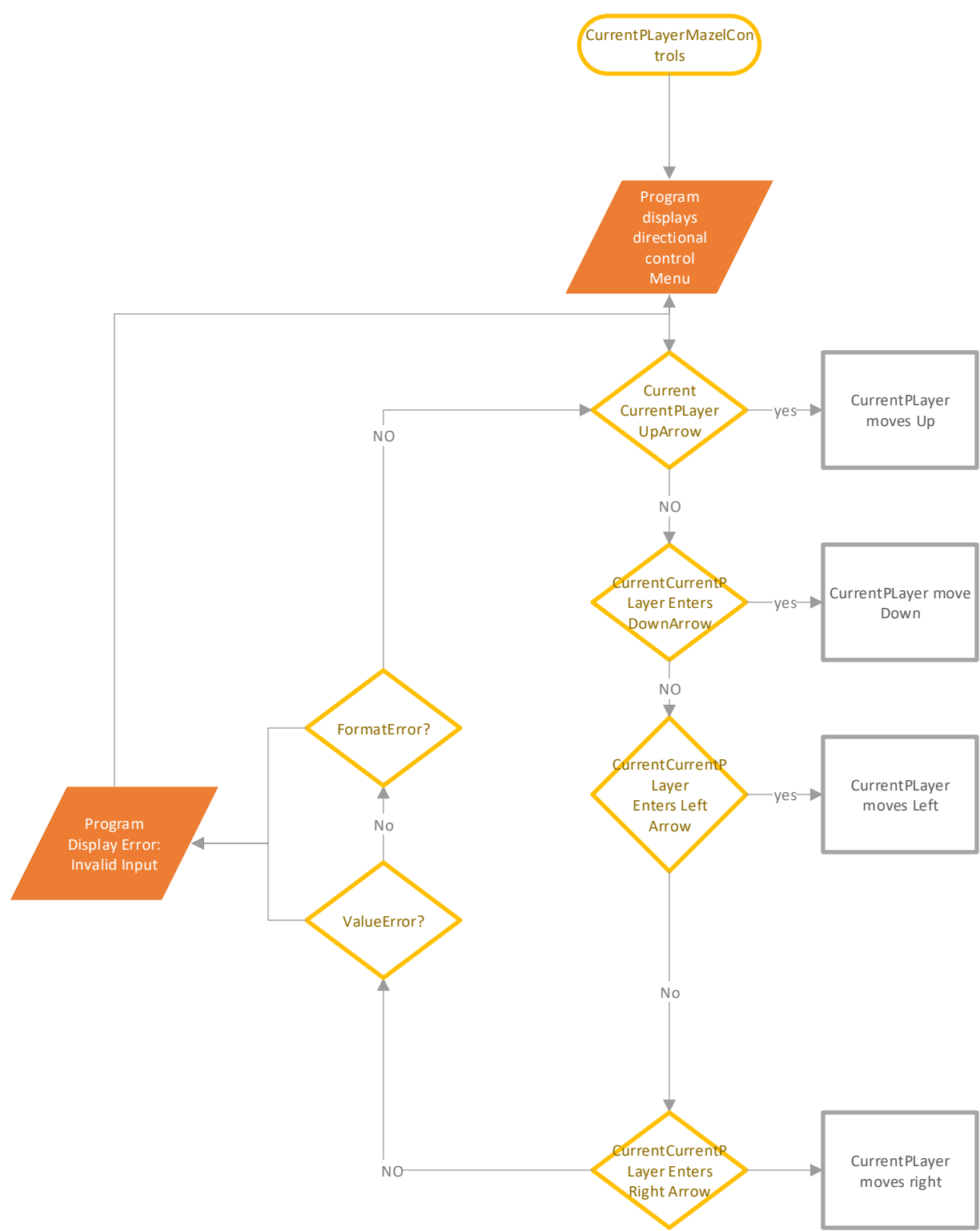
FinalBossFightControls();



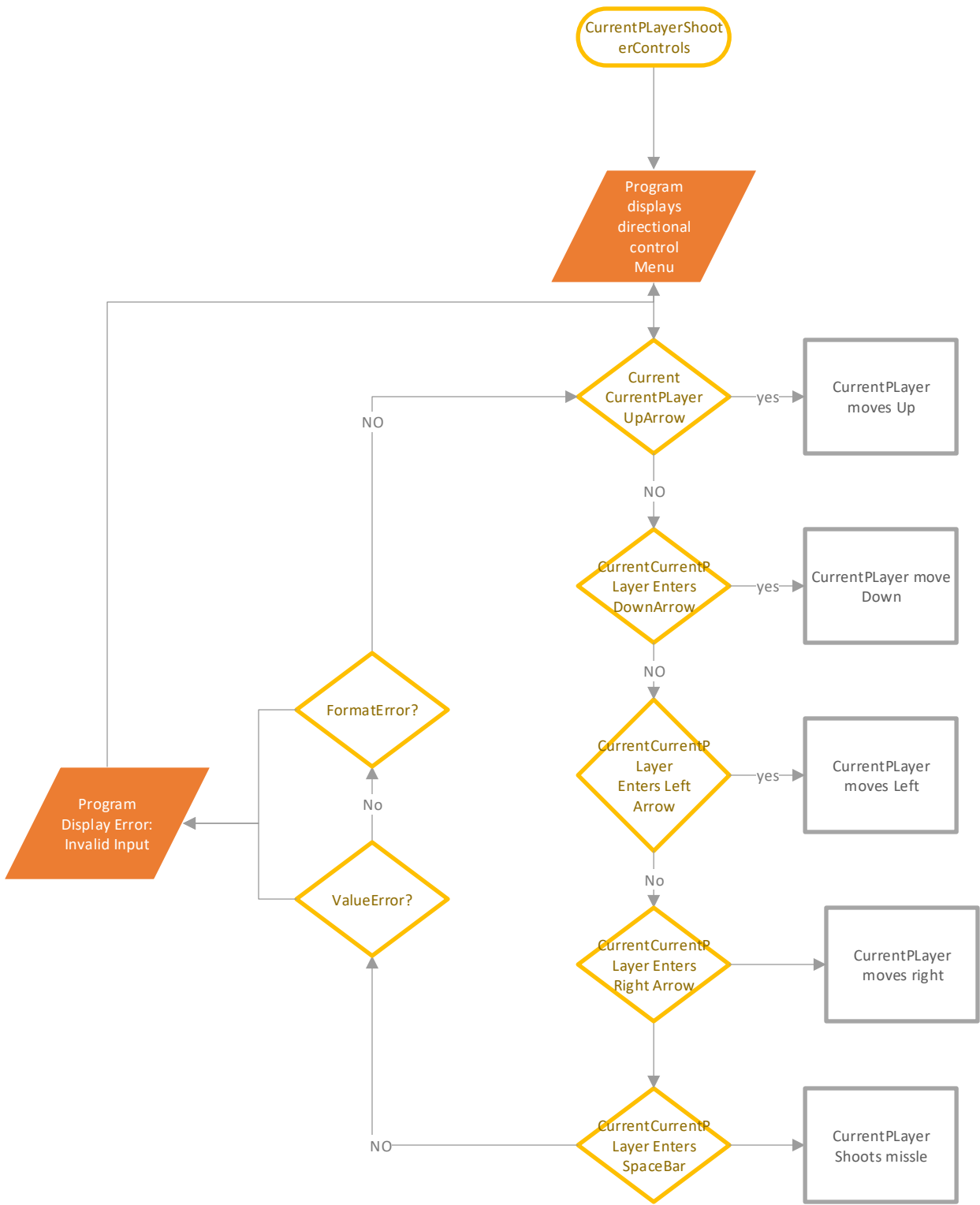
Finding Irno: Flowchart

Team 2:
Desiree Blaney
Wren Pacheco
Jon Kneeland
Particia Qunitero

CurrentPlayerMazeControls();



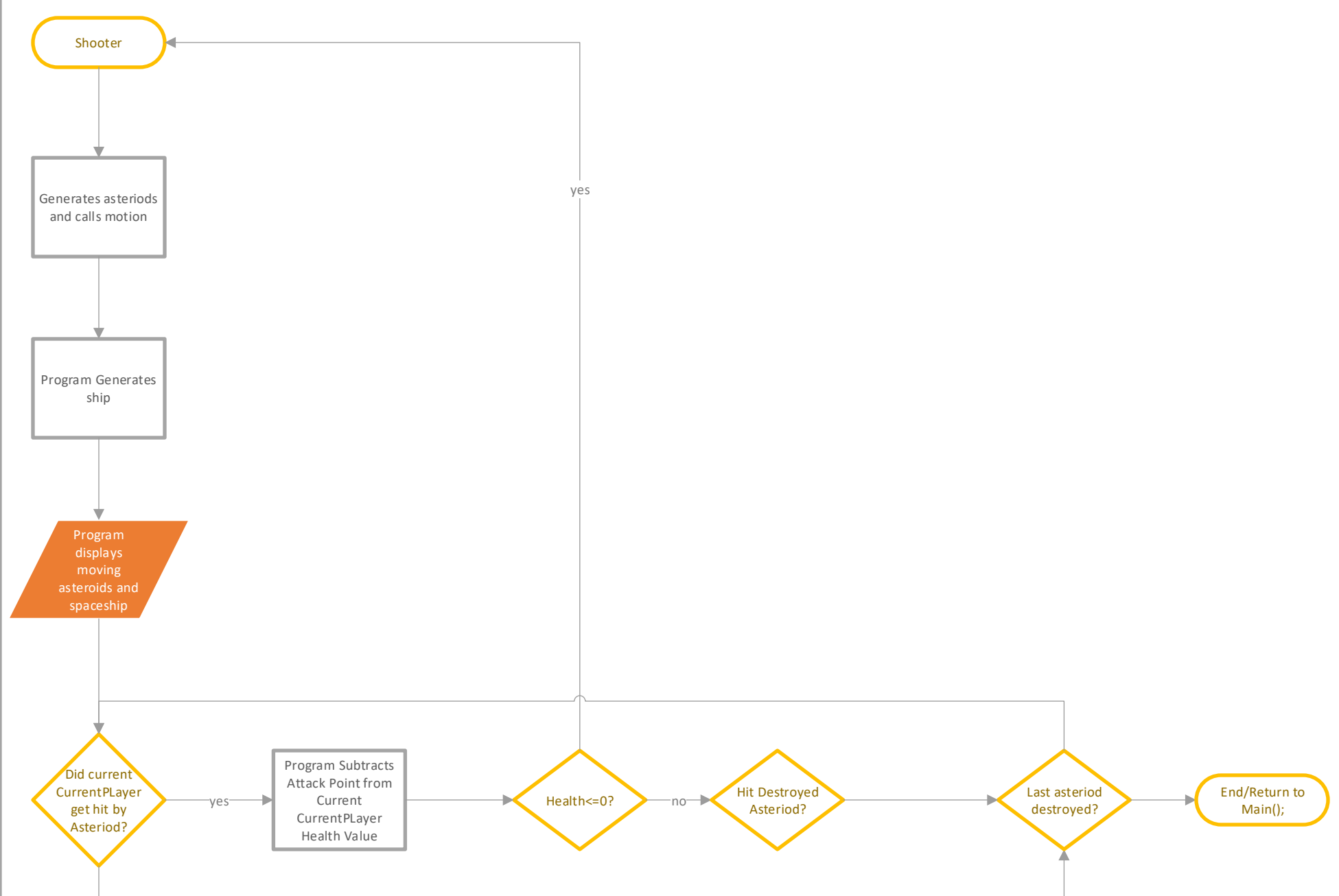
CurrentPlayerShooterControls();



Finding Irno: Flowchart

Team 2:
Desiree Blaney
Wren Pacheco
Jon Kneeland
Particia Qunitero

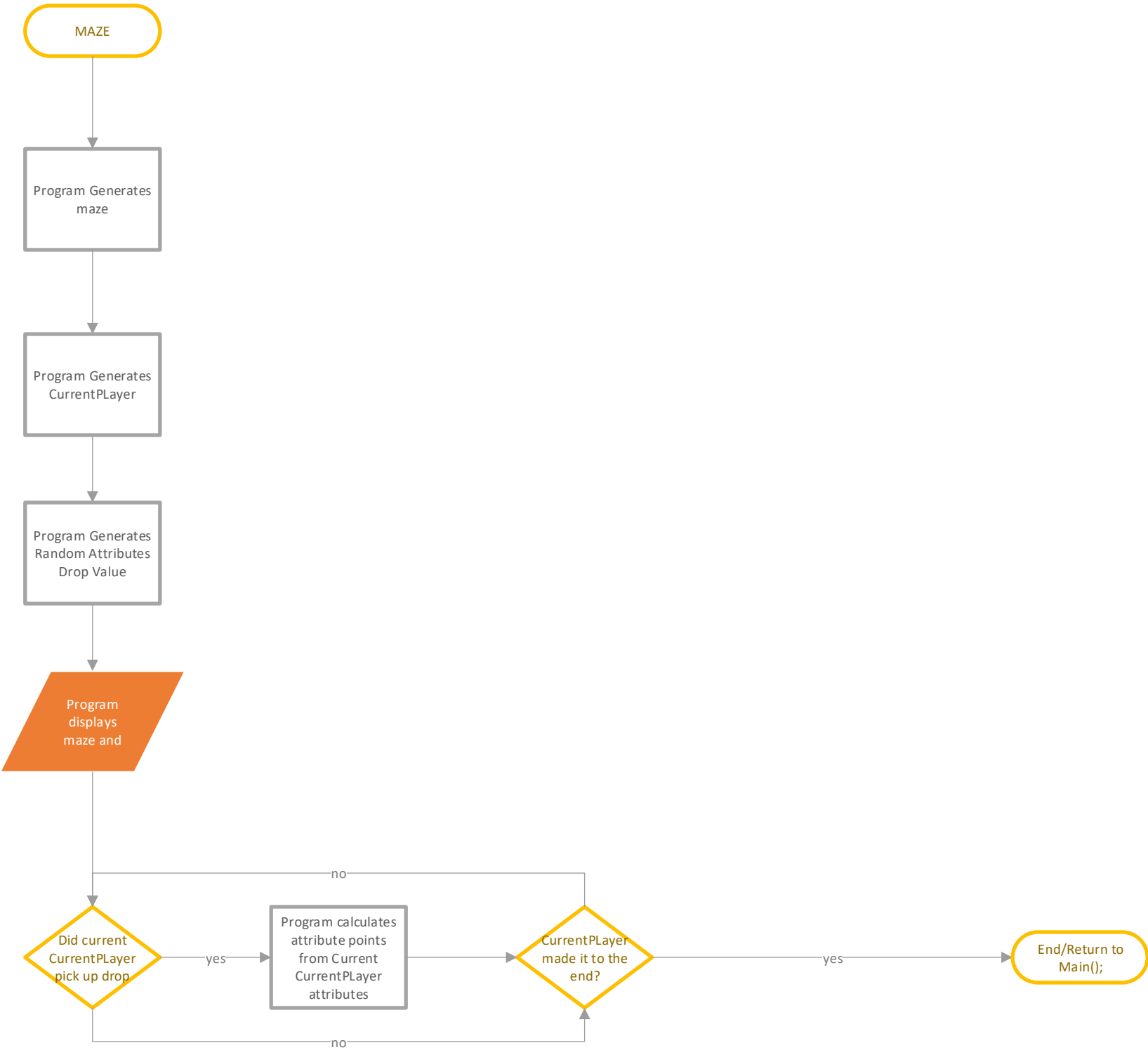
ShooterGenerator();



Finding Irno: Flowchart

Team 2:
Desiree Blaney
Wren Pacheco
Jon Kneeland
Particia Qunitero

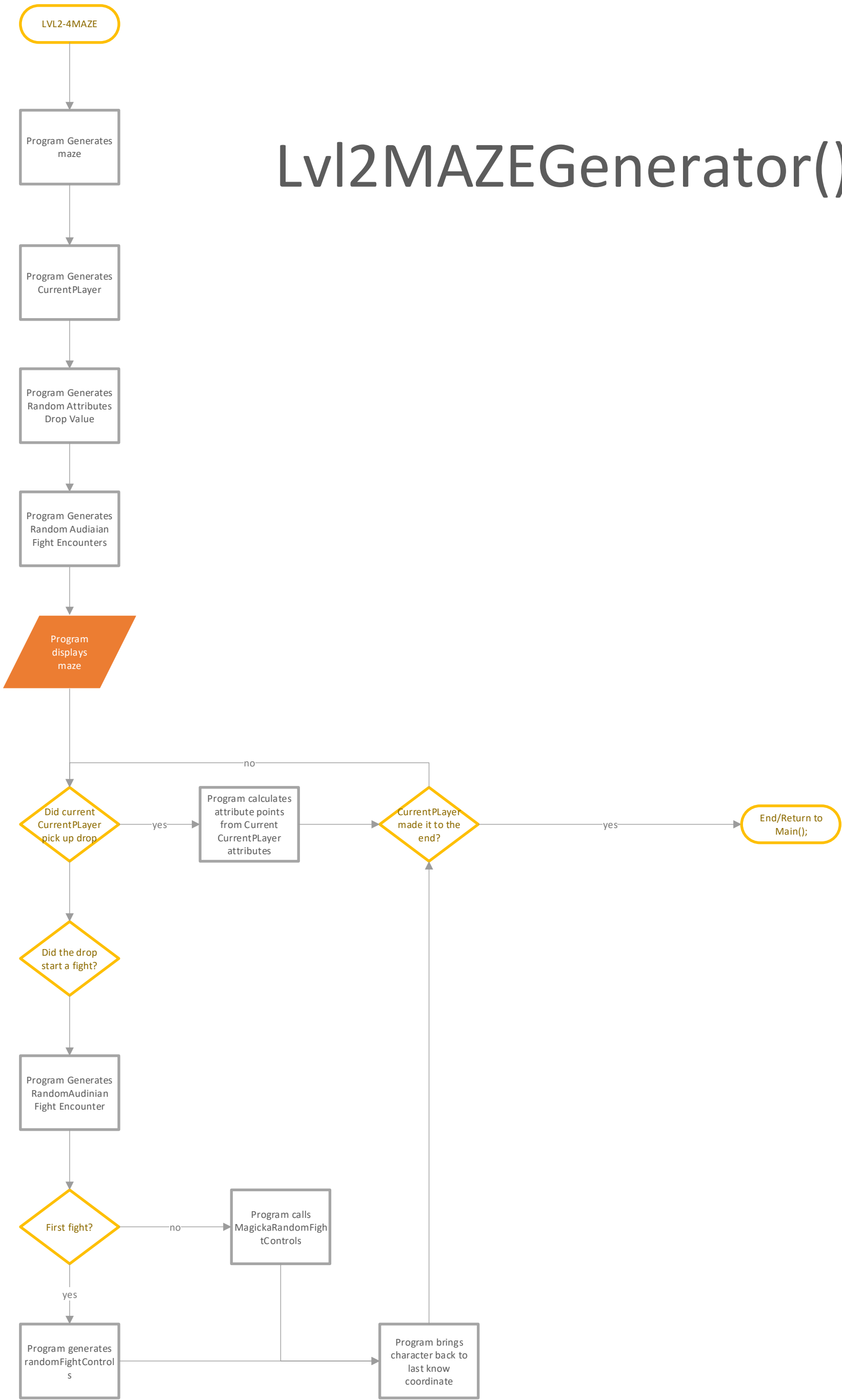
MazeGenerator();



Finding Irno: Flowchart

Team 2:
Desiree Blaney
Wren Pacheco
Jon Kneeland
Particia Qunitero

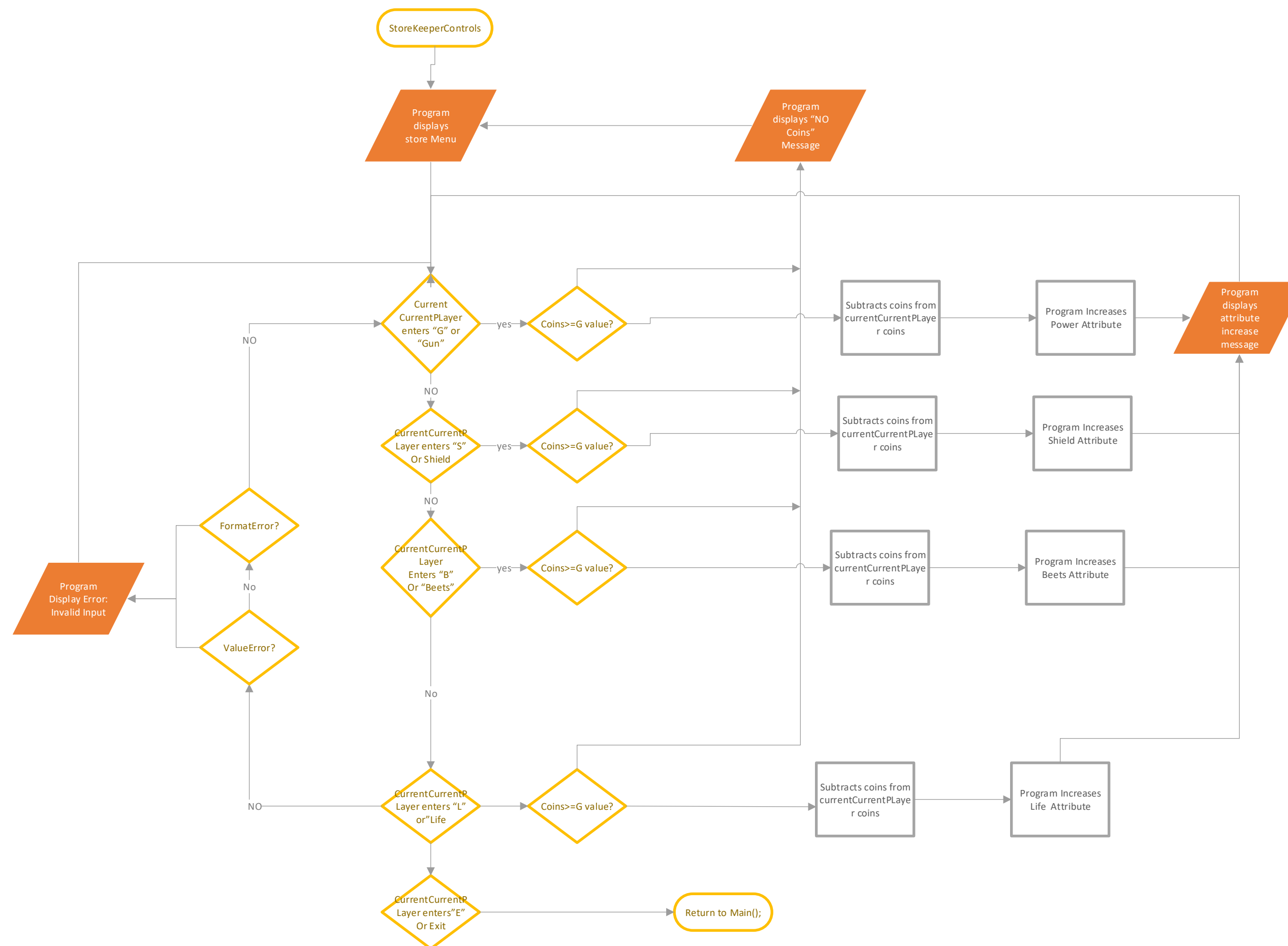
Lvl2MAZEGenerator();



Finding Irno: Flowchart

Team 2:
Desiree Blaney
Wren Pacheco
Jon Kneeland
Particia Qunitero

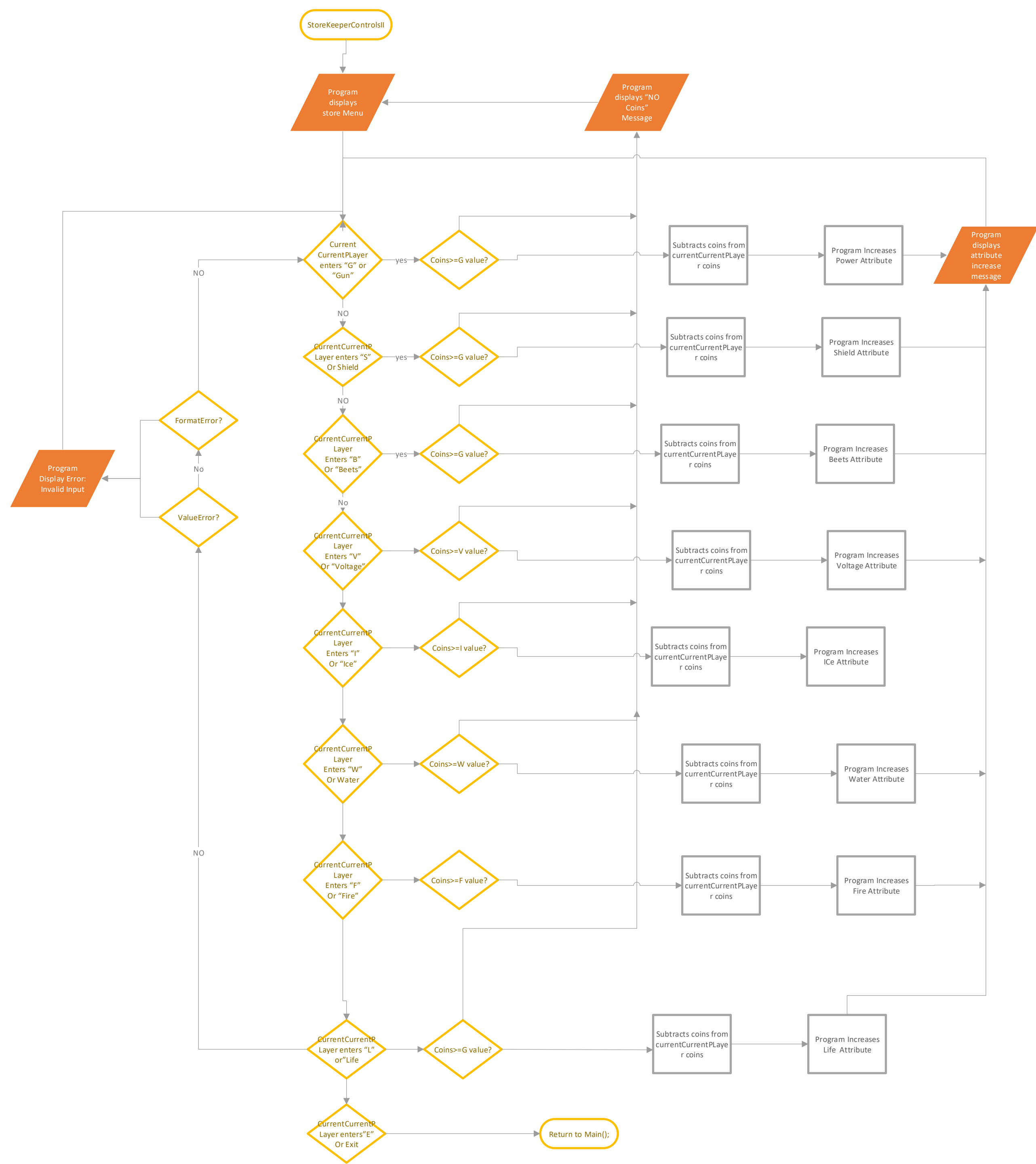
ShopKeeper();



Finding Irno: Flowchart

Team 2:
Desiree Blaney
Wren Pacheco
Jon Kneeland
Particia Qunitero

ShopKeeperII();

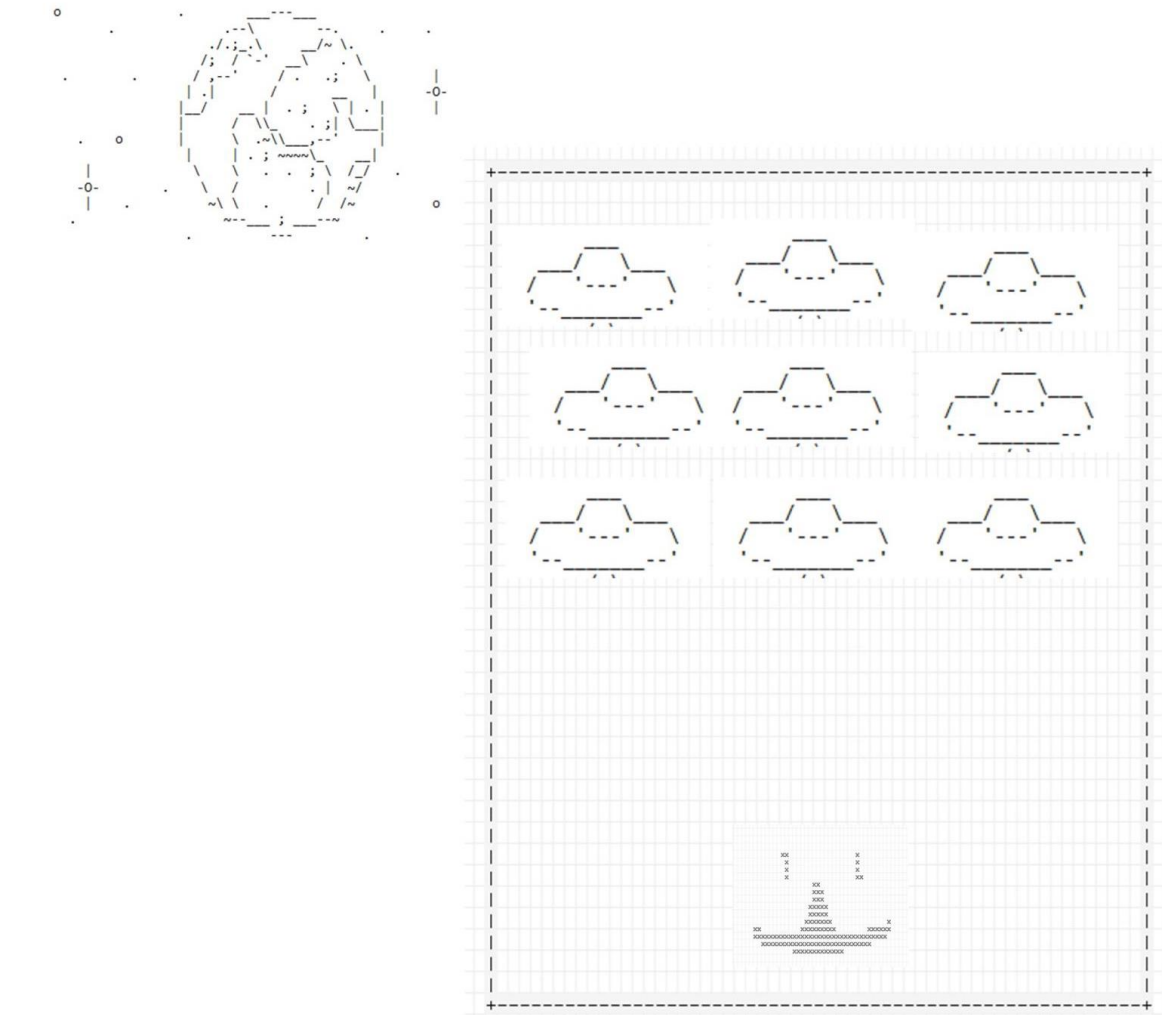
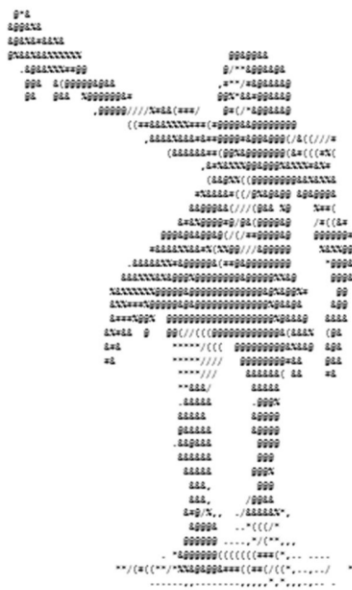


Finding Irno: MOCKUP

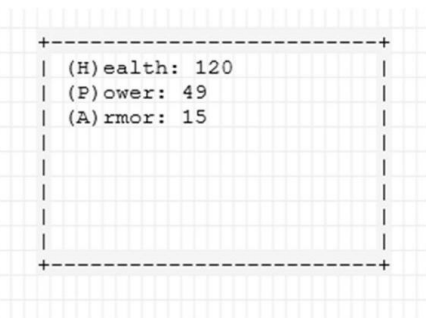
Team 2:
Desiree Blaney
Wren Pacheco
Jon Kneeland
Particia Qunitero



TEXT BASE DESIGN:
Progression through the storyline will be by text-base game play. There will be text-base content in between maze play and shooter play.



SHOOTER DESIGN:
There will be 4.
The shooter portion allows the player to travel across the galaxy



MAZE DESIGN:
There will be 4.
The maze allows the player to level supplies, armor, and health

