FlowChark for "The Duel" (Two Player) runc End() /Choose Weapon () Choose Characterl Rostavet? pass Turn() Choopelika pon () choose (haracter () pass Turnell + Players Dead & / Choose Action ()/ passTurne Choose Action() M Compare Actions Player I lost? Player 2 take Drug() Player I take Ang()

CamePlay Programming FLowchart 66The Duel (Single Player) run() randomise (om Action () Chooselleapon() compare Actions () Choose Player (hart) Playento to Dmg? P->inspect() Plage low ang() P->printlaieeLine Comploting() randomise Computer Wearon () randomise Computor (hour) -> inspect -> print Voice Line() Choose Action()