Final Project Organizer

**Part 1: Text Based User Interaction**

Draw a flow chart of each of the main text based user interaction in your project. Add a brief description of what the interaction does and how it relates to the other interactions. If you need more space, add extra pages.

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**Part 2: Classes**

What sprites will you need in your project? List the sprites, with well-chosen names. For each sprite, list the costumes the sprite will need, sounds it plays, and the set of behaviors that sprite should exhibit. Add more pages if necessary.

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| Class name | Methods | Attributes | Descriptions |
| *Example - Barry* | *Walk*  *Jump* | *Sound*  *Color* | *A bear class that represents polar bears.* |
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**Part 3: Functions**

Describe each function you will create in the project. Explain what the function does, what it’s parameters and return values are, and when it will get called

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| Function Name | Description | Parameters | Return Value | Used By |
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**Part 4: Variables**

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| Variable | Scope (global or local) | Purpose |
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List the variables you need to create, explain what the variable is used for, and whether it is a global or local variable. If it’s global, explain why it needs to be global.