```
newGame()  →  quiz()
```

```
quiz()
  │
  ▼
if quizInt = 0  ──True──▶  Student player= new goth();
  │
False
  │
  ▼
if quizInt = 1`  ──True──▶  Student player= new athlete;
  │
False
  │
  ▼
if quizInt = 2  ──True──▶  Student player= new nerd();
  │
False
  │
  ▼
if quizInt = 3  ──True──▶  Student player= new weirdo();
  │
False
       Student player= new thespian();
```

```
                        True
                         ▲
                         │
playTurn();
//eventCounter +=1
  │
  ▼
if eventCounter % 5 ==0  ──True──▶  day += 1
                                    System.out.println(stats);
  │
False
  ▼
while day<8
  │
False
  ▼
endGame();
```

Notes:
* endGame() - prints the high score and end dialogue
* eventCounter is an instance variable in Woo.java
*day is an instance variable in Woo.java
*the int returned by quiz() is stored in quizInt - an instance variable of Woo.java