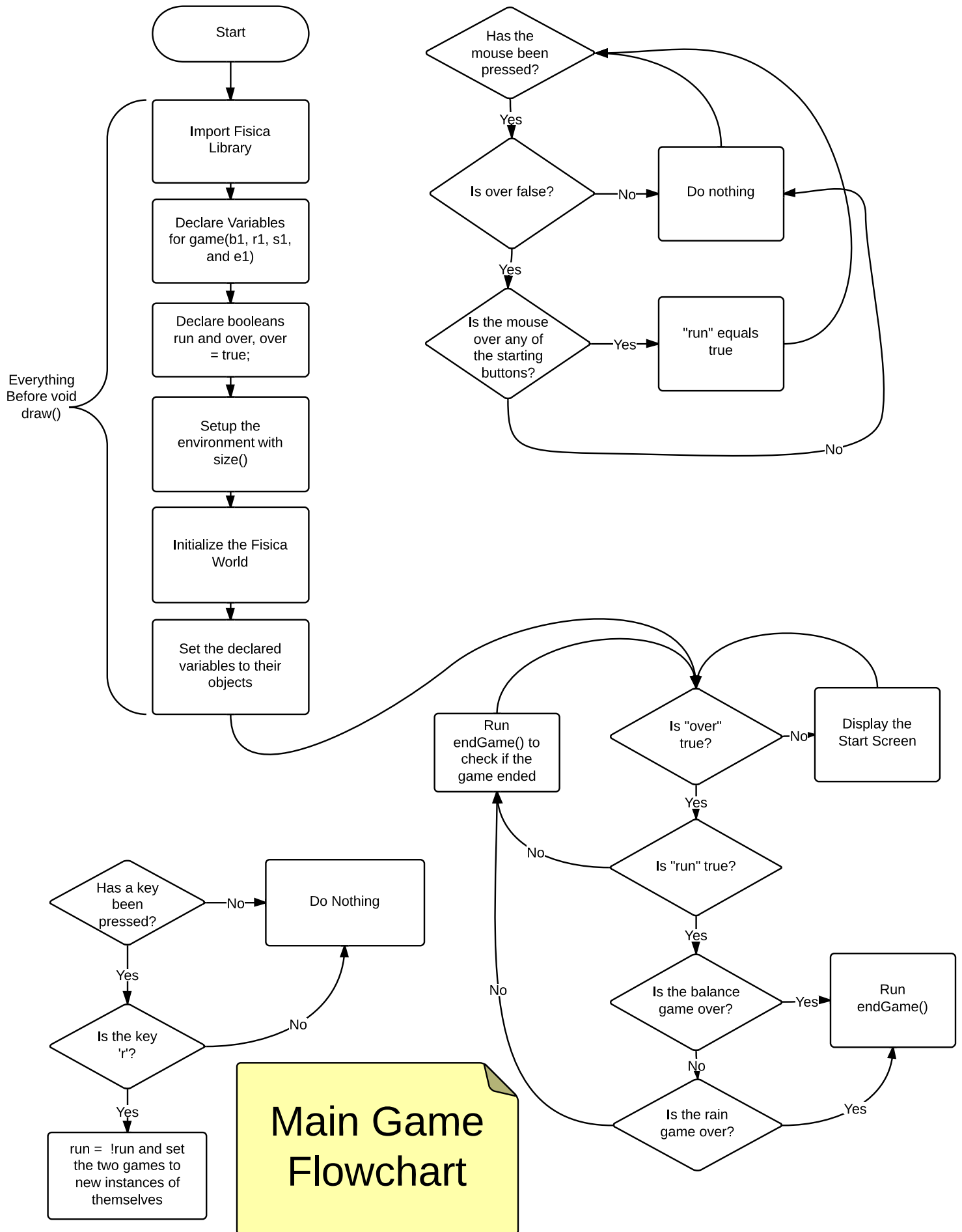
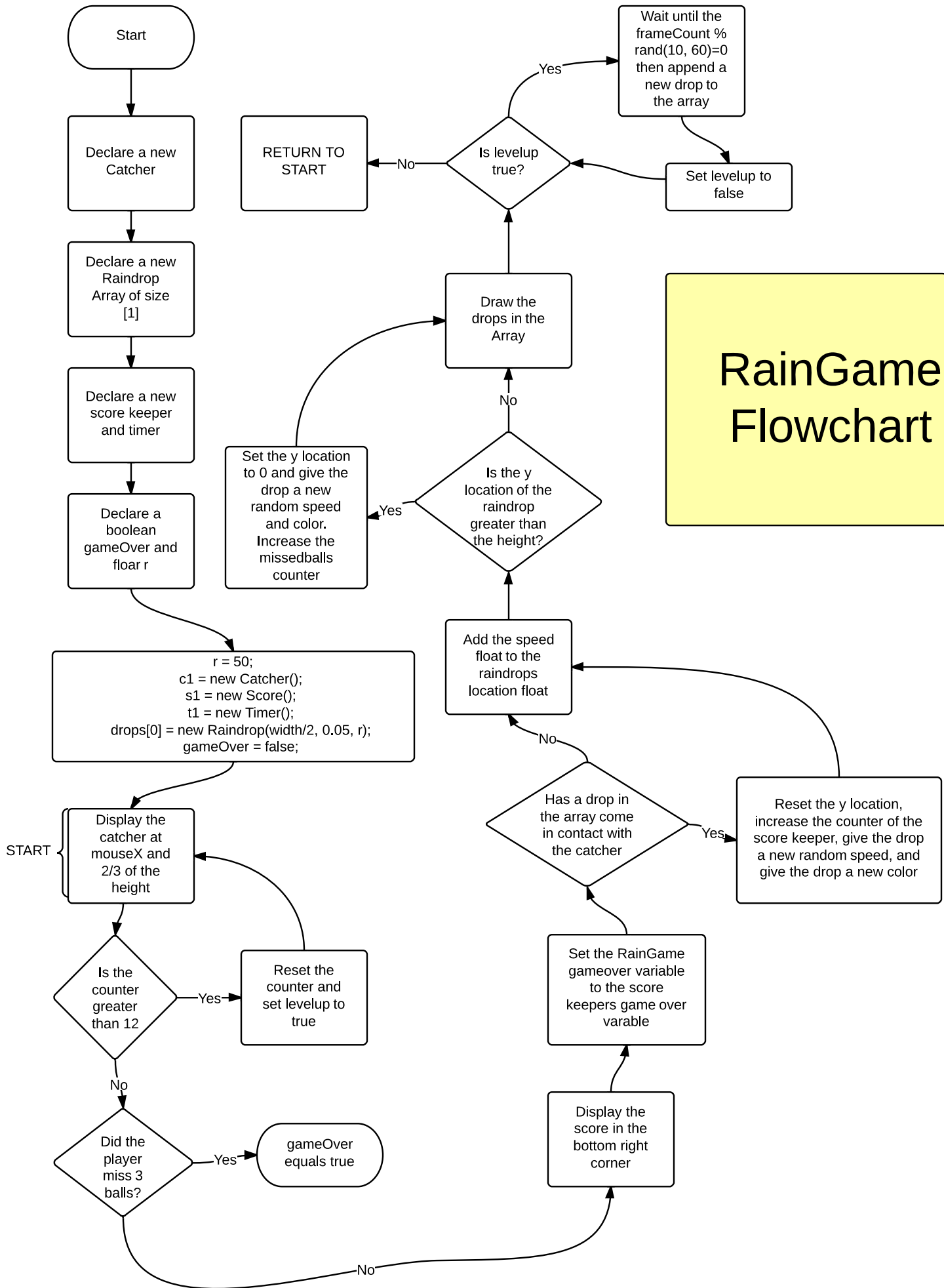


The following pages contain the flowchart documentation for the game MULTITASK. Because the game is two-in-one, it requires two flowcharts to describe in a way that would be legible. The second page is dedicated to the main game. It uses variables from the other pages to make decisions. These points are noted in the flowchart. The third page contains the flowchart for the raindrop game. The start of its looping function is noted with the brackets and caption START. After looping one frame the game goes back to this point. The fourth page contains the flowchart for the balance game running in the background. Because this game uses an imported Physics library, you need to first add it to your processing client. Because a lot of the functions needed for things to look realistic are repeated, the raw code is used to show the creation of the objects in the world. The balance part of the game also uses variables that are scanned by the main program and it is shown at the end of the loop. Thank you for reading this and have fun.





RainGame Flowchart

