main() menu() storyMode() showDialog() mapMove() gameInRoad() switch tutorialInRoad() getTutorial() action() keyDetect() pause() isCollide() switch action() keyDetect() pause() switch gameOver() showDialog() mapMove() gameInCanteen() switch tutorialInCanteen(getTutorial() action() keyDetect() pause() isCollide() action() **→** keyDetect() pause() switch gameOver() showDialog() mapMove() gameInLake() isCollide() action() keyDetect() pause() switch gameOver() showDialog() mapMove() infiniteMode() infiniteMap() getMoneyStr() shop() getMoney() getMoneyStr() addMoney() switch skin Avaliable () saveSkinPurchase() infiniteGameInRoad() isCollide() action() keyDetect() pause() infiniteGameover() getHighScore() **⋖ ▶** getHighScoreStr() writeHighScore() → addMoney() ★ infiniteGameInCanteen() isCollide() action() keyDetect() pause() infiniteGameover() getHighScore() **←** getHighScoreStr() writeHighScore() addMoney() ■ infiniteGameInLake() isCollide() action() keyDetect() pause() infiniteGameover() getHighScore() **⋖→** getHighScoreStr() writeHighScore() addMoney()

函数关系图

