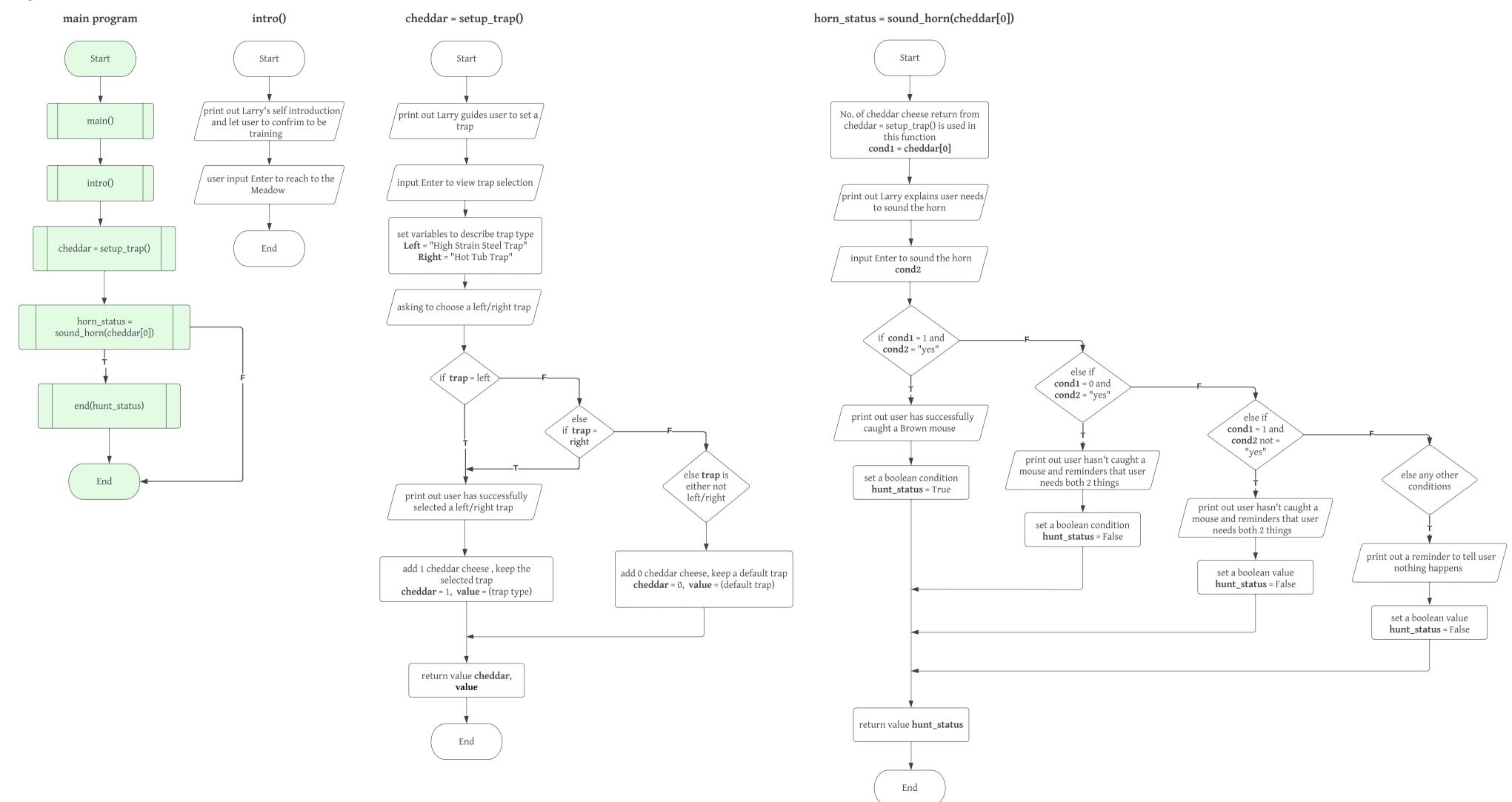
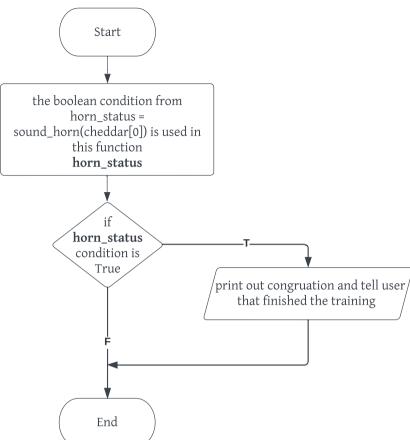
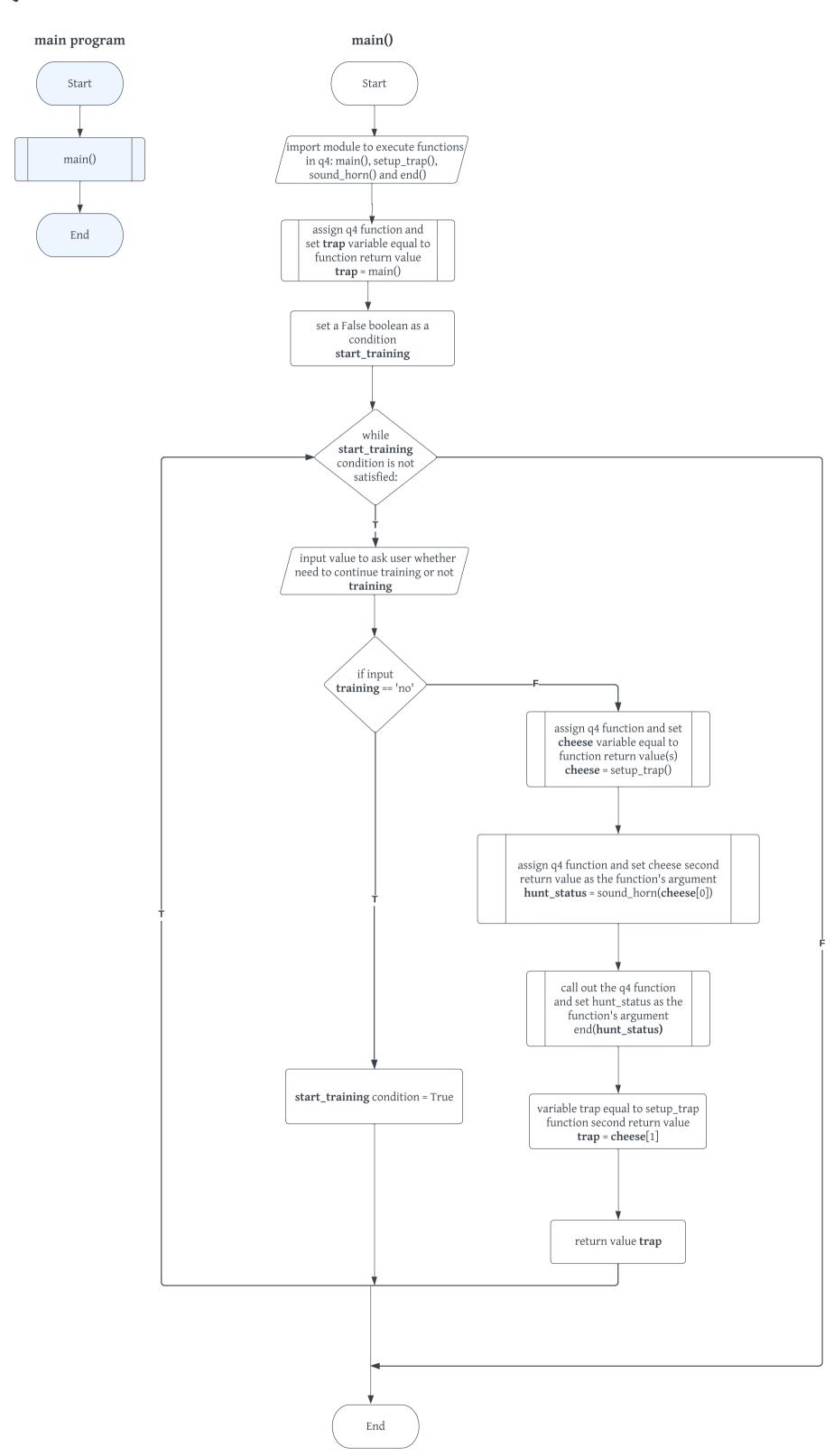
Q4 Flowchart



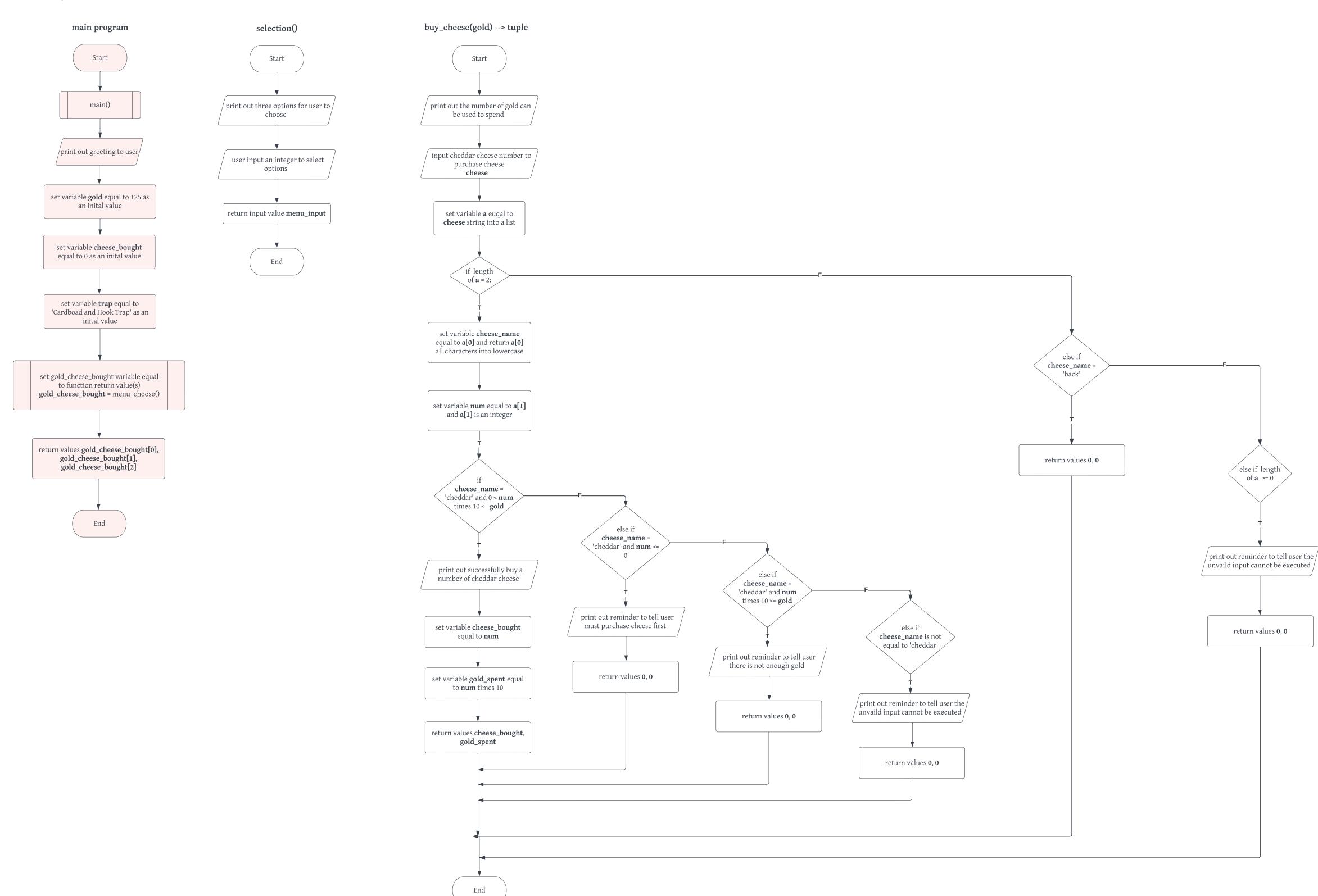
end(hunt_status: bool)

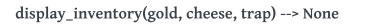


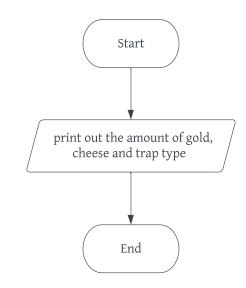
Q5 Flowchart



Q6 Flowchart







menu_choose(gold, cheese_bought, trap)

