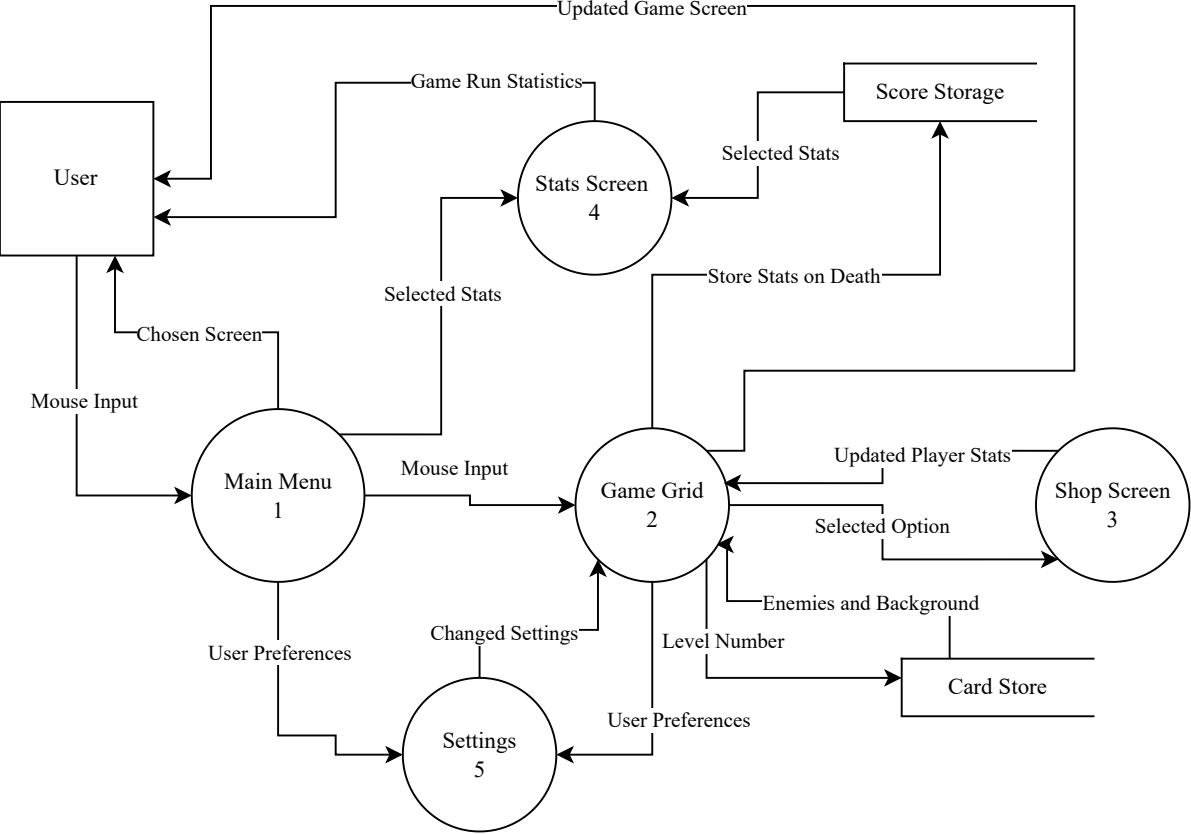**Data Flow Diagram - Level 1**

Data Flow Diagram - Level 2
(Game Grid)

Enemies and Background

Current Player Stats

Display Move Options 2.4

Updated Grid

Level Number

Card Selected on Click 1

Grid Details

Player Stats on Death

Open Shop

Validate Input & Get Click Number 2.3

Updated Grid

Updated Game Screen

Load Grid Details 2.2

Open Settings

Changed Settings

Card Selected on Click 2 (Attack)

Attack target Enemy 2.5

Select Attack Animation

Display Grid 2.8

On Click 3

Play Animation 2.7

Mouse Input

Detect Input 2.1

Card Selected

Card Selected on Click 2 (Move)

Move Player & Enemies 2.6

Select Move Animation

Updated Grid