Display window with cat and houses spread across the map

User moves the cat around the screen

[Cat over house]

[Cat not over house]

Display window of inside the house

Create boxes inside of house

Create dog to chase cat

User hits enter

[User selects a list]

[User doesn’t select a list]

Display window with types of items available to find

User clicks exit

Display outside map

[Cat not over door]

[Cat over door]

User hits enter

Random item added to inventory

[Cat over box]

[Cat not over box]

User hits enter

User moves the cat around the screen

Cat drops a random item

[Dog collides with user]

[Dog doesn’t collide with user]

Searching algorithm controls dog’s movement