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| Input | Processing | Output |
| Event 1) Gnomes if else | Determine user input  If true = call custom character death string from method  If False= proceed to next planet class | Give user two choices   1. Run 2. Use turrets |
| Event 2) Astrocola If else | Determine user input  If true = proceed to next planet class  If false = call custom character death method string | Give user two choices   1. Reach for cola 2. Keep flying ship |
| Event 3) Epiphany if else | Determine user input  If true= proceed to next planet class  If False= call custom character death method string | Give user two choices   1. Do a barrel roll 2. Grab something |
| Event 4) ZZZ’s if else | Determine user input  If true = display character death method custom string  If False = proceed to next planet class | Give user two choices   1. set ship to auto 2. kick back |
| Event 5) Soap opera if Else | Determine user input  If true = display character death string from death method  If False = proceed to next planet class | Give user two choices  A) Grab something  B) Front flip |
| Event 6) Ice Cream if Else | Determine user input  If true = display character death string from death method  If false = proceed to next planet class | Give user two choices   1. grab ice cream 2. stay on diet |
| Event 7) Space meat moles if else | Determine user input  If true = Proceed to next planet class  If False = display character death method custom string | Give user two choices   1. Run 2. Use turrets |
| Event 8) Space Squid else | Determine user input  If true = Display character death method string  If False = Proceed to next planet class | Give user two choices   1. Challenge squid to rock paper scissors 2. Run |