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| **Input** | **Process** | **Output** |
| -- | -- | (Text for playing arriving at planet Wumbodom):   1. Shop at Wumbohex 2. Leave the tower 3. Check Inventory 4. Check Stats |
| Player selection “1” | Evaluate selection | 1. The Claw/ price: 600 mells 2. Purple Remote/ price: 200 mells 3. Awesome Cyborg Doll/ price: 350 mells 4. Laser Sword/ price: 400 mells 5. Leave |
| Player selection “1” | Adds “The Claw” to inventory, removes 600 mells from inventory | Same as above |
| Player selection “2” | Adds “Purple Remote” to inventory, removes 200 mells from inventory | Same as above |
| Player selection “3” | Adds “Awesome Cyborg Doll” to inventory, removes 350 mells from inventory | Same as above |
| Player selection “4” | Adds “Laser Sword” to inventory, removes 400 mells from inventory | Same as above |
| Player selection “5” | Exit loop to return to Wumbodom initial menu | (Text for playing arriving at planet Wumbodom):   1. Shop at Wumbohex 2. Leave the tower 3. Check Inventory 4. Check Stats |
| Player selection “2” | Evaluate selection | (Text for ephantus encounter):   1. Apologize and run away. 2. Attempt to fight. 3. Ask if they wanna go. |
| Player selection “1” | Evaluate selection | (Text for slums):   1. Take the main street. 2. Take the alley. |
| Player selection “1” | Evaluate selection | (Text for main street  and Lashtist encounter):  1.) Say yes.  2.) Tell her to scram. |
| Player selection “1” | Evaluate selection | (Text for Lashtist death) |
| -- | GameOver method is called | “Game over” |
| Player selection “2” | Evaluate selection | (Text for gang war):  1.) Fight your way through.  2.) Attempt to sneak around.  3.) Yell dumbbell fight! |
| Player selection “1” | Combat method is called | Win: advance, Lose: call GameOver() |
| Player selection “2” | Evaluate selection | (Text for cyborg encounter):  1.) Give item from inventory.  2.) Answer with “Metal?”  3.) Answer with “Awesome?”  4.) [Fight] |
| Player selection “1” | Call RemoveFromInventory() to remove “Awesome Cyborg Doll” from inventory | (Text for giving awesome cyborg doll), advance |
| Player selection “2” | Evaluate selection | (Text for brainwash death) |
| Player selection “3” | Evaluate selection | (Text for vaporization death) |
| Player selection “4” | Call Combat() and either advance for win or call GameOver() for loss | (Text for THE MAN leaving the planet) |