**Milestone 2 - Adventure Game Outline: Flowchart Development**

For the second milestone, you will need to develop several flowcharts that will represent the flow of execution for your game. Before you start, make sure you:

1 – incorporate any feedback from Milestone 1;

2 – discuss your game with your professor and make sure you have the ok to move forward with it.

You will need a flowchart for each chapter of your game.

**EXAMPLE – Chapter 1 Flowchart from Milestone 1 Example outline**

