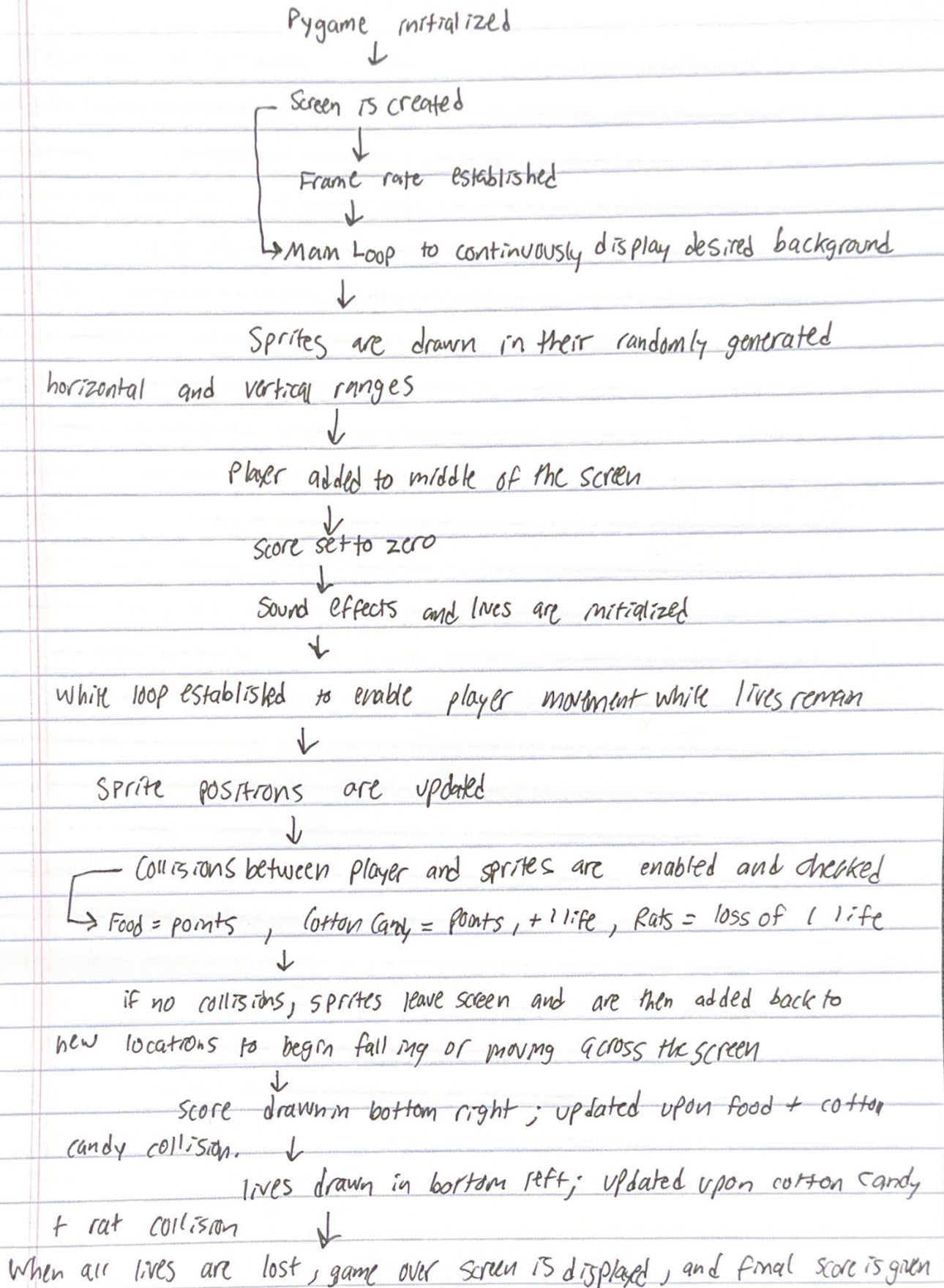


22 NOV 23

EW200 FINAL GAME FLOW CHART



(3)
FOOD + POWER-UP ADVANCE

vertical
movement
only

player can move
anywhere on the screen

horizontal
movement
only

ENEMY
ADVANCE

(10)

INITIAL
PLAYER
ORIENTATION

LIVES: 

SCORE: #

- Player collects food while avoiding enemy rats.
- Food gives points added to score, the power-up adds a life
- The game ends when the players has no lives left.