**Control Diagrams: state=transition 3v**

**This is the state-transition diagram for buttons for up to version 3.0.0v**

**Note: There is no more button/key input feature after the 2v with the menu.**

Game instrutions

Open User’s manual

System exit

Starting program

Starting menu/ main menu

Game Loop

Press “k” key on keyboard during game loop

Press “m” key on keyboard during game loop

Start button

How to play button

Play again button

Game over menu

Quit button

If the player dies