**Control Diagrams: state=transition 1v**

**This is the state-transition diagram for version 1.0.0 to 1.1.0**

Bot grows

Bot grows and player dies

Gameover

System exit

Starting program

Spawn in all food balls

Spawn in all bots

Spawn in player

Display updates

Mouse movements

Player moves direction toward of the mouse

Collision

Bots eat foodball

player eat foodball/bot

player grows

Bots eat player