

Start



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graph TD; Start([Start]) --> GetDamage[/Get Damage and Lifepoints/]; GetDamage --> IsDamage{Is Damage > 0}; IsDamage -- No --> End([End]); IsDamage -- Yes --> subLifePoints[subLifePoints]; subLifePoints --> AssignTotal[Assign total to LifePoints]; AssignTotal --> End
```

This flowchart describes a process for calculating damage and lifepoints. It begins with a 'Start' terminal, followed by a process to 'Get Damage and Lifepoints'. A decision is then made: 'Is Damage > 0'. If the answer is 'No', the process proceeds directly to the 'End' terminal. If the answer is 'Yes', the process continues to a 'subLifePoints' block, which then leads to 'Assign total to LifePoints', and finally to the 'End' terminal.

Get Damage
and Lifepoints

Is Damage
> 0

No

Yes

subLifePoints

Assign total to
LifePoints

End