

GAME_COMPLETE()

```
graph TD; A([GAME_COMPLETE()]) --> B[/print a message to the console congratulating the player for completing the game/]; B --> C([RETURN]);
```

A flowchart illustrating the logic of the `GAME_COMPLETE()` function. It starts with an oval node labeled `GAME_COMPLETE()`, which points down to a parallelogram node containing the instruction "print a message to the console congratulating the player for completing the game". This node then points down to a final oval node labeled `RETURN`.

print a message to the console congratulating the player for completing the game

RETURN