

GAME\_OVER()

```
graph TD; A([GAME_OVER()]) --> B[/print a message to the console saying that the player has passed out from hunger/]; B --> C([RETURN]);
```

A flowchart illustrating the logic of the `GAME_OVER()` function. It starts with an oval node labeled `GAME_OVER()`, which points down to a parallelogram node containing the instruction "print a message to the console saying that the player has passed out from hunger". This node then points down to a final oval node labeled `RETURN`.

print a message to the console saying that the player has passed out from hunger

RETURN