

START\_FINAL\_CHALLENGE(character)



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graph TD; Start([START_FINAL_CHALLENGE(character)]) --> SetInTree[set key "InTree" of character to False]; SetInTree --> SetCoordinates[set key "GroundCoordinates" of character to (0, 0)]; SetCoordinates --> SetCompleted[set key "FinalChallengeCompleted" to False]; SetCompleted --> PrintMessage[/print a message to the console telling the user what the final challenge is and how to complete it/]; PrintMessage --> Return([RETURN]);
```

set key "InTree" of character to False

set key "GroundCoordinates" of character to (0, 0)

set key "FinalChallengeCompleted" to False

print a message to the console telling the user what the final challenge is and how to complete it

RETURN