**Game Over Function**

**Player Gains EXP**

**Exit Battle**

Player Alive ?

Player or Enemy Dead ?

**Perform Command Calculations & Actions**

**Command Text Output On Screen**

**Battle Ends**

**Perform Command Calculations & Actions**

**Command Text Output On Screen**

**Enemy Performs Command**

**Player Inputs Commands**

**Output: - PlayerName, Payer Options (Bottom of Screen)**

**Output: -ComName, ComType (Top of Screen)**

**Clear the Screen**

**Battle Menu Appears**