## **Math Prodigy - Final Project Flow Chart** Gary Wang and Dawson Xiong | January 28, 2022 User runs program Start Menu Sign up/log in Exit game Program closes Sign up Sign in User creates account Log in with correct username Is account valid? Display menu Congratulate user, store info in text file. Shop Instructions Play Exit Displays charcters with a Ask for price along with user's confirmation, Shows user Difficulty: easy, balance. User can choose instructions on close program medium, hard to return to menu at any how to play the time game **\** Program closes User selects a character to Ok button purchase Close Option Does user have any -Yes pane purchased skins? Adds character to user's account and Does user have substracts that enough coins? amount of coins Frane Prompting user to equip a Load game and spawn default character purchased skin Displays a message saying user does not have enough coins User plays the lose (get below skin -25 points) User loses or wins; display winning or losing frame Display choices Play again Main menu