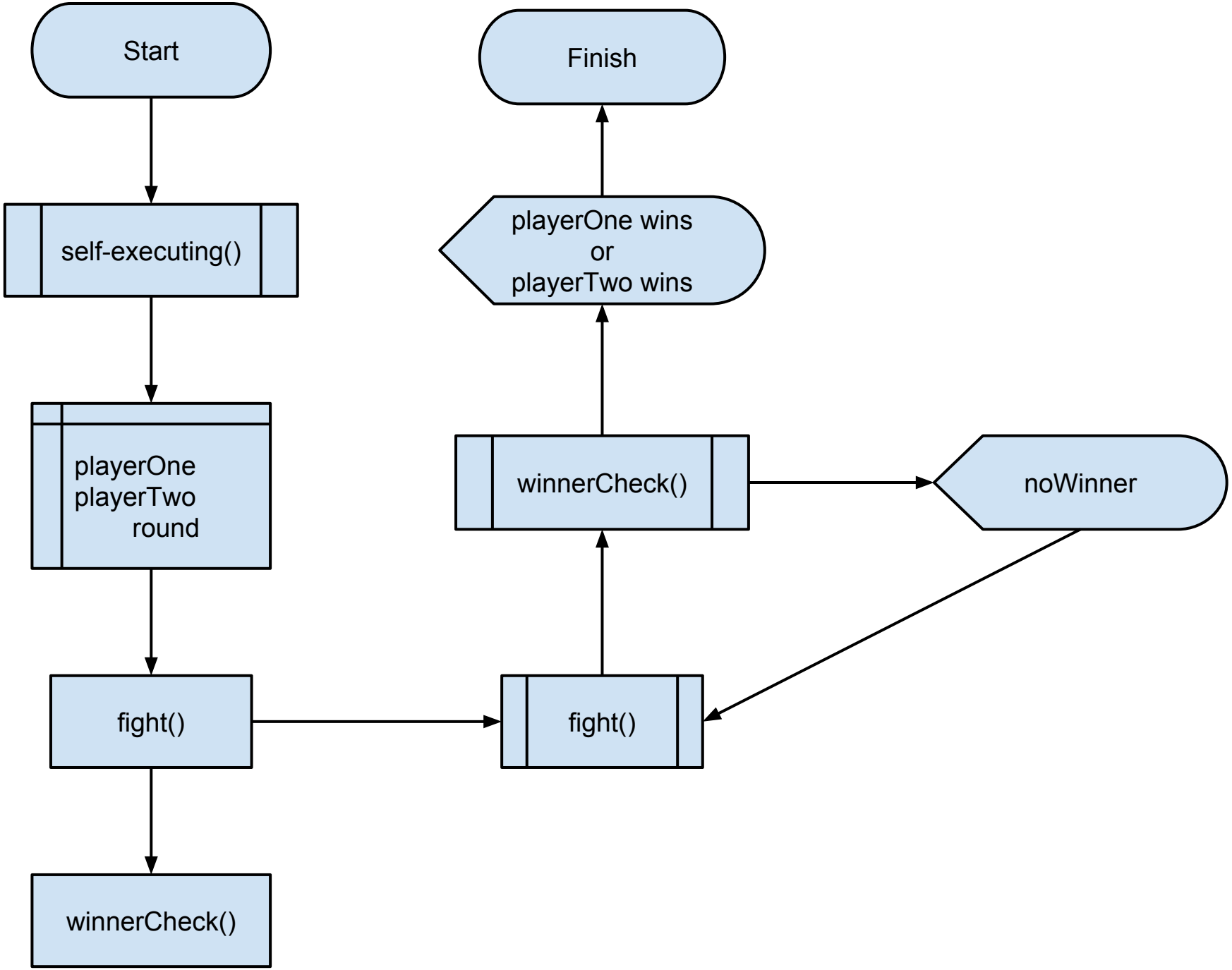
Start
self-executing()
playerOne
playerTwo
round
fight()
winnerCheck()
fight()
winnerCheck()
playerOne wins
or
playerTwo wins
Finish
noWinner