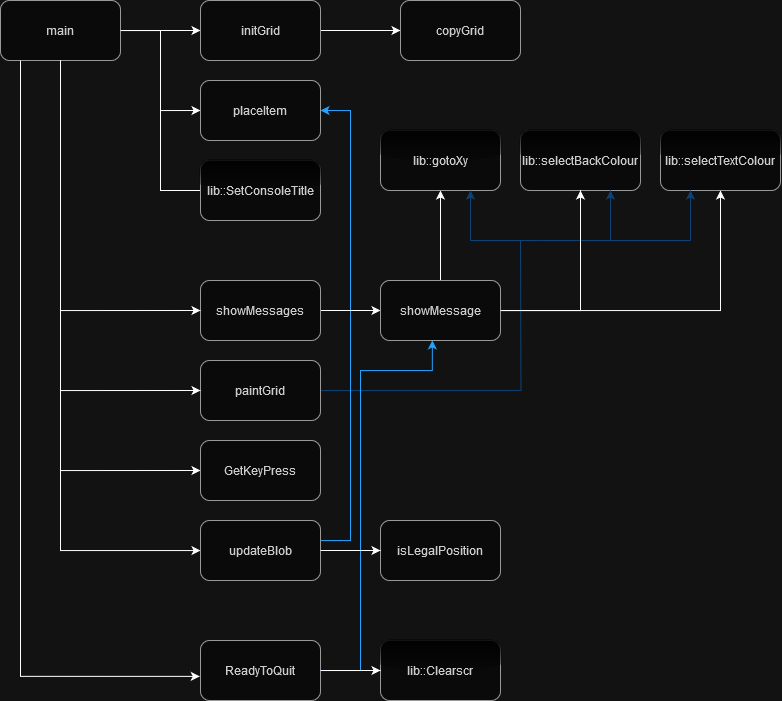
# Blob array game design doc

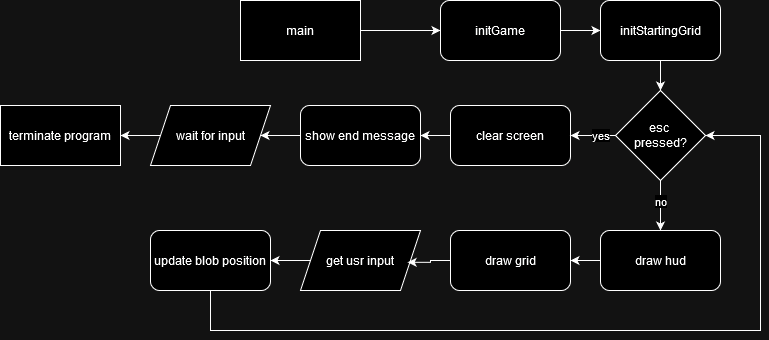
### Understanding template

In order to better understand the codebase i created a flowchart and procedure dependency for diagram for the template codebase

#### Template Procedure Dependency diagram



#### Template Flowchart



### Upgrading the template

In order to help me plan the changes i wanna make i made a flowchart for the program after the planned upgrades

