*Appendix*

# Flowcharts

## A screenshot of a diagram Description automatically generated03 – generateWorld

## 04 – displayWorld

**A diagram of a flowchart

Description automatically generated**

**06 – getBlockChar**

**A diagram of a process

Description automatically generated**

**07 – startGame**

**A diagram of a flowchart

Description automatically generated**

**08 – fillInventory**

**A diagram of a diagram

Description automatically generated**

**09 – resetWorld**

**A diagram of a game

Description automatically generated**

## 10 – generateEmptyWorld

A diagram of a company with Bank of China Tower in the background

Description automatically generated

## 11 – clearScreen

A diagram of a computer program

Description automatically generated

## 12 – lookAround

A diagram of a computer

Description automatically generated

## 13 – movePlayer

A diagram of a game

Description automatically generated

## 14 – mineBlock

A diagram of a flowchart

Description automatically generated

## 15 – placeBlock

A diagram of a flowchart

Description automatically generated

## 16 – getBlockTypeFromCraftedItem

A diagram of a work flow

Description automatically generated

## 17 – getCraftedItemFromBlockType

A diagram of a structure

Description automatically generated

## 18 – displayCraftingRecepies

A diagram of crafting recipes

Description automatically generated

## 19 – craftItem

A diagram of a work flow

Description automatically generated

## 20 – craftWoodenPlanks

A diagram of a wood plank

Description automatically generated

## 21 – craftStick

A diagram of a work flow

Description automatically generated

## 22 – craftIronIngot

A diagram of a flowchart

Description automatically generated

## 23-24 – inventoryContains

A diagram of a flowchart

Description automatically generated

## 25 – removeItemsFromInventory

A screenshot of a computer flowchart

Description automatically generated

## 26 – addCraftedItem

A diagram of a computer program

Description automatically generated with medium confidence

## 27 – interactWithWorld

A screenshot of a black screen

Description automatically generated

## 28 – saveGame

A screenshot of a computer

Description automatically generated

## 29 – loadGame

A black and white diagram with Taipei 101 in the background

Description automatically generated with medium confidence

## 30 – getBlockName

A diagram of a structure

Description automatically generated with medium confidence

## 31 – displayLegend

A screen shot of a computer screen

Description automatically generated

## 32 – displayInventory

A diagram of a flowchart

Description automatically generated

## 33 – getBlockColor

A black and white background with white rectangles

Description automatically generated

## 34 – waitForEnter

A screenshot of a cell phone

Description automatically generated

## 35 – getCraftedItemName

A screenshot of a cell phone

Description automatically generated

## 36 – getCraftedItemColor

A screenshot of a computer screen

Description automatically generated