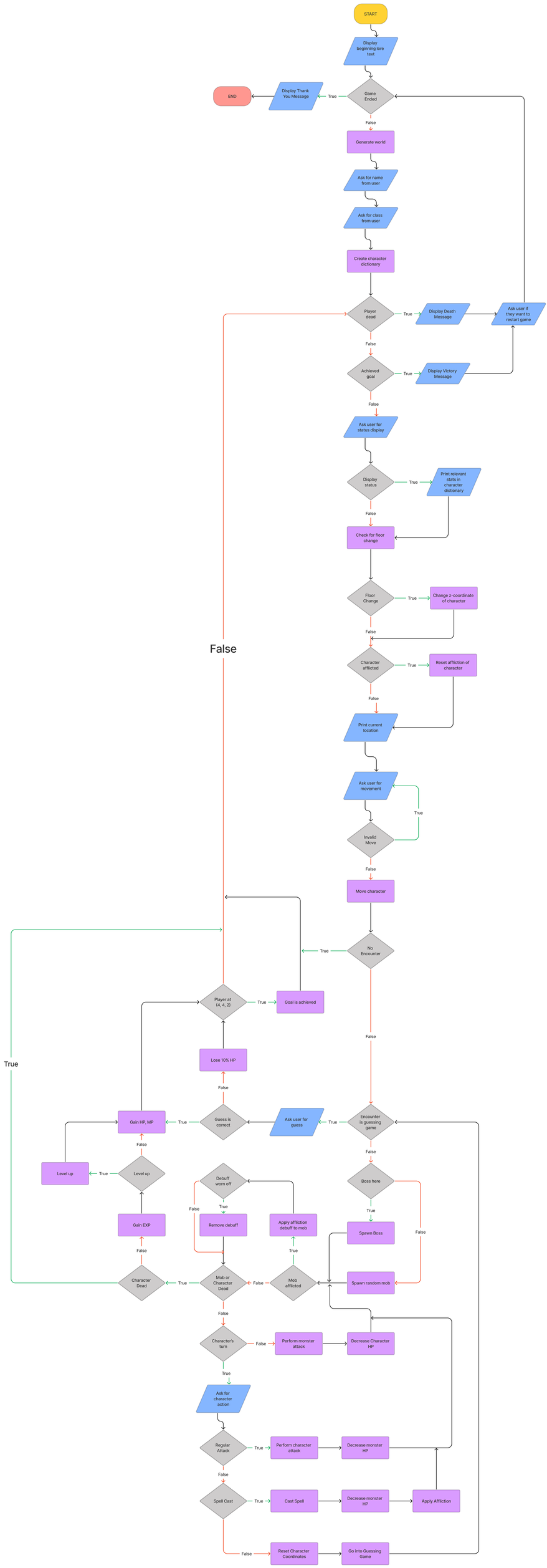
START
Display beginning lore text
Game Ended
True
Display Thank You Message
END
False
Generate world
Ask for name from user
Ask for class from user
Create character dictionary
Player dead
True
Display Death Message
Ask user if they want to restart game
False
Achieved goal
True
Display Victory Message
False
Ask user for status display
Display status
True
Print relevant stats in character dictionary
False
Check for floor change
Floor Change
True
Change z-coordinate of character
False
Character afflicted
True
Reset affliction of character
False
Print current location
Ask user for movement
True
Invalid Move
False
Move character
No Encounter
True
False
Encounter is guessing game
True
Ask user for guess
True
Guess is correct
True
Gain HP, MP
False
Level up
True
Level up
False
Lose 10% HP
False
Player at (4, 4, 2)
True
Goal is achieved
True
False
Boss here
True
Spawn Boss
False
Spawn random mob
Mob afflicted
False
True
Apply affliction debuff to mob
Debuff worn off
True
Remove debuff
False
Mob or Character Dead
True
False
Character Dead
True
Gain EXP
False
False
Character's turn
False
Perform monster attack
Decrease Character HP
True
Ask for character action
Regular Attack
True
Perform character attack
Decrease monster HP
False
Spell Cast
True
Cast Spell
Decrease monster HP
Apply Affliction
False
Reset Character Coordinates
Go into Guessing Game