Planning

Decomposition



Menu

* Instructions
* Number of Players
* Difficulty
* Order of play
* User Input

Set Up

* Map
* Array
* Flood cards
* Array for half- flooded arrays
  + Array for discard piles
* Spawn locations + Characters
* Random Array

Gameplay

* Actions

Limited to three

* Draw treasure and flood cards at the end of every turn
* Array for flooded and non-flooded cards

A check can be done to see which cards are flooded and which cards are not flooded

Remove file from array if already flooded

* Water rise

Reshuffle cards

Increase water level (Pointer?) Or just have integer value

Check it is below a certain number

Constants

* Tile name
* Number of flood cards being drawn (Changes depending on level of difficulty)
* Character cards

How To win:

Collect 4 items and lift

Game over

If certain arrays are empty (ie, treasure array is empty )