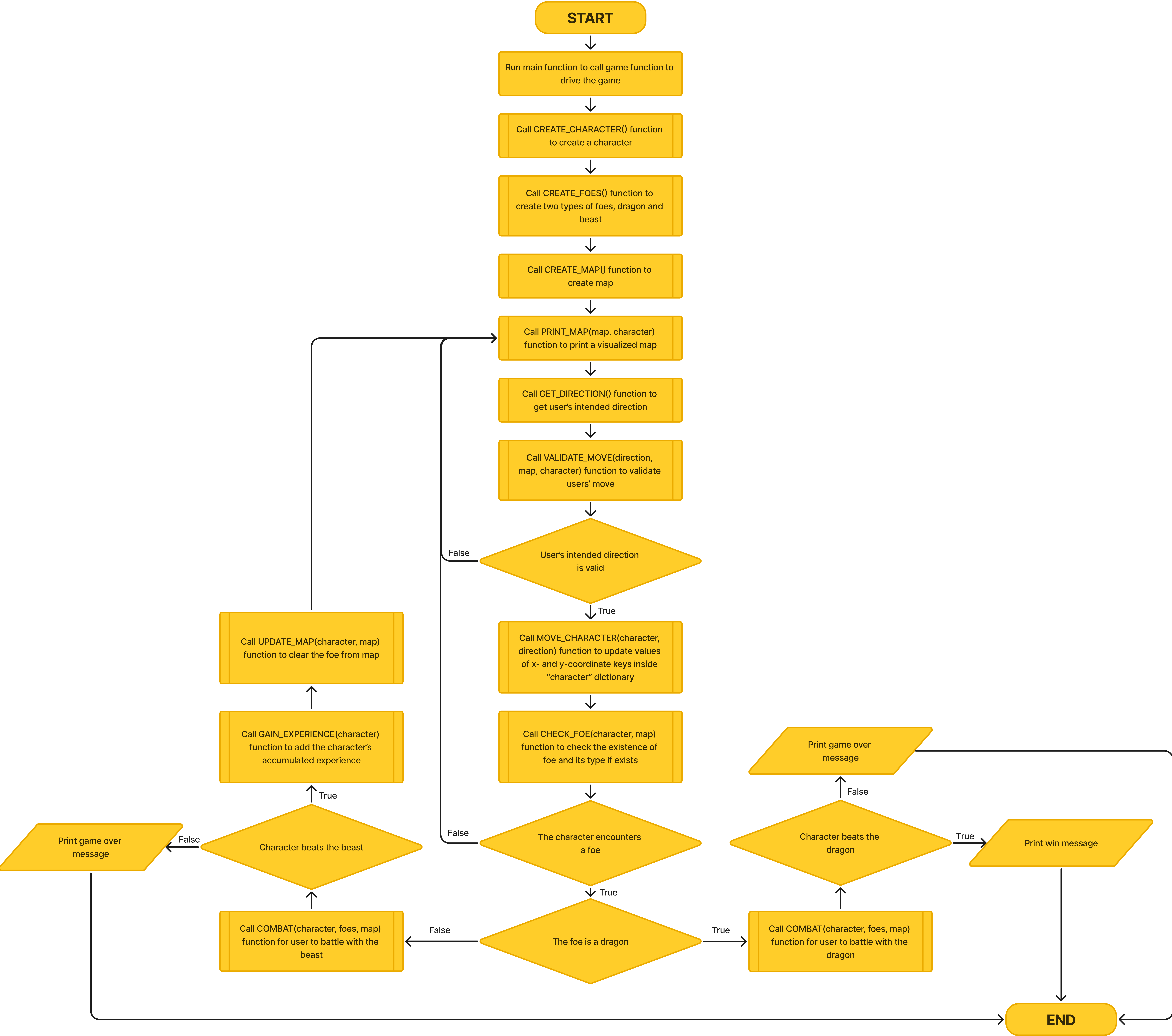
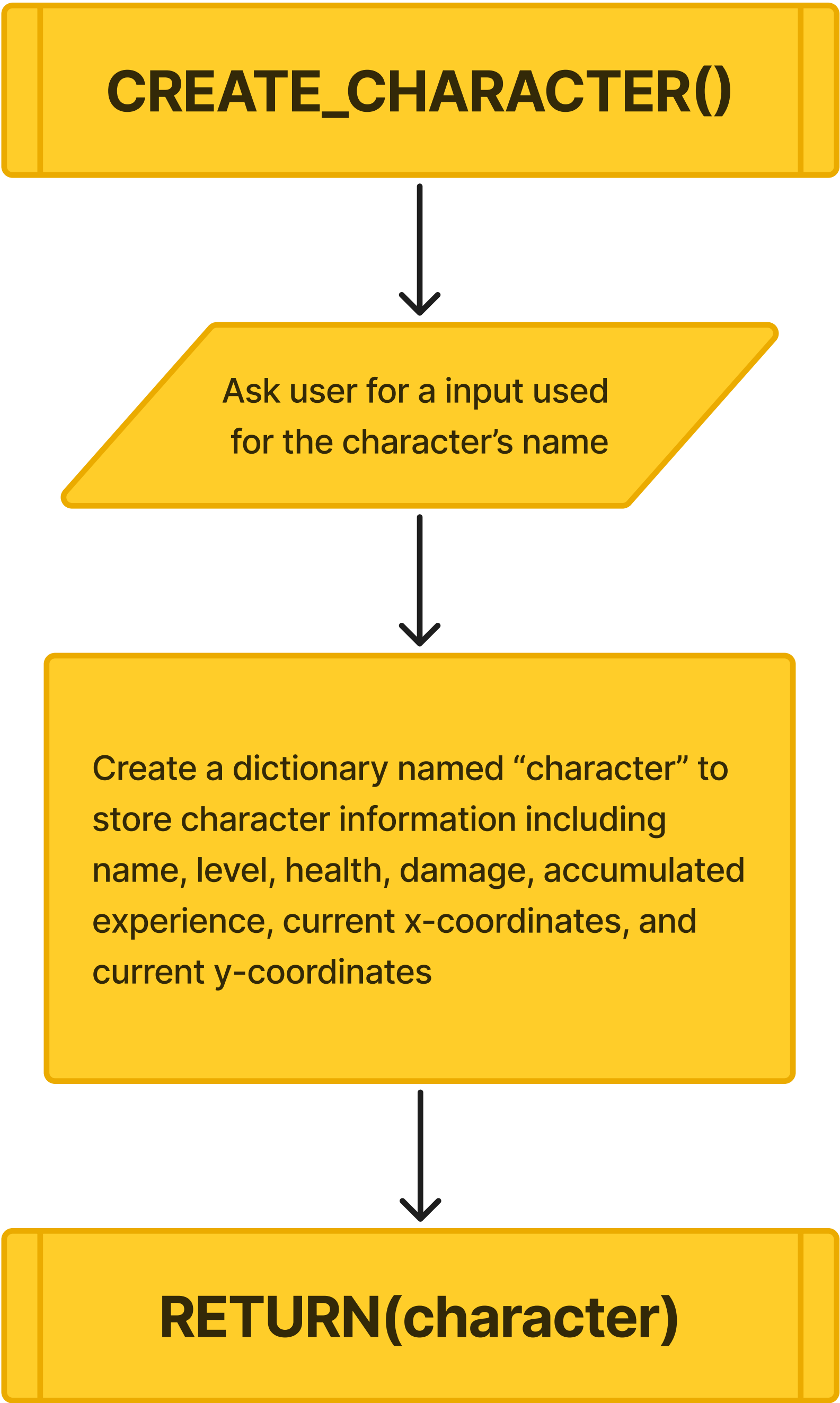


COMP 1510 Term Project Flowchart  
by Hei Yeung Sze



# Flowchart for CREATE\_CHARACTER Function



# Flowchart for CREATE\_FOES Function

**CREATE\_FOES()**

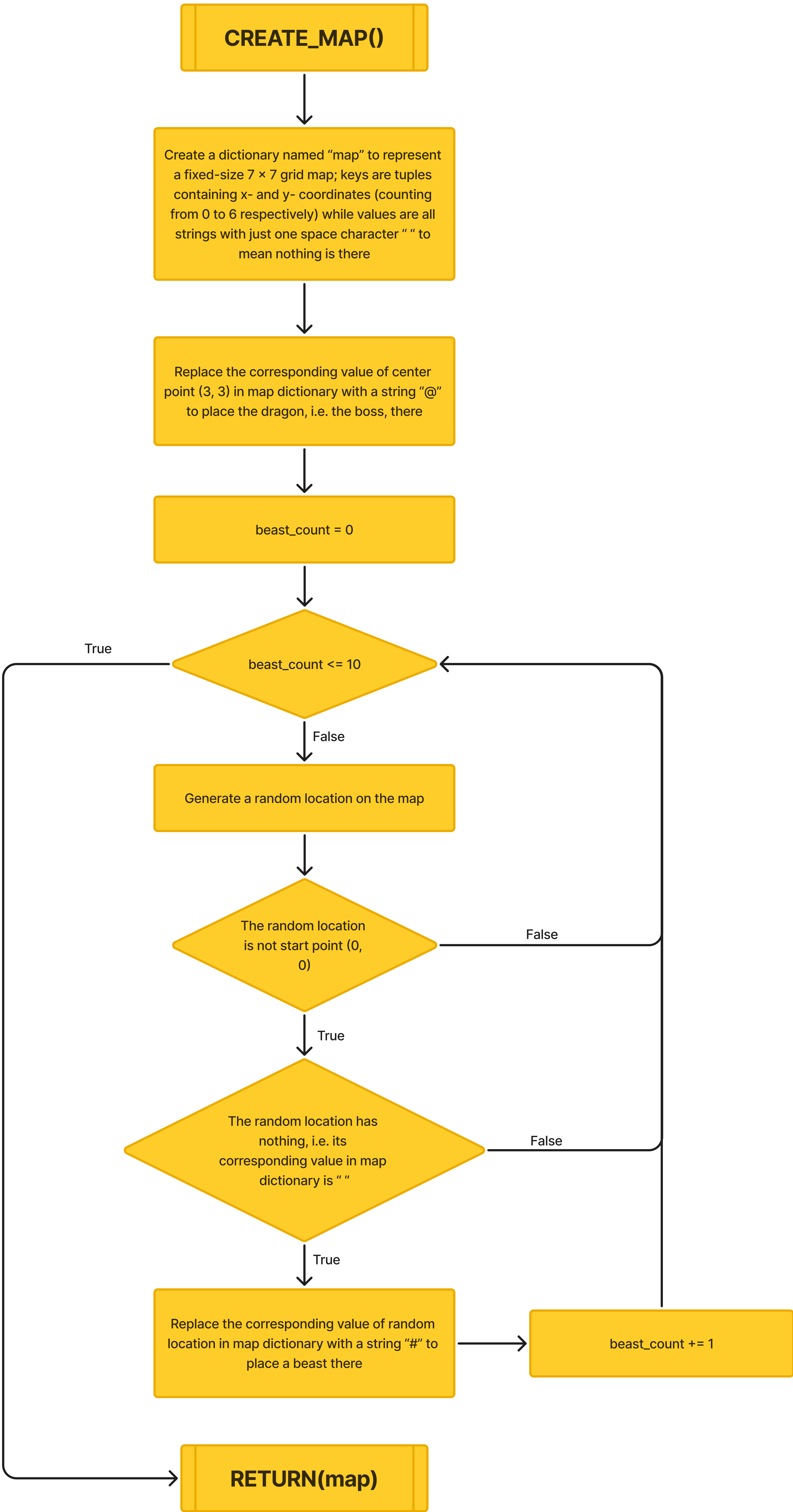


Create a dictionary named “foes” to store information of two foes, “beast” and “dragon”; Keys of foes dictionary are “Beast” and “Dragon”, while values are sub-dictionaries containing health, damage as keys and their corresponding numerals as values for each type of foes

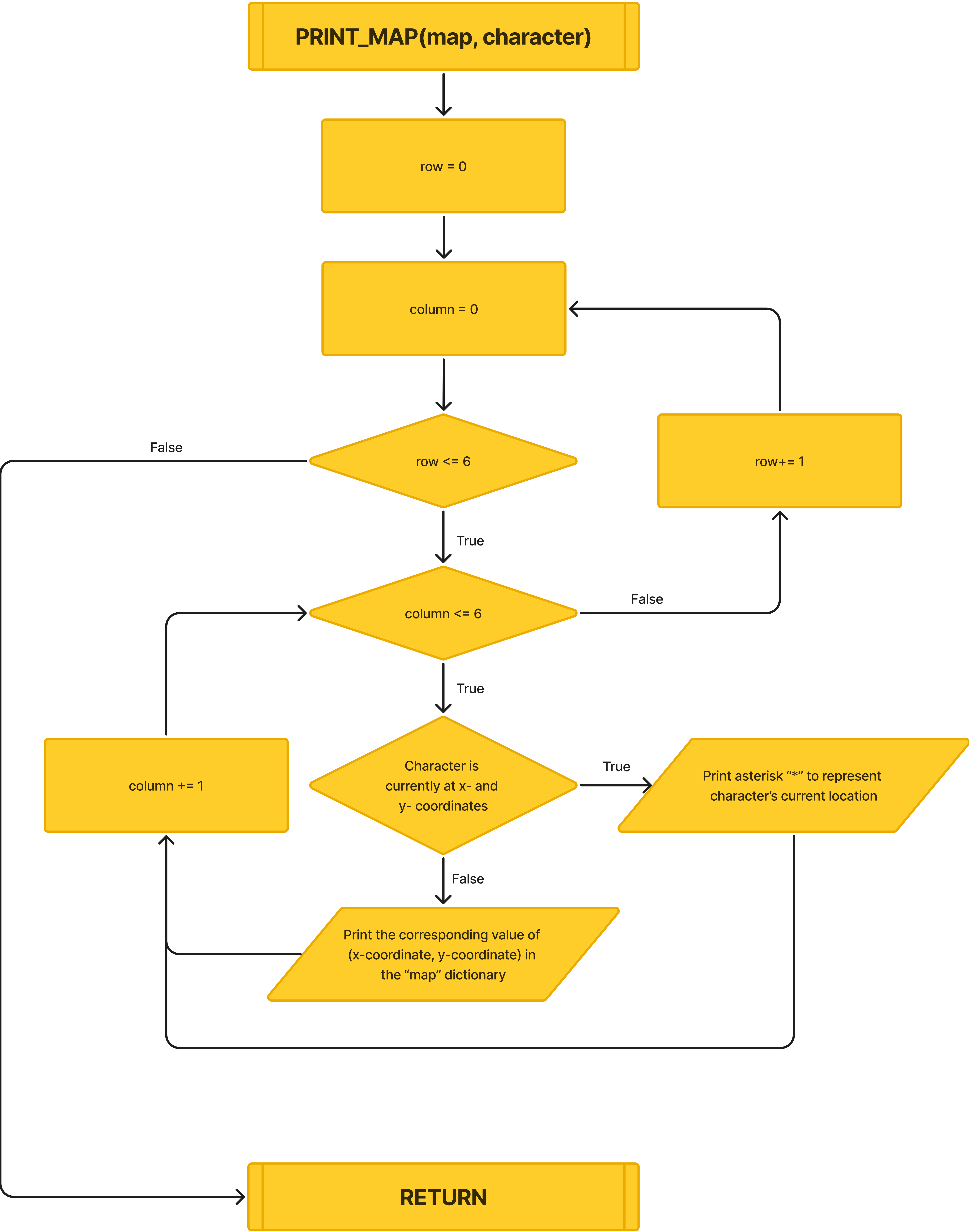


**RETURN(foes)**

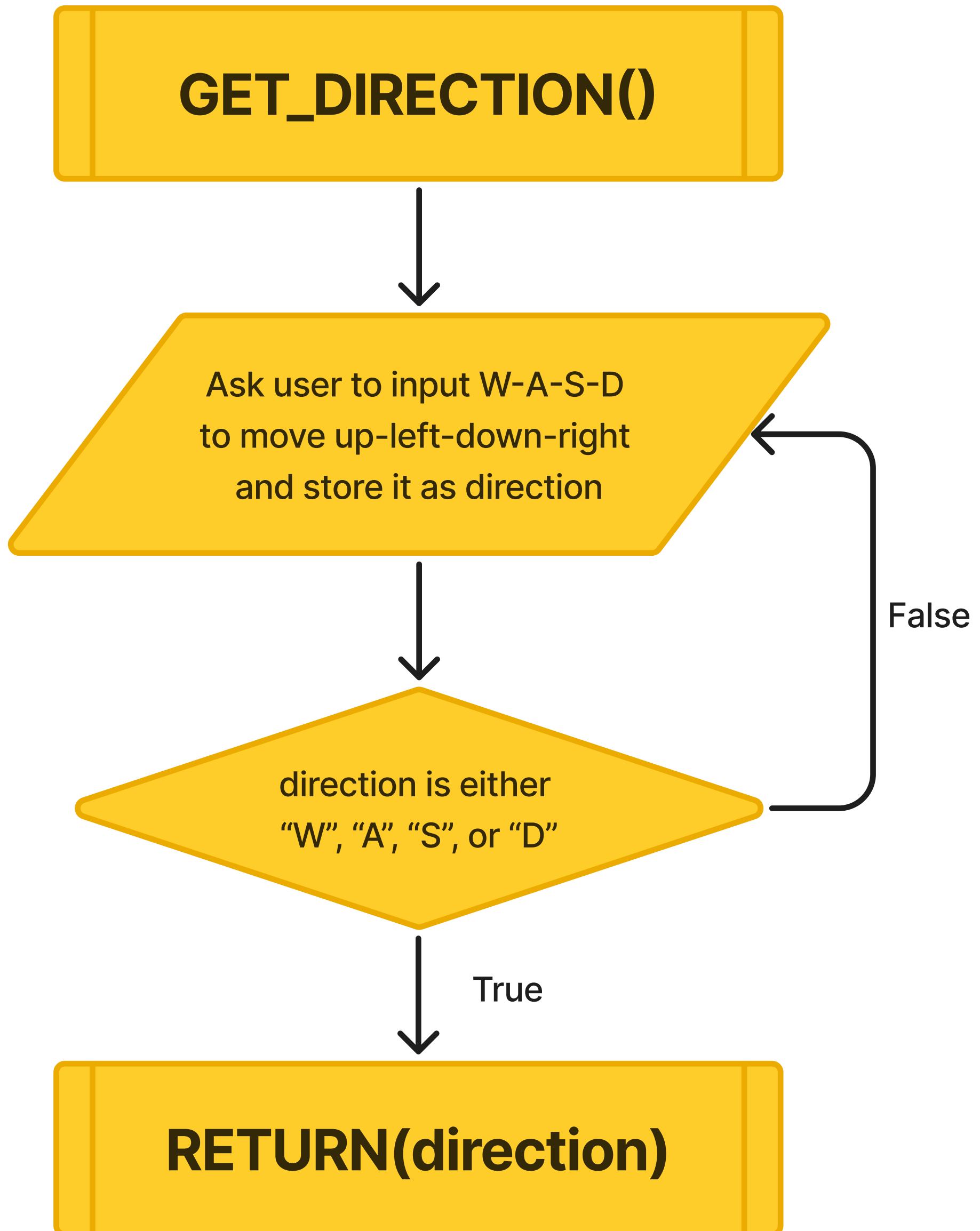
Flowchart for CREATE\_MAP Function



Flowchart for PRINT\_MAP Function

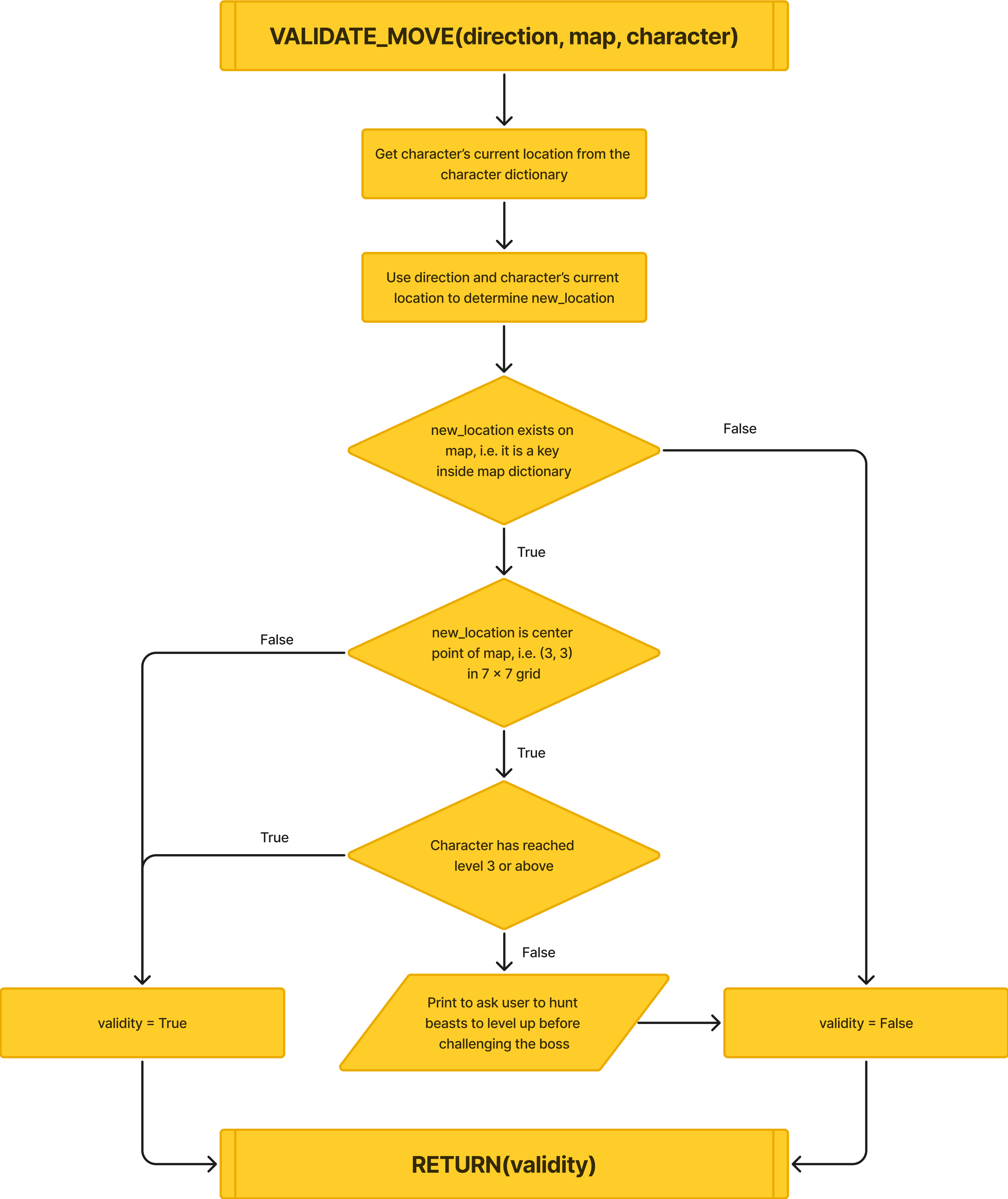


# Flowchart for GET\_DIRECTION Function

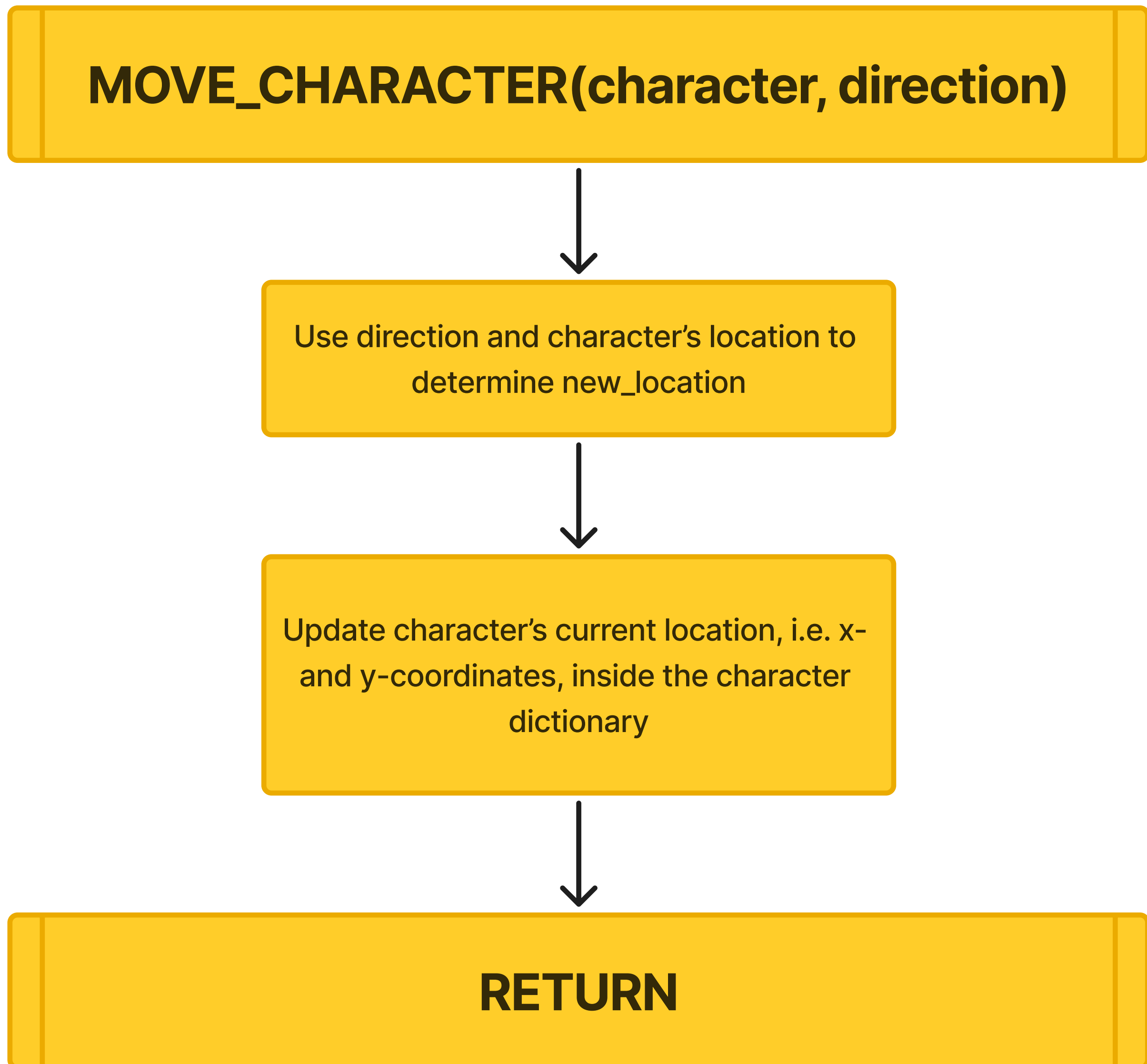




# Flowchart for VALIDATE\_MOVE Function

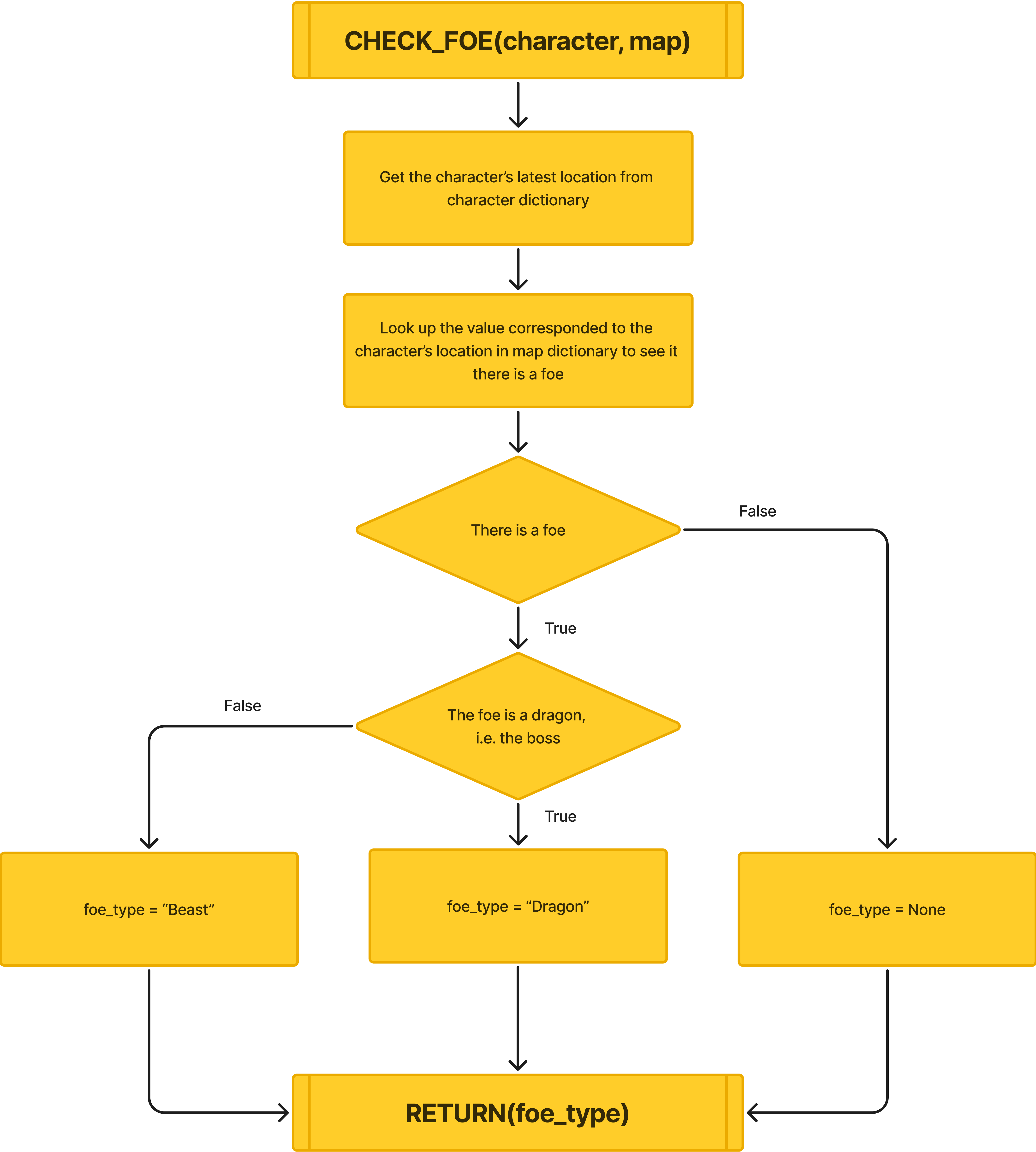


## Flowchart for MOVE\_CHARACTER Function

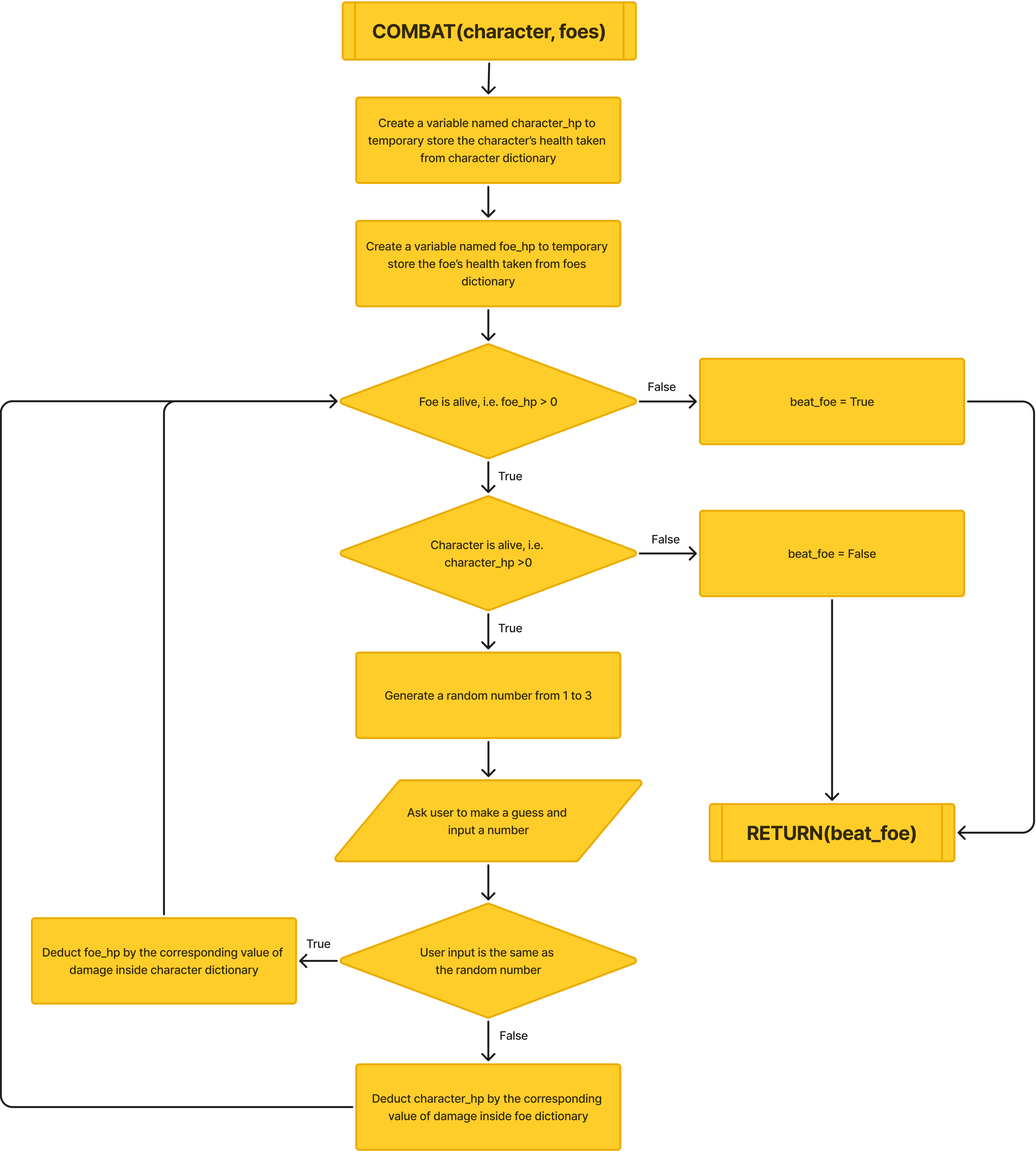




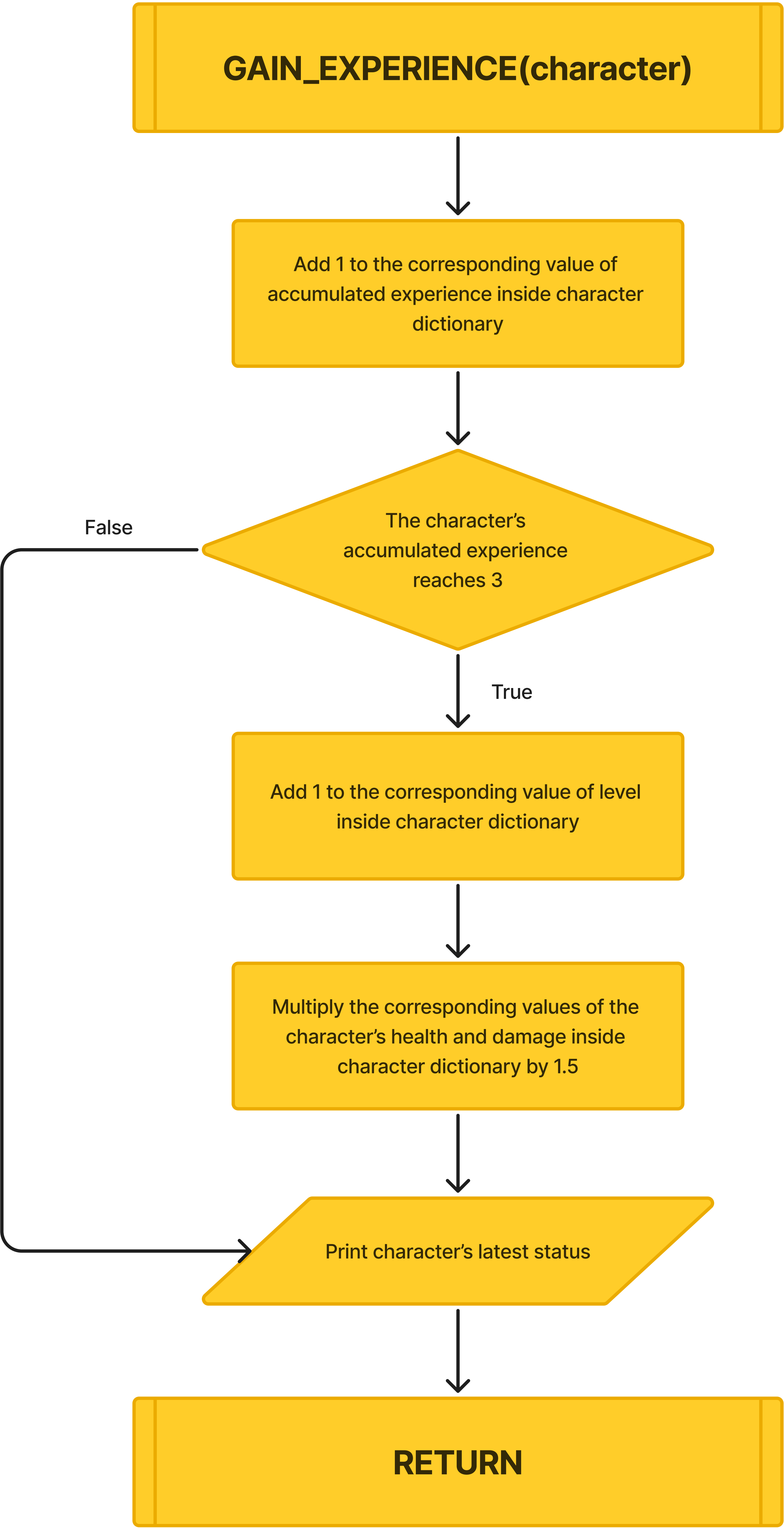
Flowchart for CHECK\_FOE Function



Flowchart for COMBAT Function



Flowchart for GAIN\_EXPERIENCE Function



## Flowchart for UPDATE\_MAP Function

