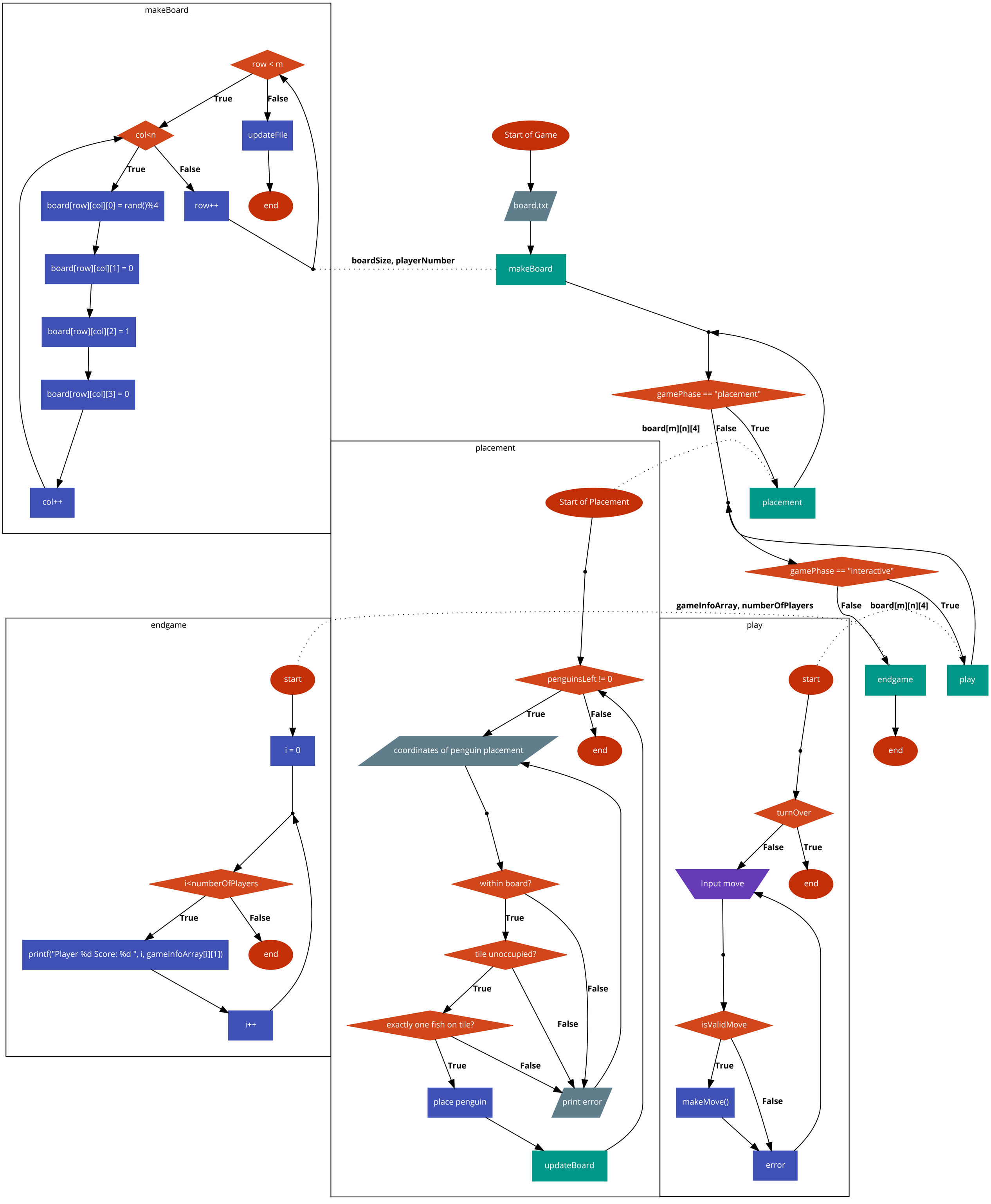
makeBoard
row < m
True
False
col<n
updateFile
True
False
board[row][col][0] = rand()%4
row++
end
board[row][col][1] = 0
board[row][col][2] = 1
board[row][col][3] = 0
col++
Start of Game
board.txt
boardSize, playerNumber
makeBoard
gamePhase == "placement"
board[m][n][4]
False
True
placement
placement
Start of Placement
gamePhase == "interactive"
gameInfoArray, numberOfPlayers
False
board[m][n][4]
True
endgame
play
start
i = 0
i<numberOfPlayers
True
False
printf("Player %d Score: %d ", i, gameInfoArray[i][1])
end
i++
penguinsLeft != 0
True
False
coordinates of penguin placement
end
within board?
True
tile unoccupied?
True
False
exactly one fish on tile?
False
True
False
place penguin
print error
updateBoard
start
endgame
play
end
turnOver
False
True
Input move
end
isValidMove
True
makeMove()
False
error