**PerryTheParrot:**

Helper functions

Aid the user

Check for Errors

Used by anything with an actual function?

**BattlePause:**

Special   
Equip

Use

Hero

return to battle

**MainPause:**

Items

Hero

pick up

drop

move

exit or save or load

**Battle:**

Send to pause

battle options

attack?

defend?

other classes?

**MapNode:**

top

left

right

down

hasItem?

hasBattle?

searchNode?

bool searched?

**WorldMap:**

CreateMap

SendtoBattle->Battle

Send to Pause

Move to next node

Move to next world

Item Found

**Level:**

Level1

MidGame ->Stroy

Level2

Leveln

send level specs

End game? ->Story

**Story:**

Beginning

Middle

End

Access FileManager

Progress?

Pass Progress?

**FileManager:**

Save

Load

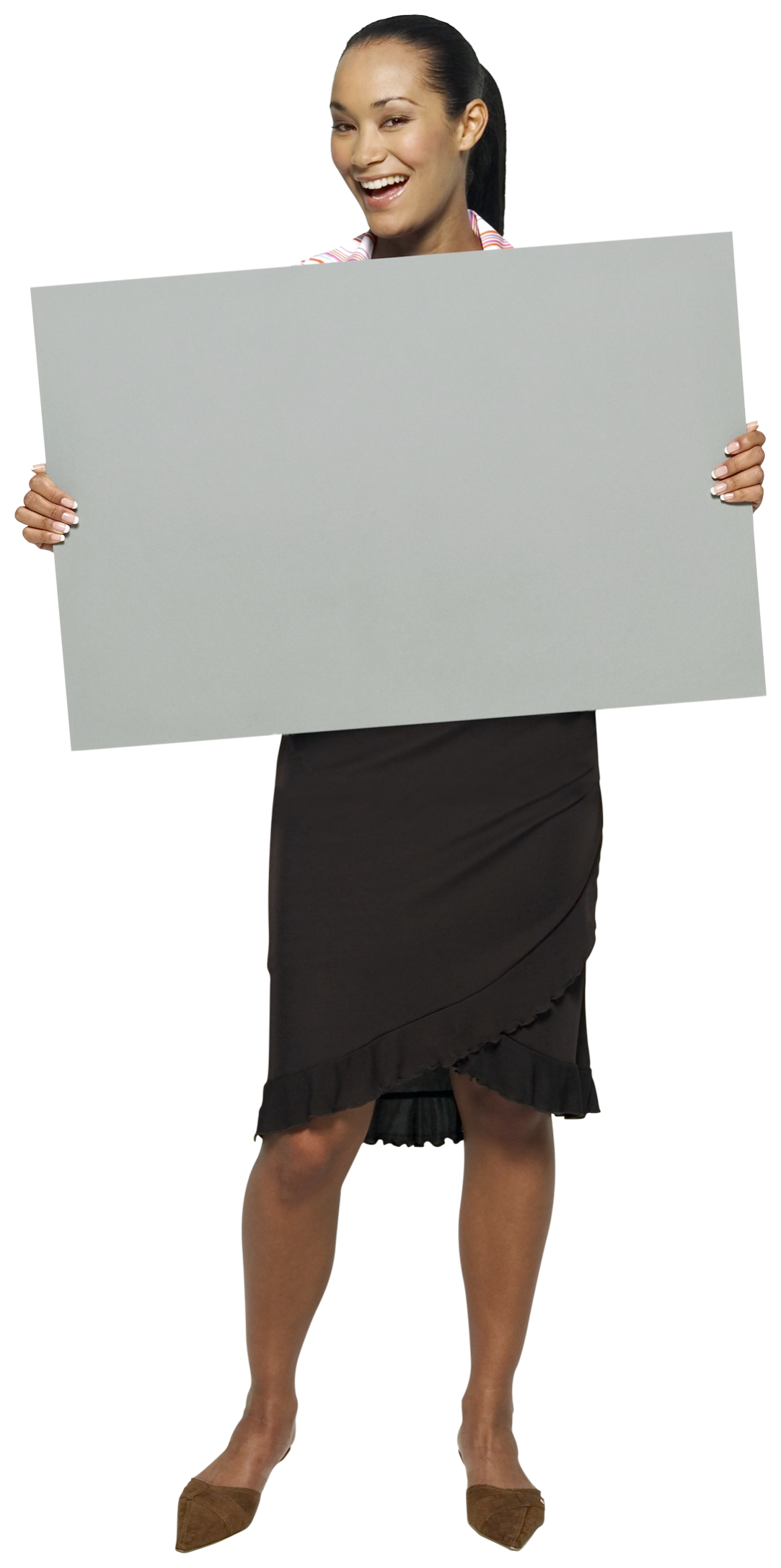
Continue

Game+

New Game

Other?

**Main**



Alright! Make sure you’re all working on your sections. We should have something coming together by next week!

Make sure to upload your code to github.

