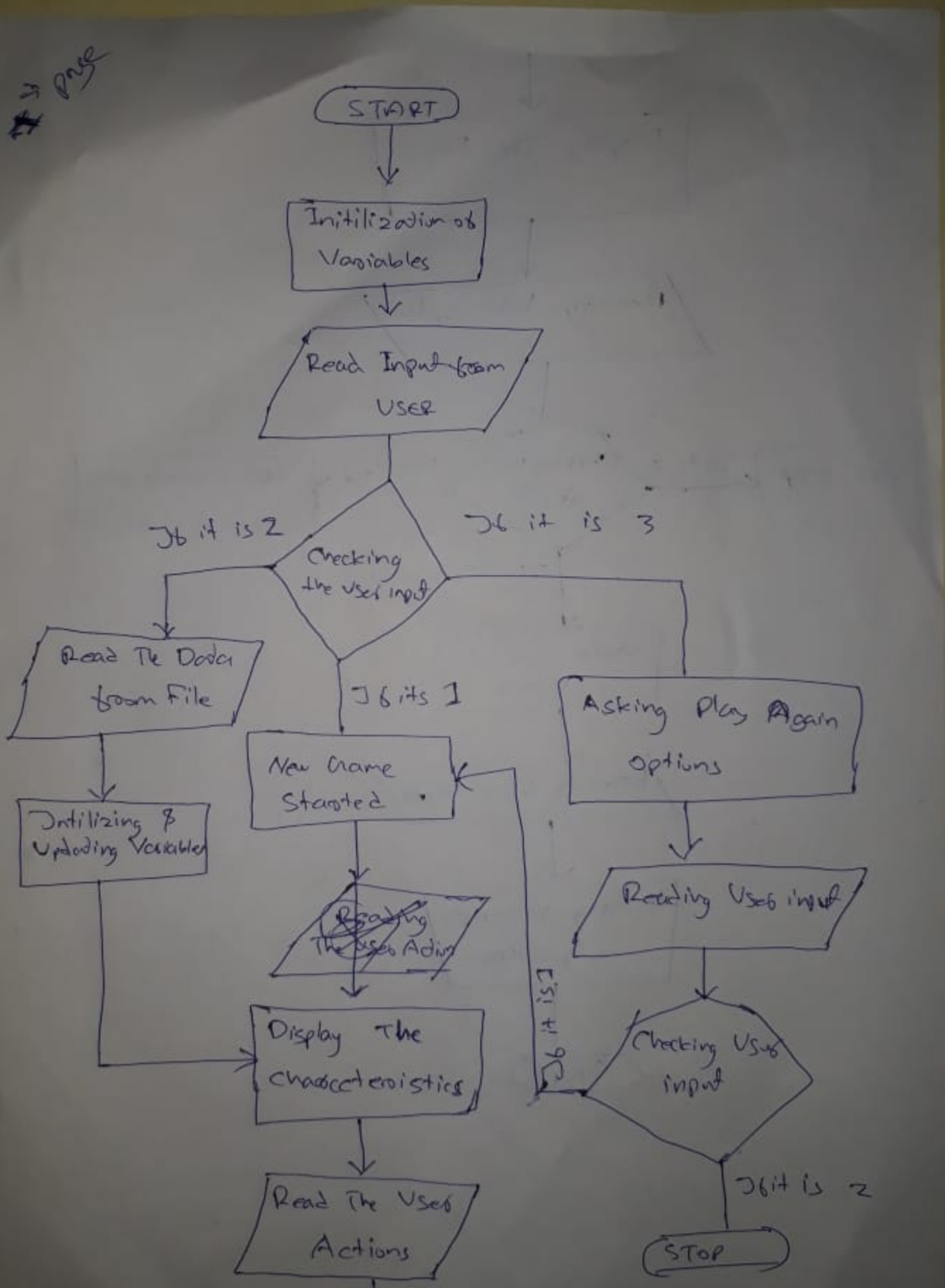
START
Initialization of Variables
Read Input from USER
Checking the user input
If it is 2
If it is 3
If its 1
Read The Data from File
Intilizing & Uploding Variables
New Game Started
Reading The User Action
Display The characteristics
Read The User Actions
Asking Play Again Options
Reading User input
Checking User input
If it is 1
If it is 2
STOP

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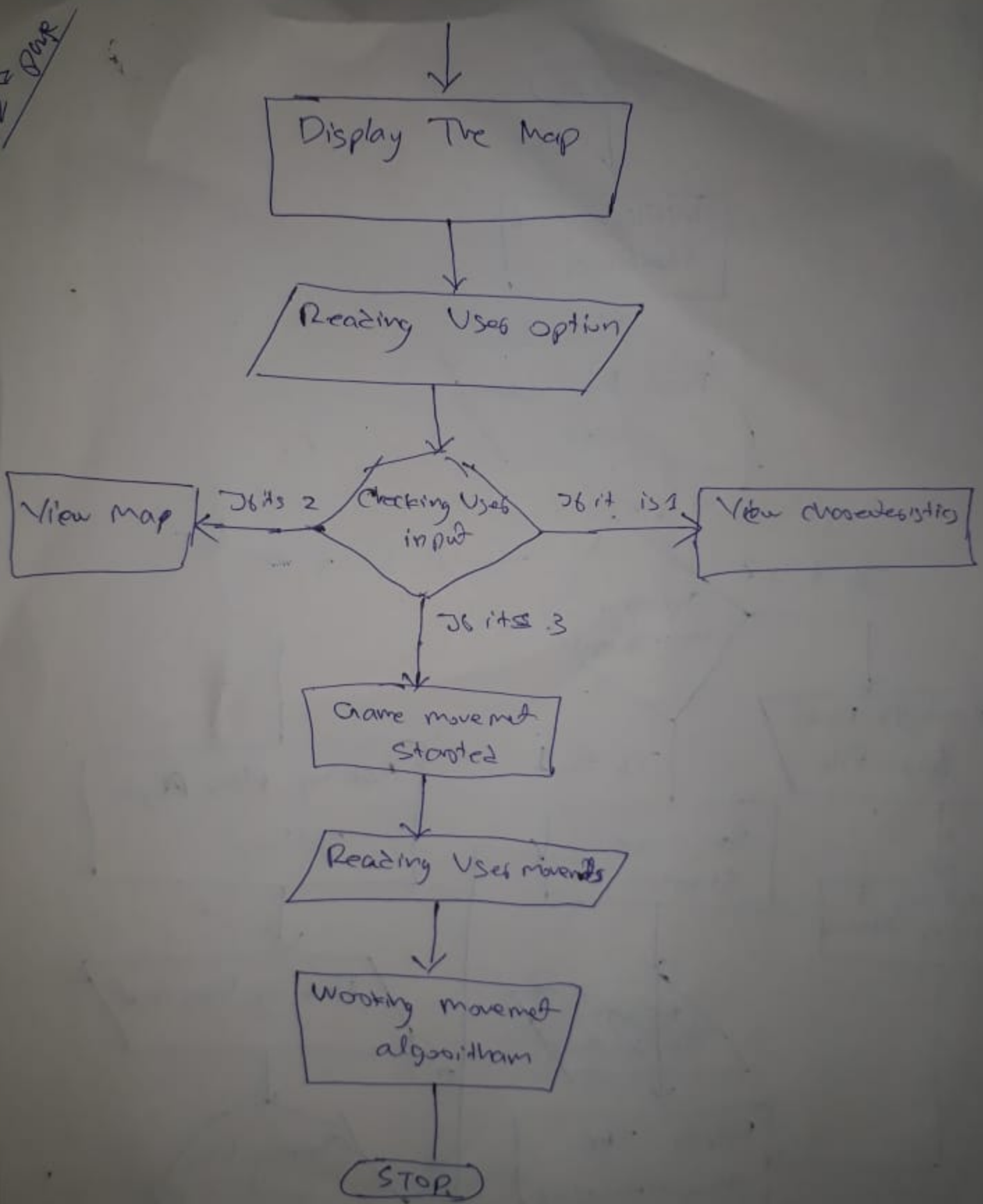
Display The Map
Reading User option
Checking User input
If its 2
View Map
If it is 1
View characteristics
If its 3
Game movement Started
Reading User movements
Working movement algorithm
STOP