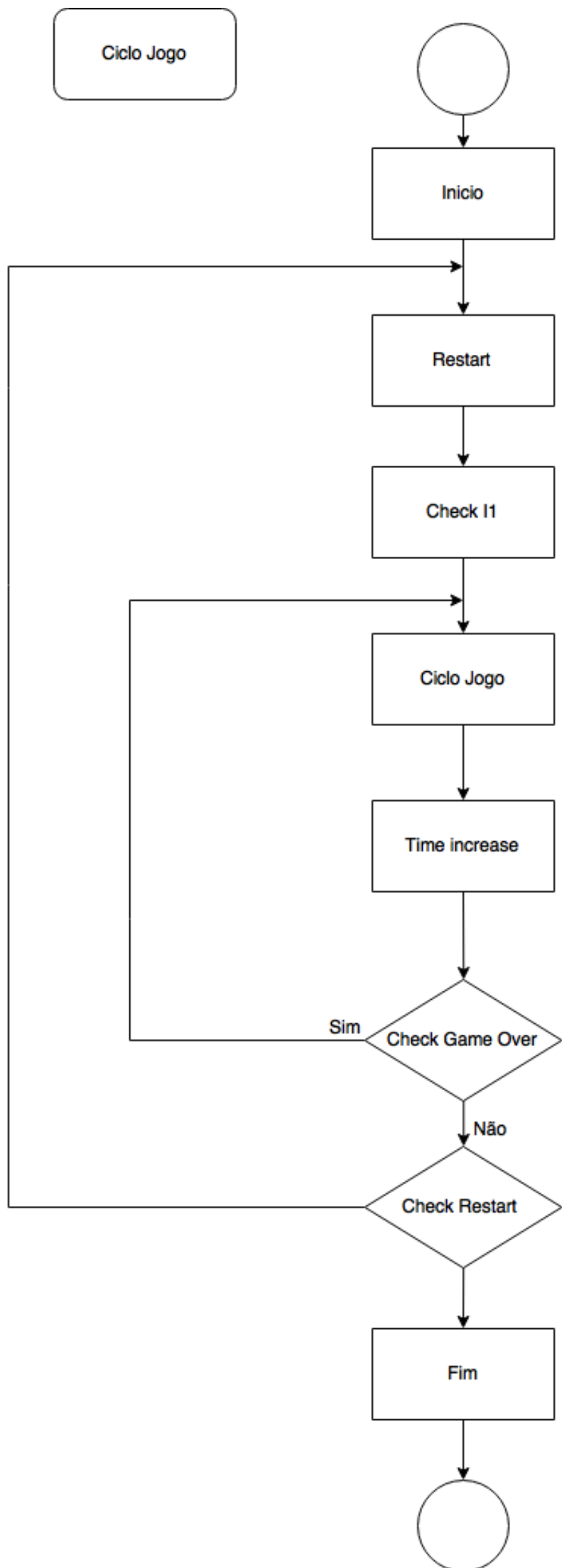


Jogo



Ciclo Jogo

Início

Restart

Check I1

Ciclo Jogo

Time increase

Sim

Check Game Over

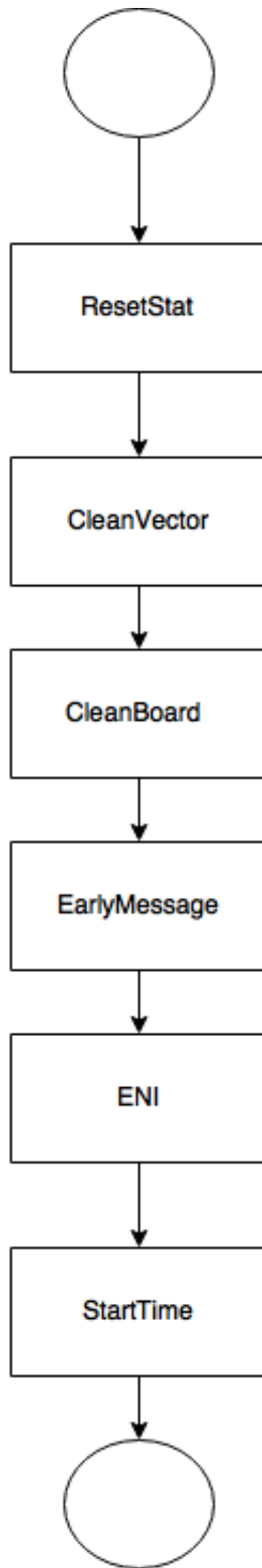
Não

Check Restart

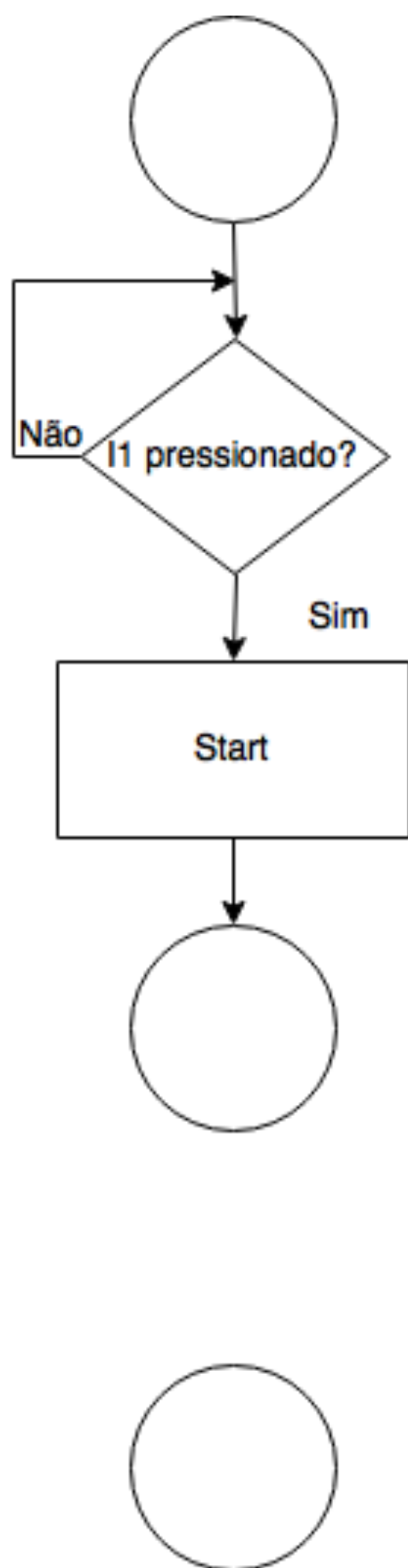
Fim

Início

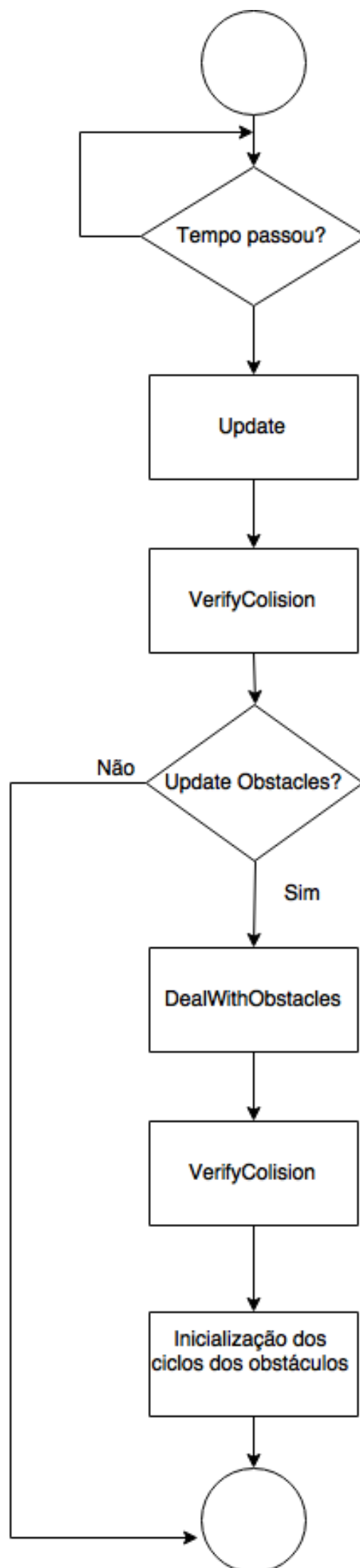




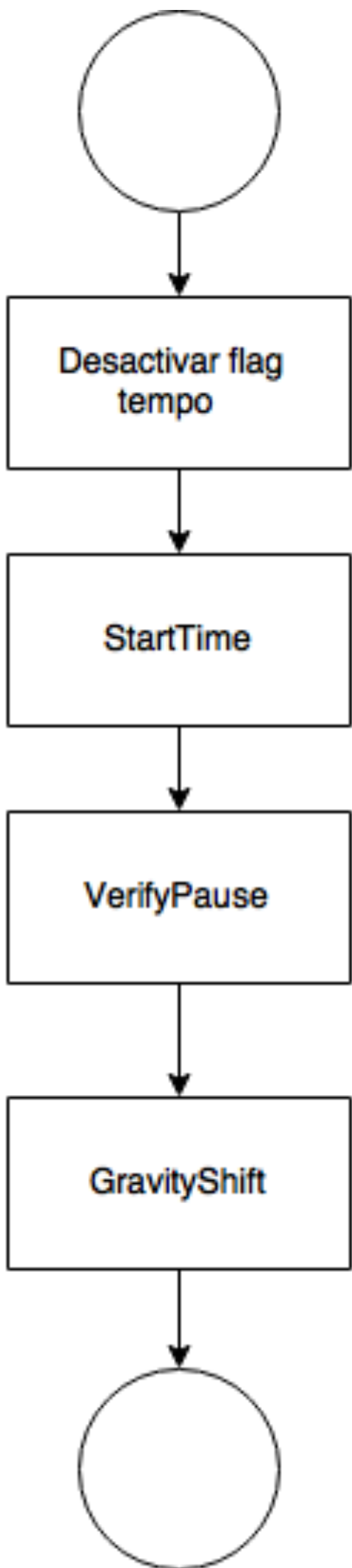
Check I1



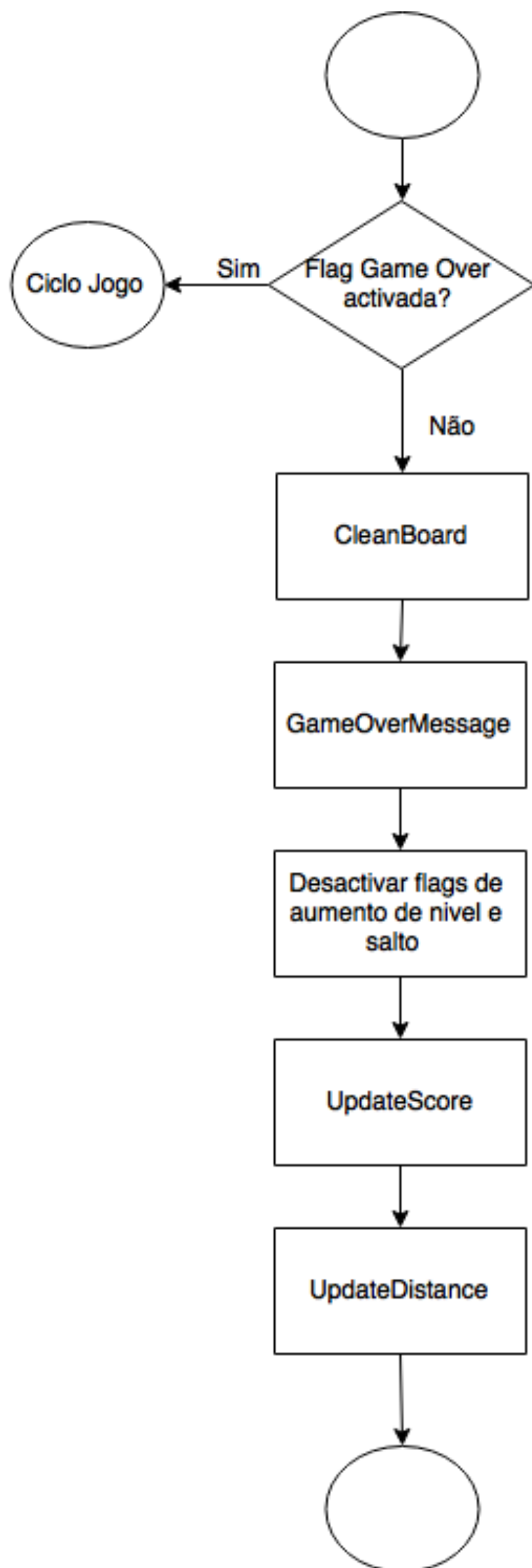
Ciclo Jogo



Time Increase



Check Game Over





Check Restart

VerifyEnd

Incrementar as flags  
de Started e  
GameOver

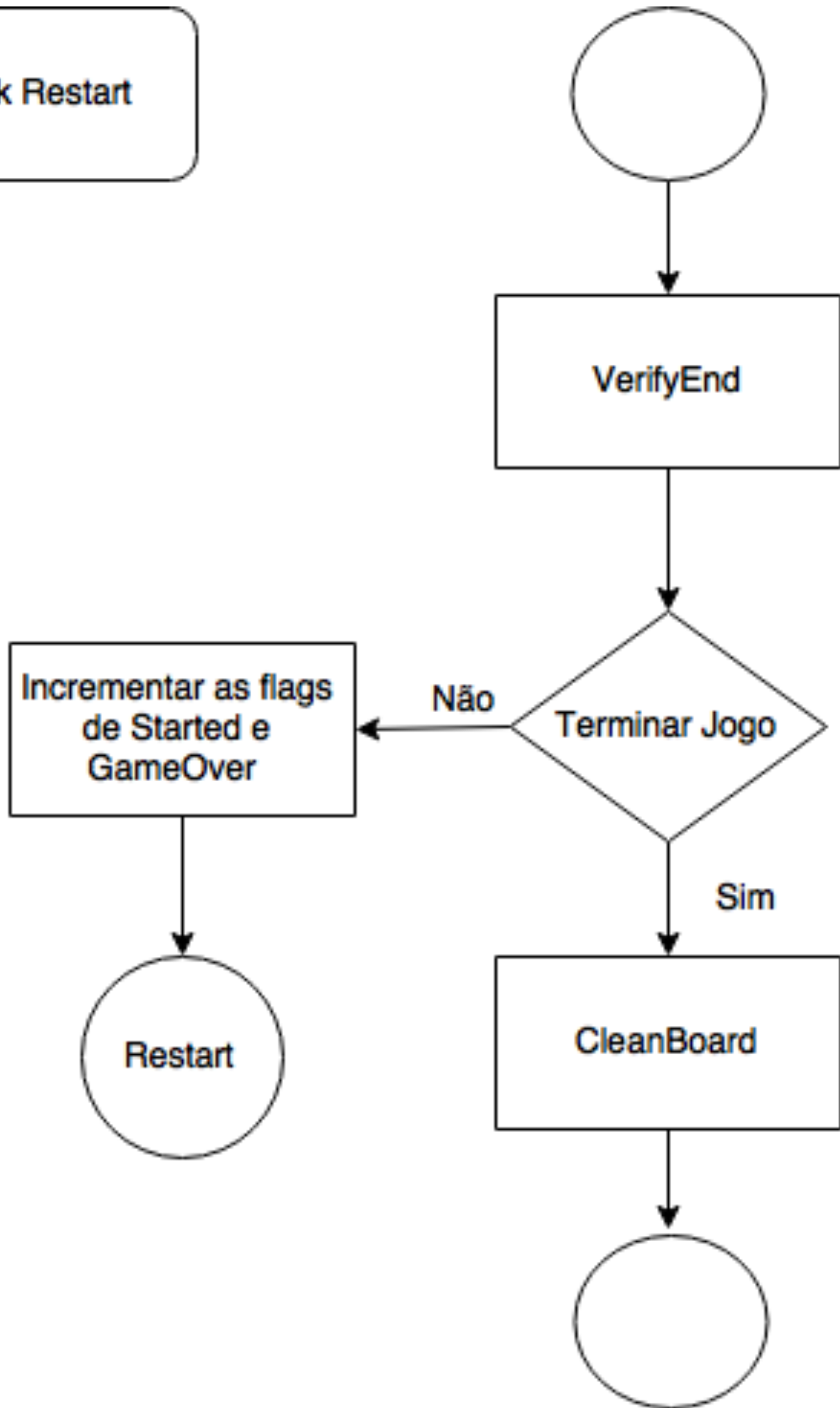
Restart

Não

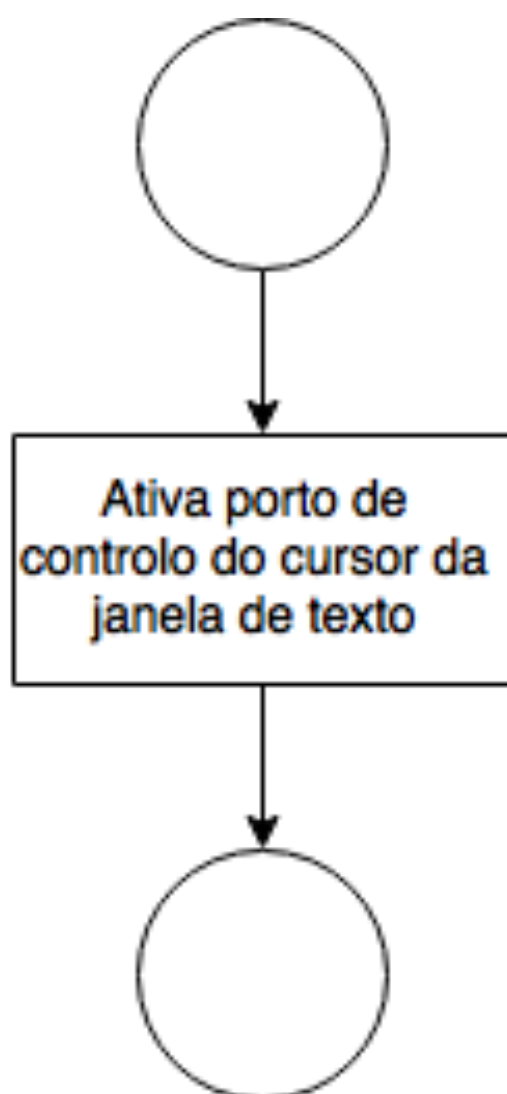
Terminar Jogo

Sim

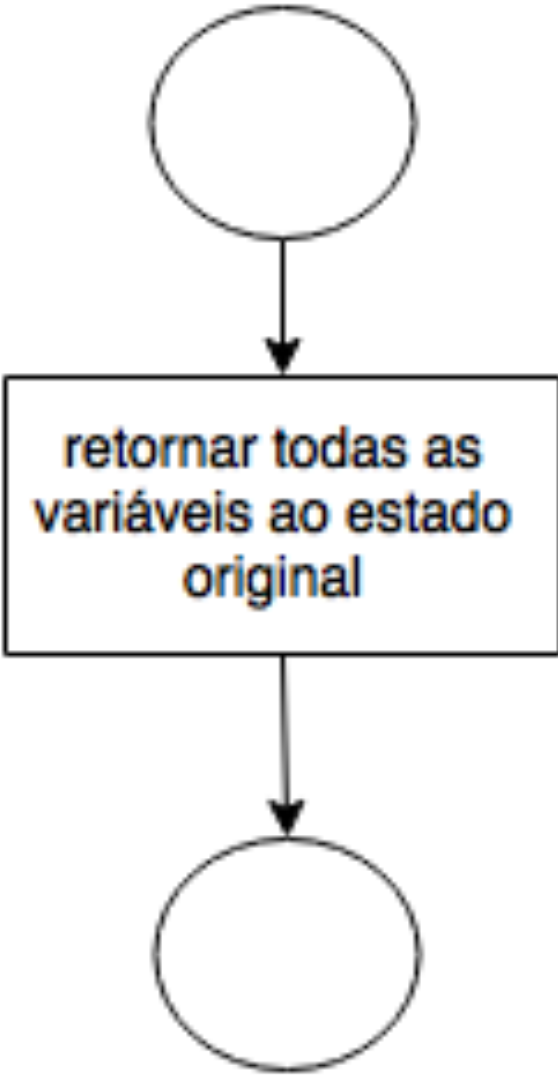
CleanBoard



ControlActive



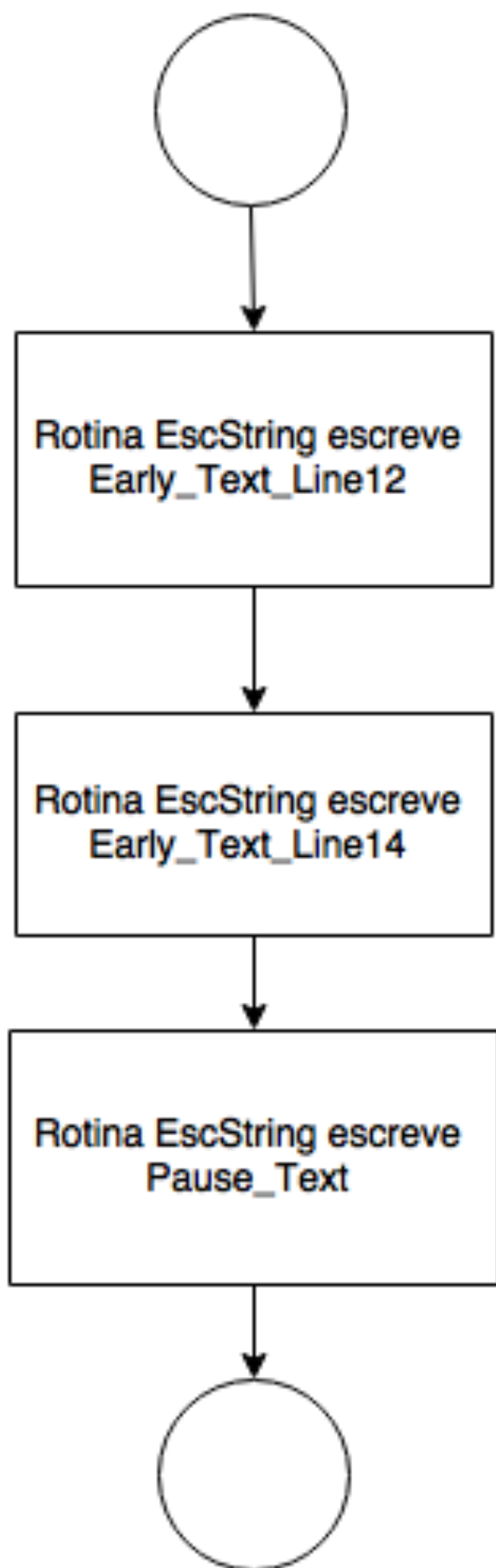
ResetStats



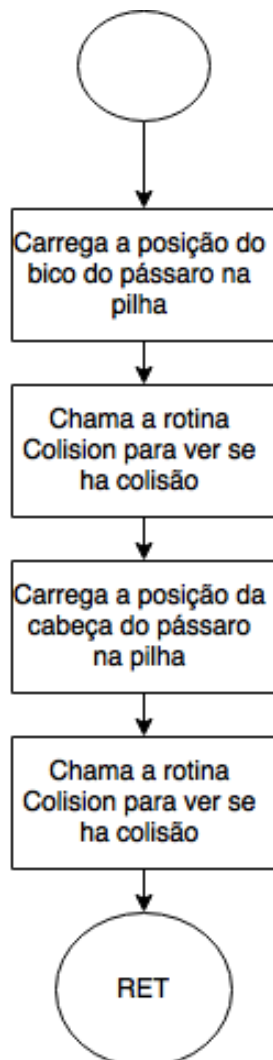
```
graph TD; Start(( )) --> Process[retornar todas as variáveis ao estado original]; Process --> End(( ))
```

retornar todas as  
variáveis ao estado  
original

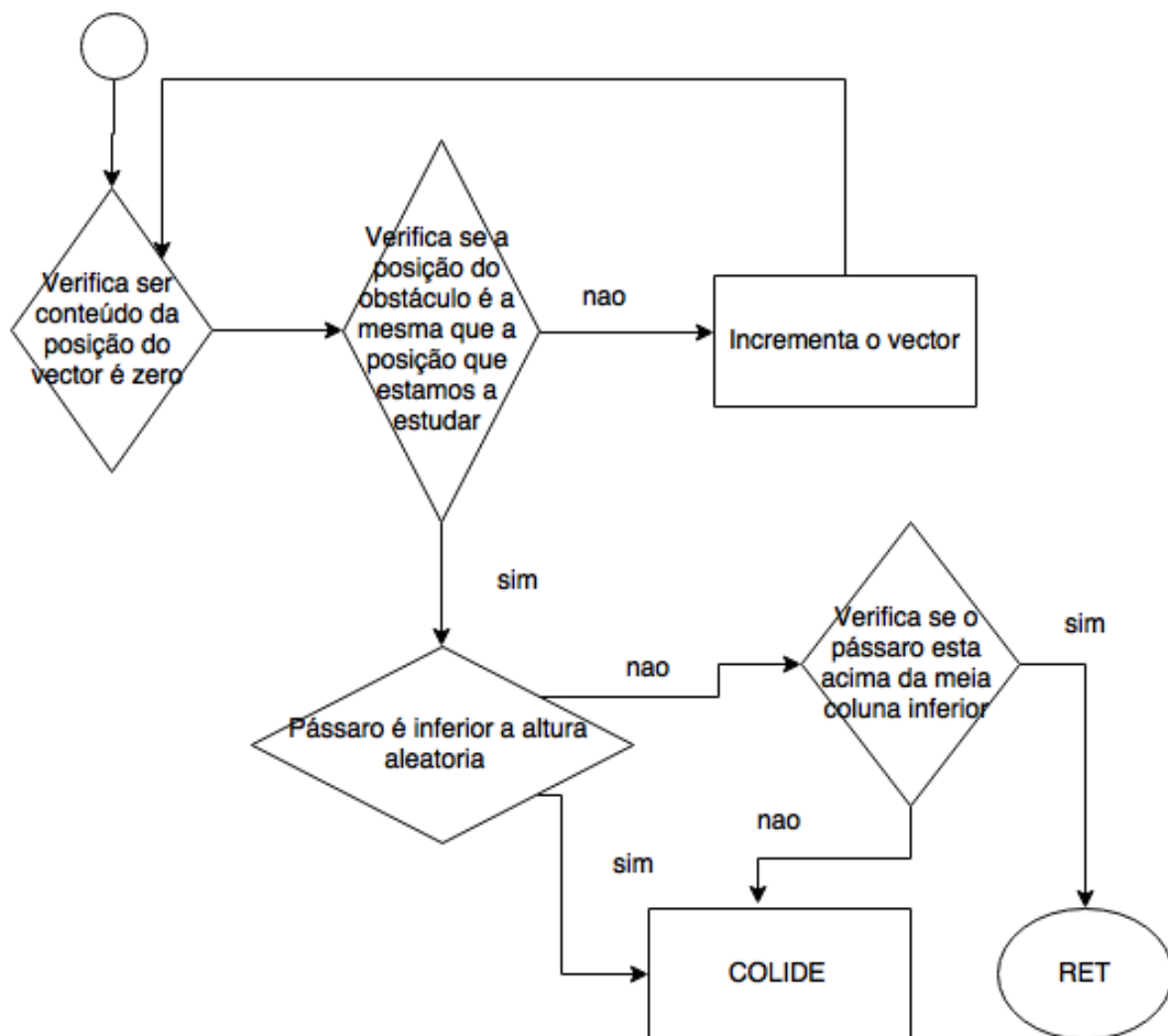
EarlyMessage



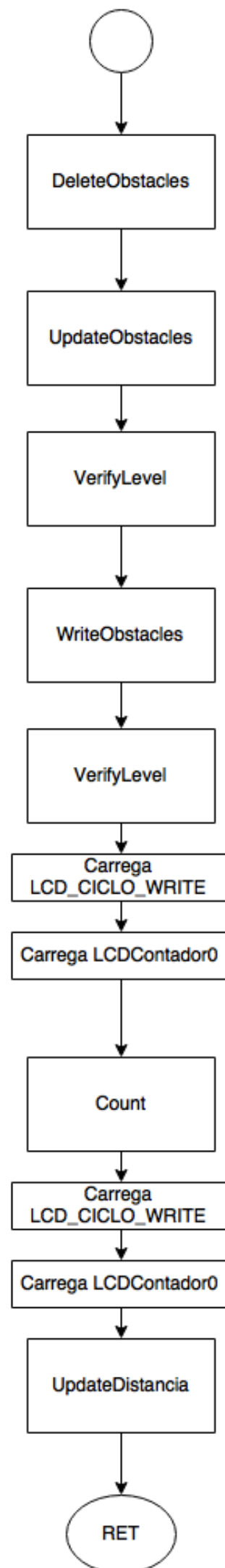
## VerifyColision



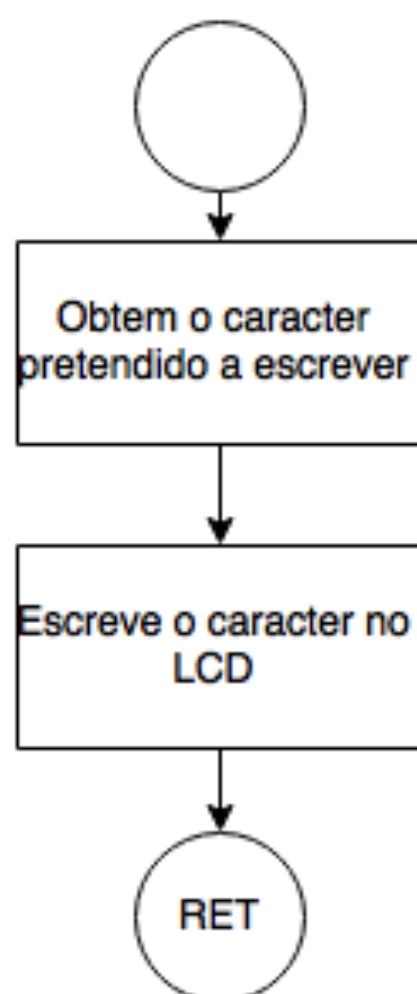
## Colision



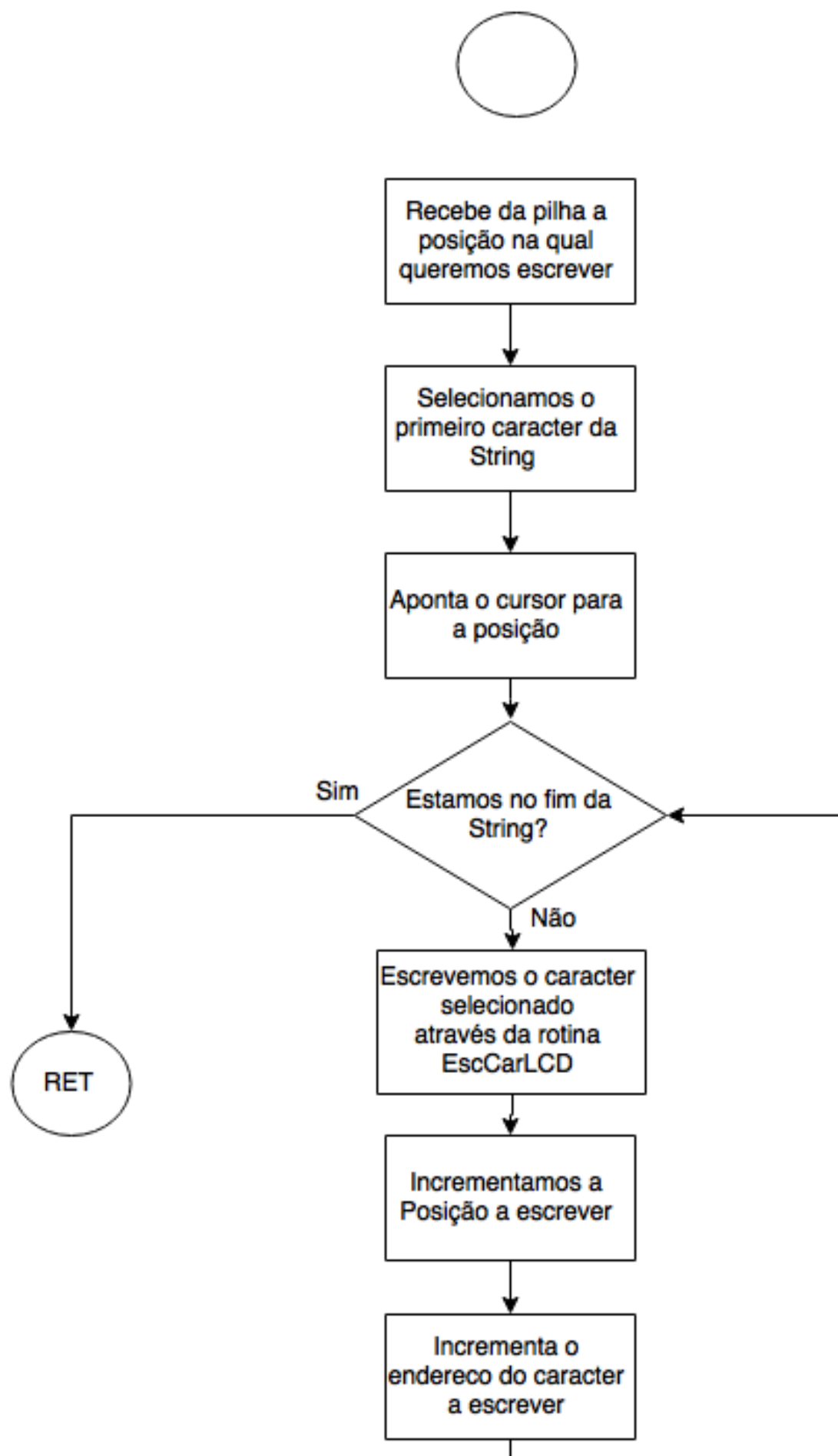
**DealWithObstacles**



EscCarLCD

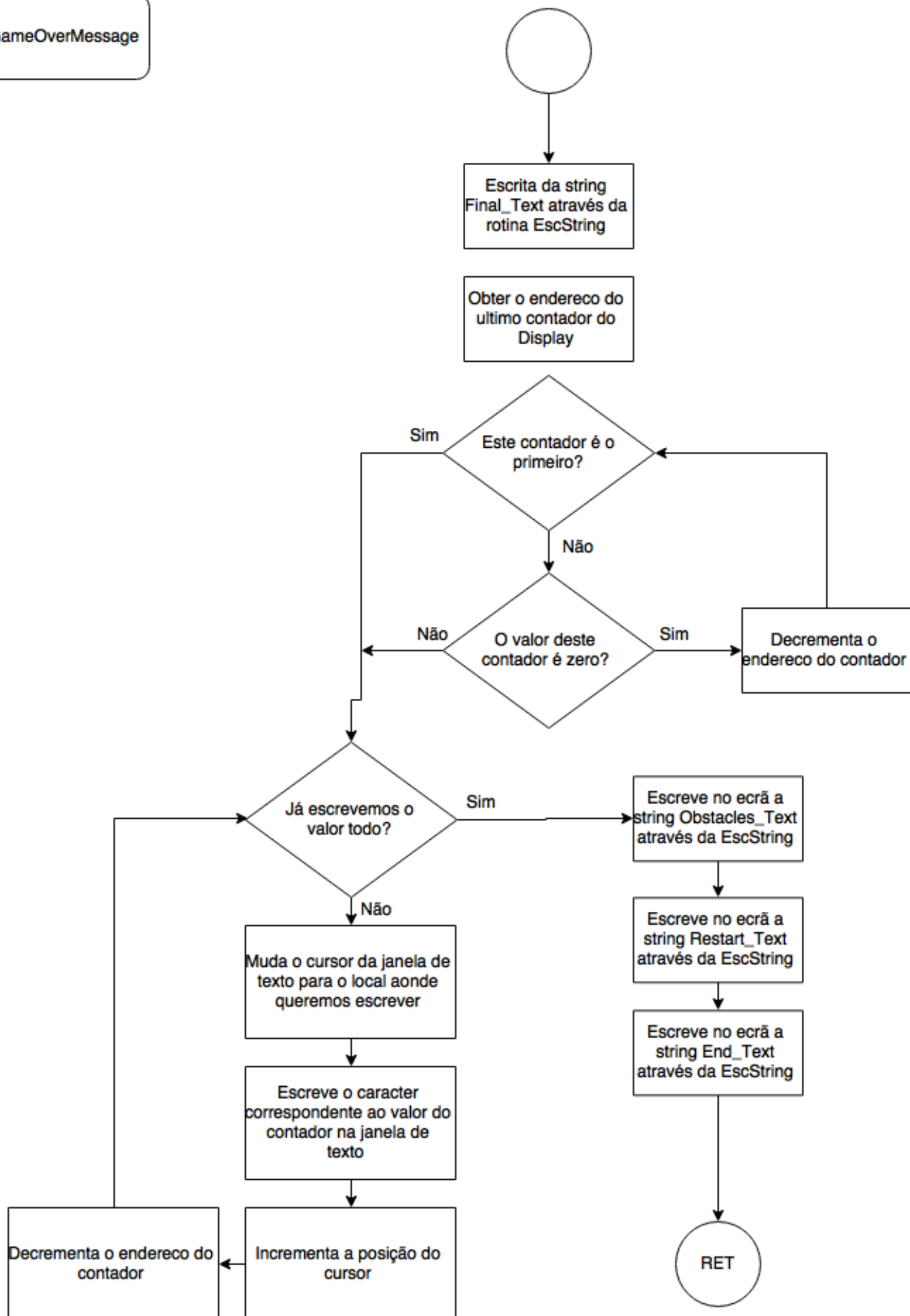


EscLCD

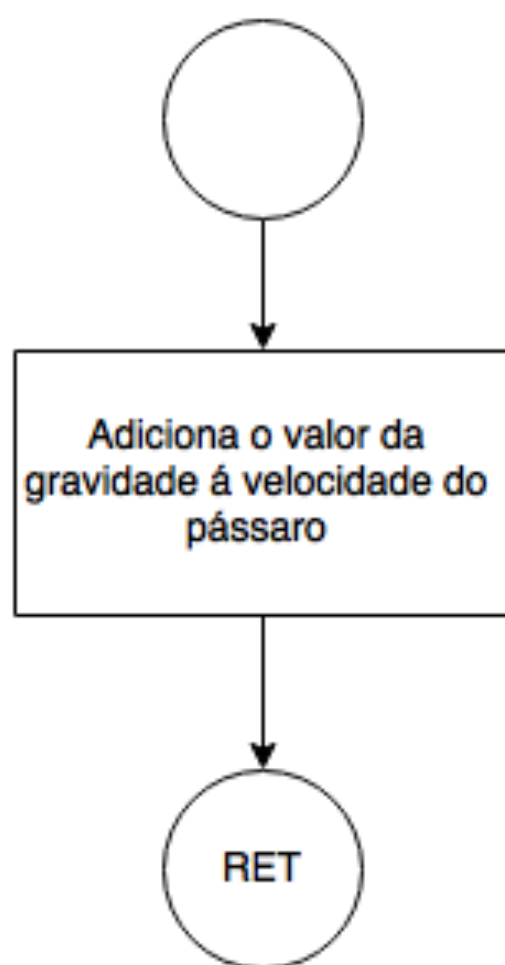


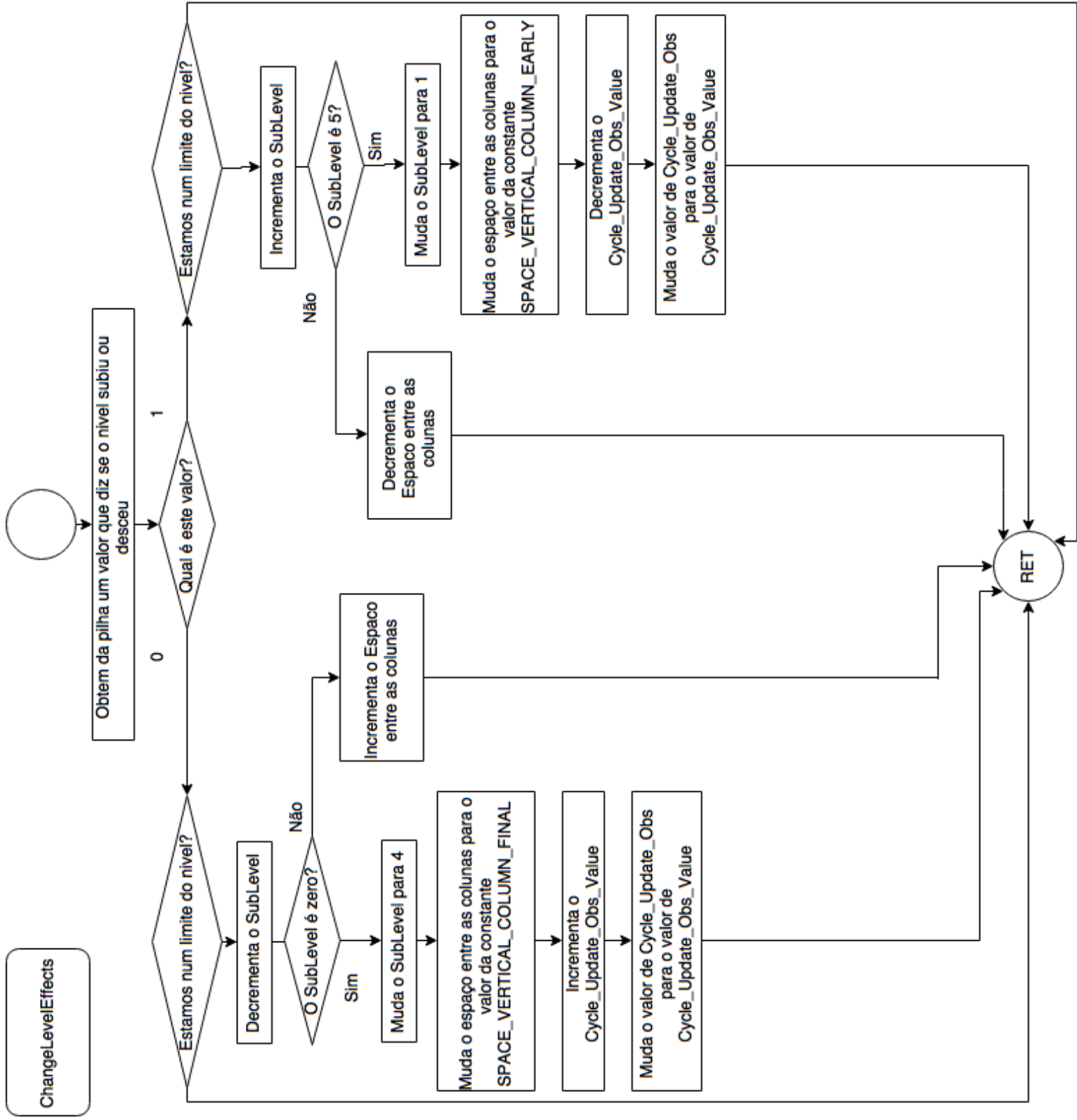


GameOverMessage

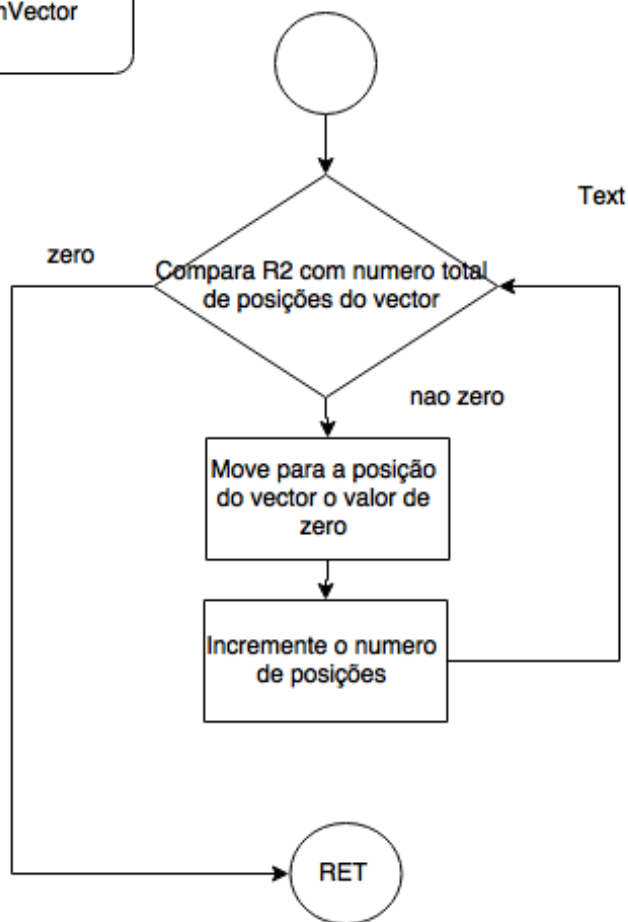


GravityFX

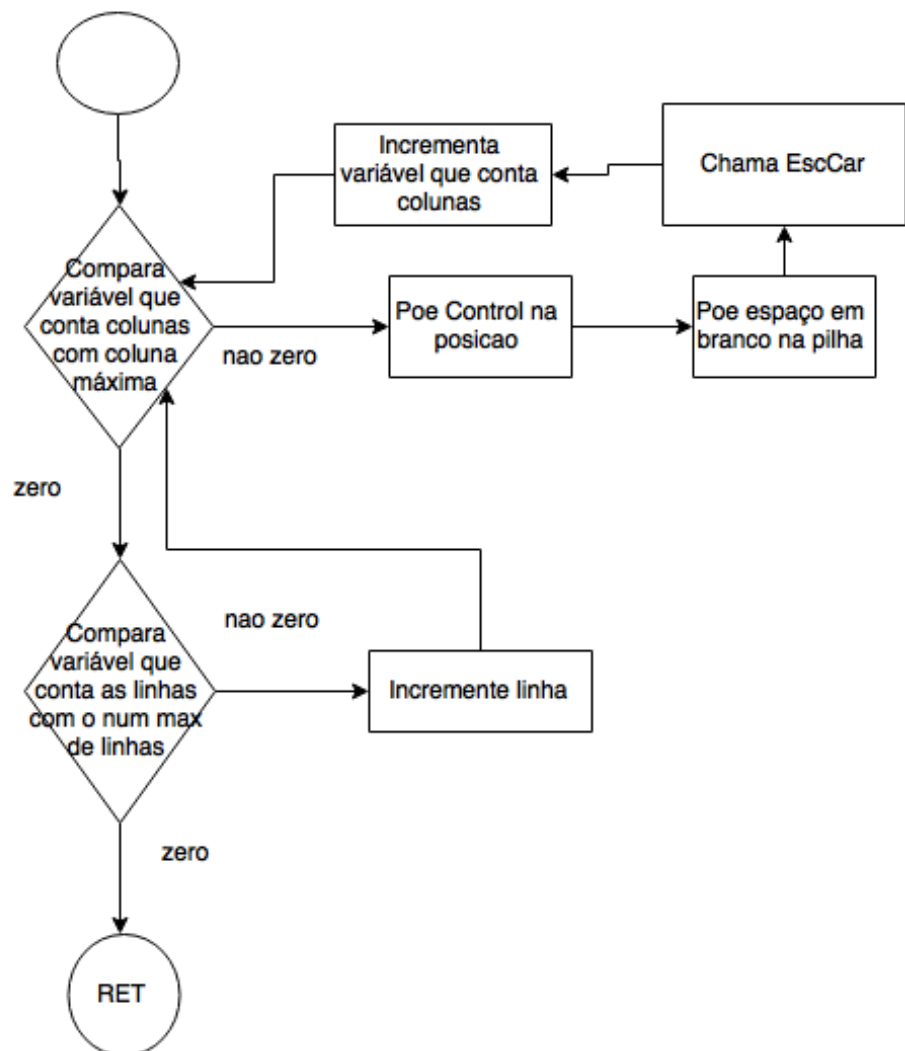




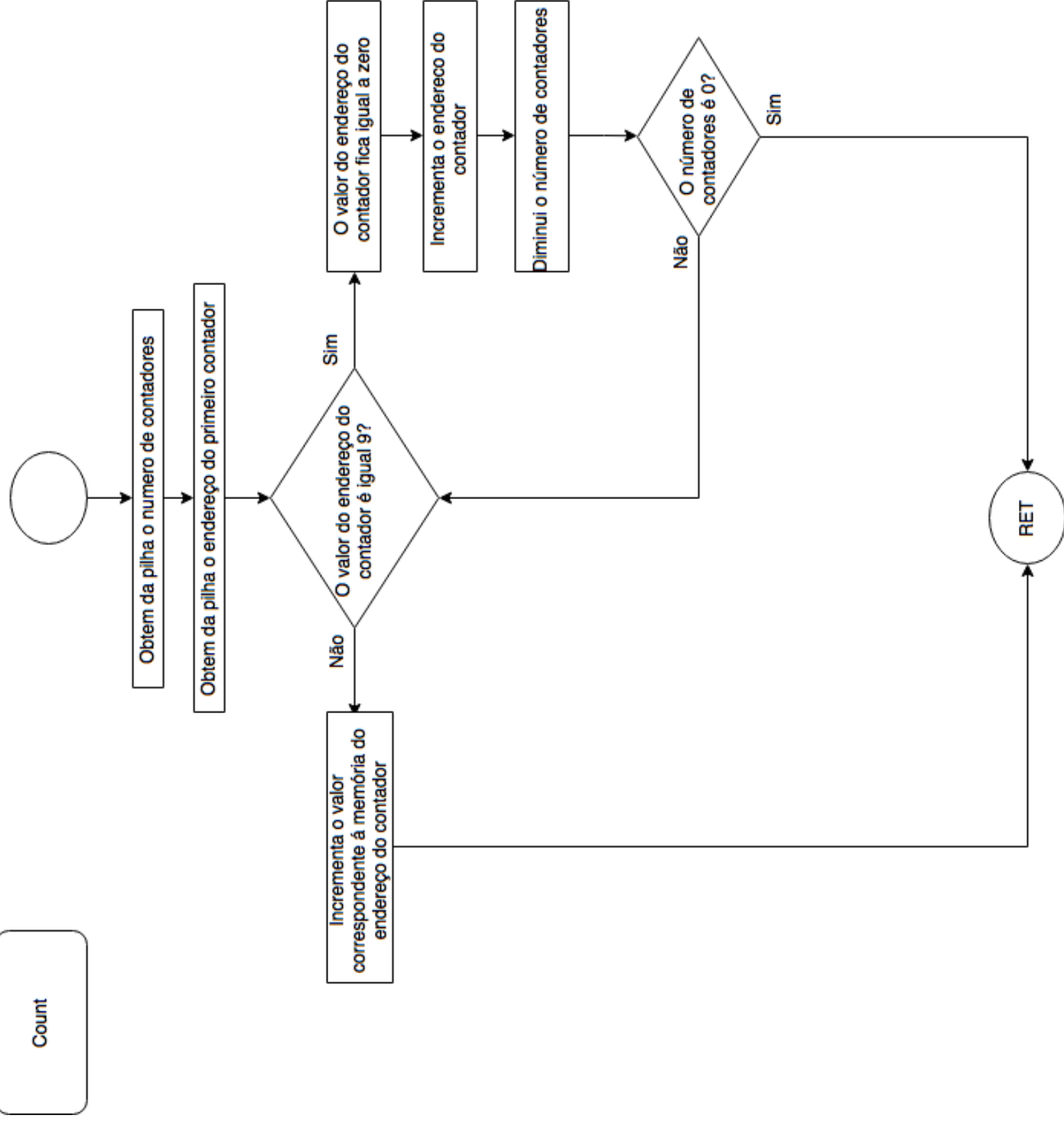
CleanVector



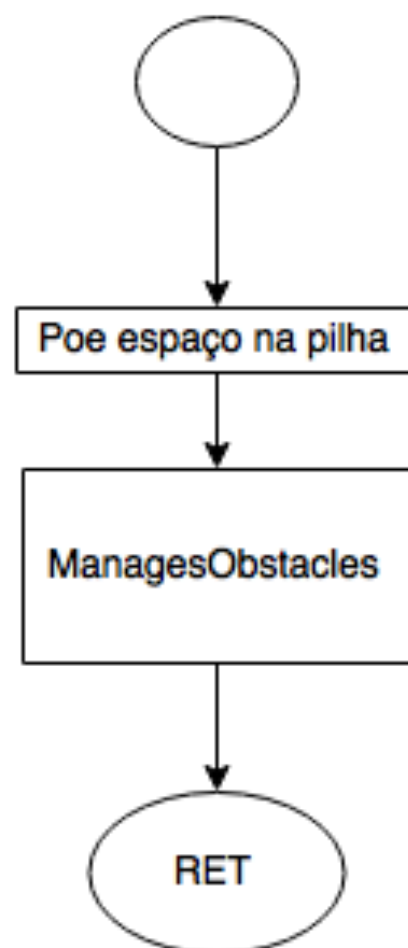
CleanBoard



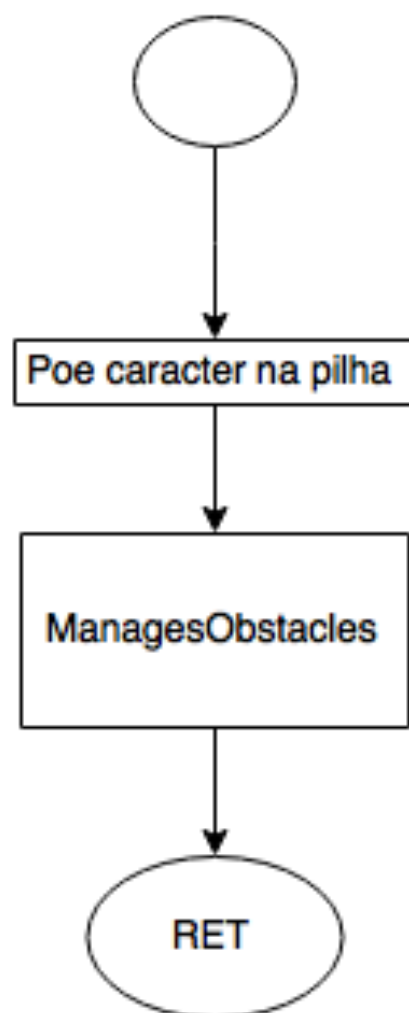
Count



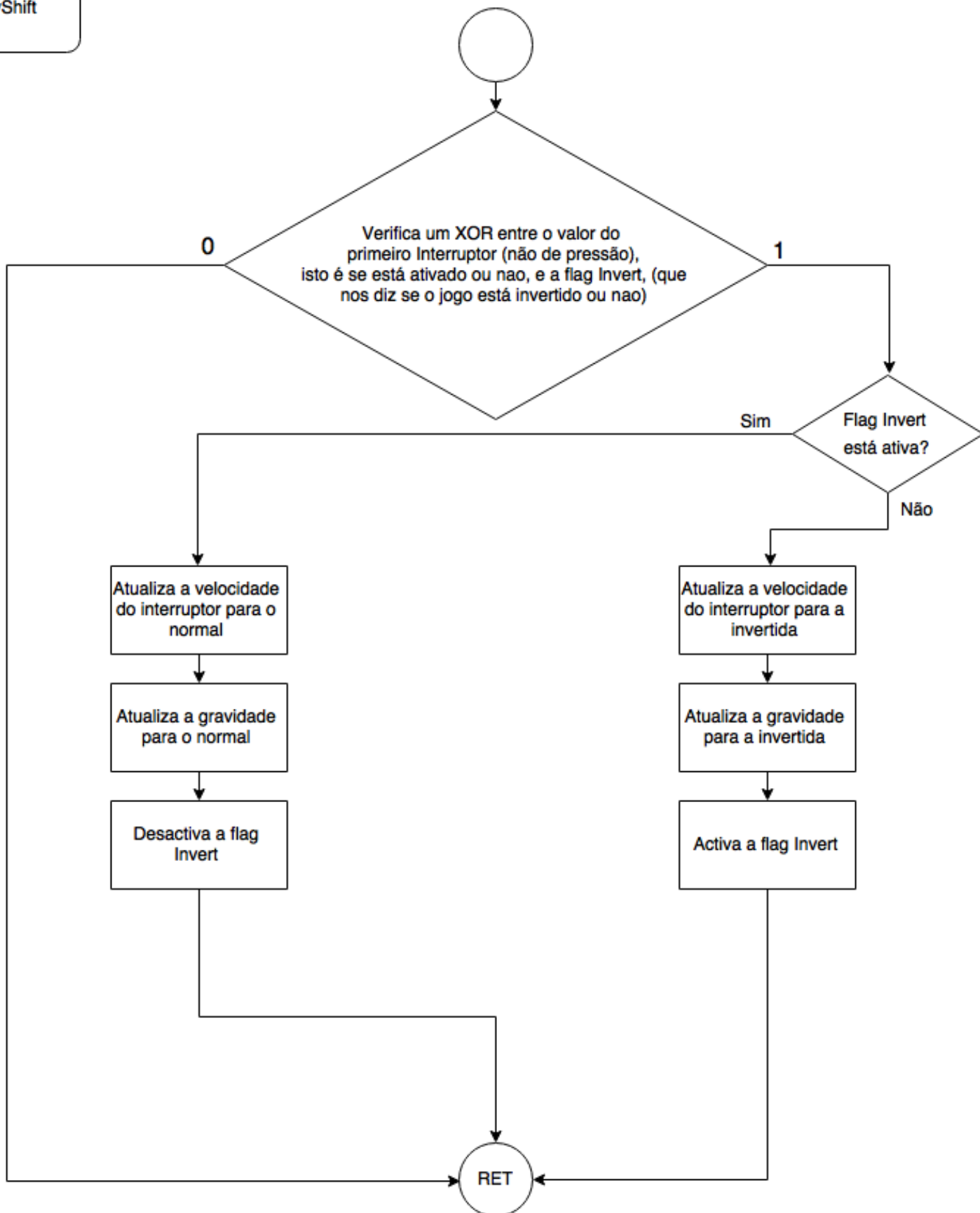
DeleteObstacles



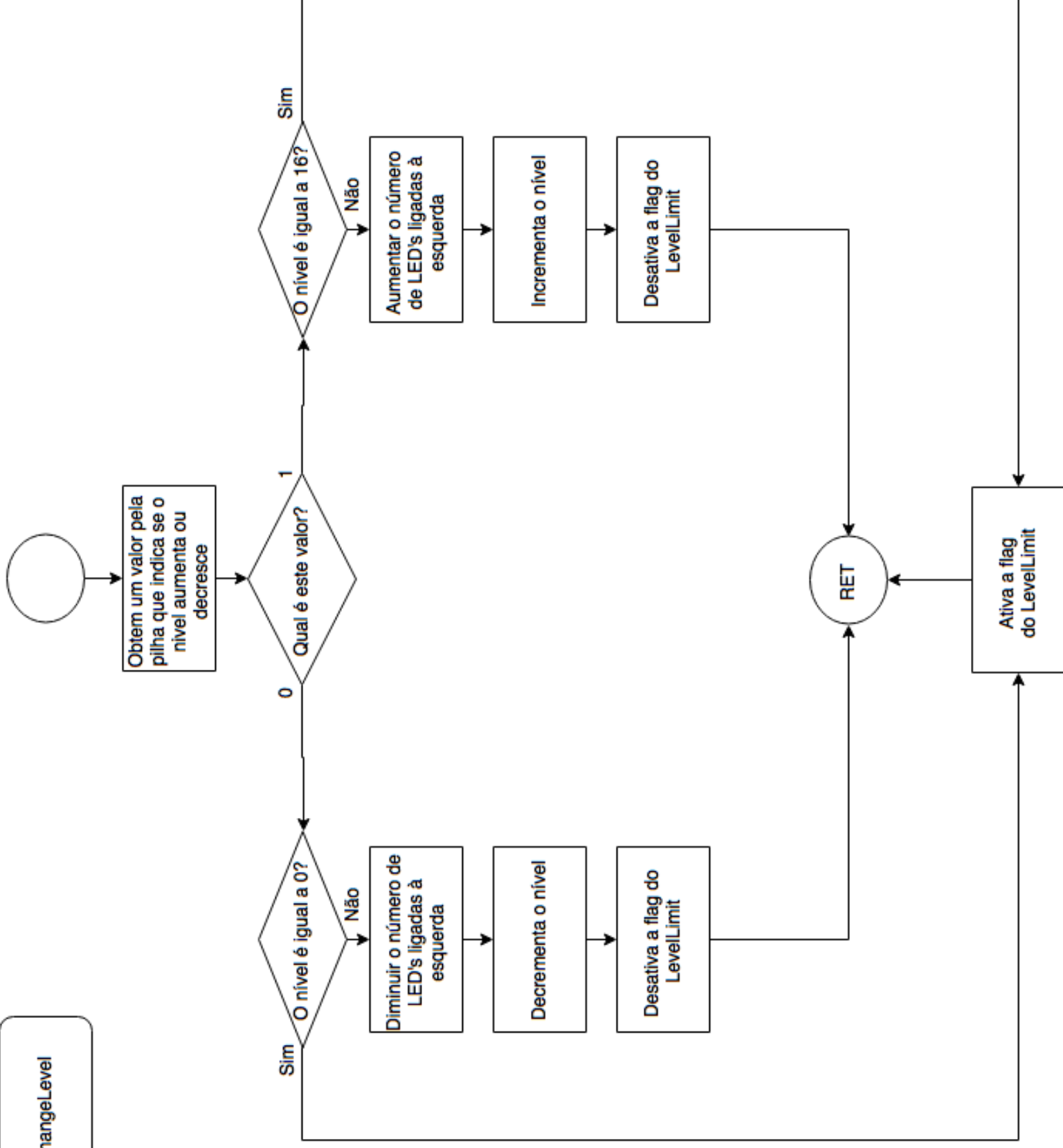
WriteObstacles



# GravityShift



ChangeLevel





MakeObstacle

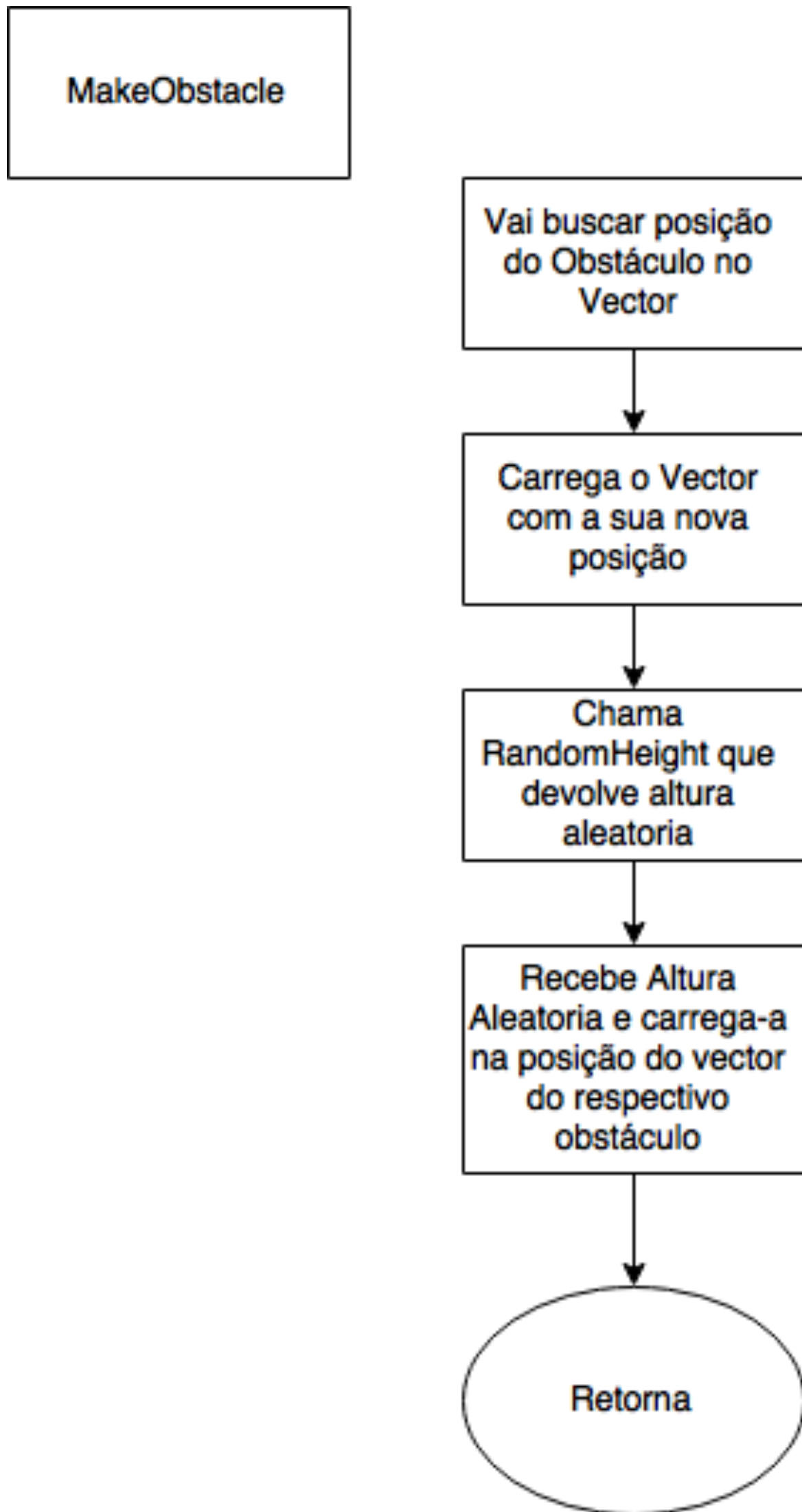
Vai buscar posição  
do Obstáculo no  
Vector

Carrega o Vector  
com a sua nova  
posição

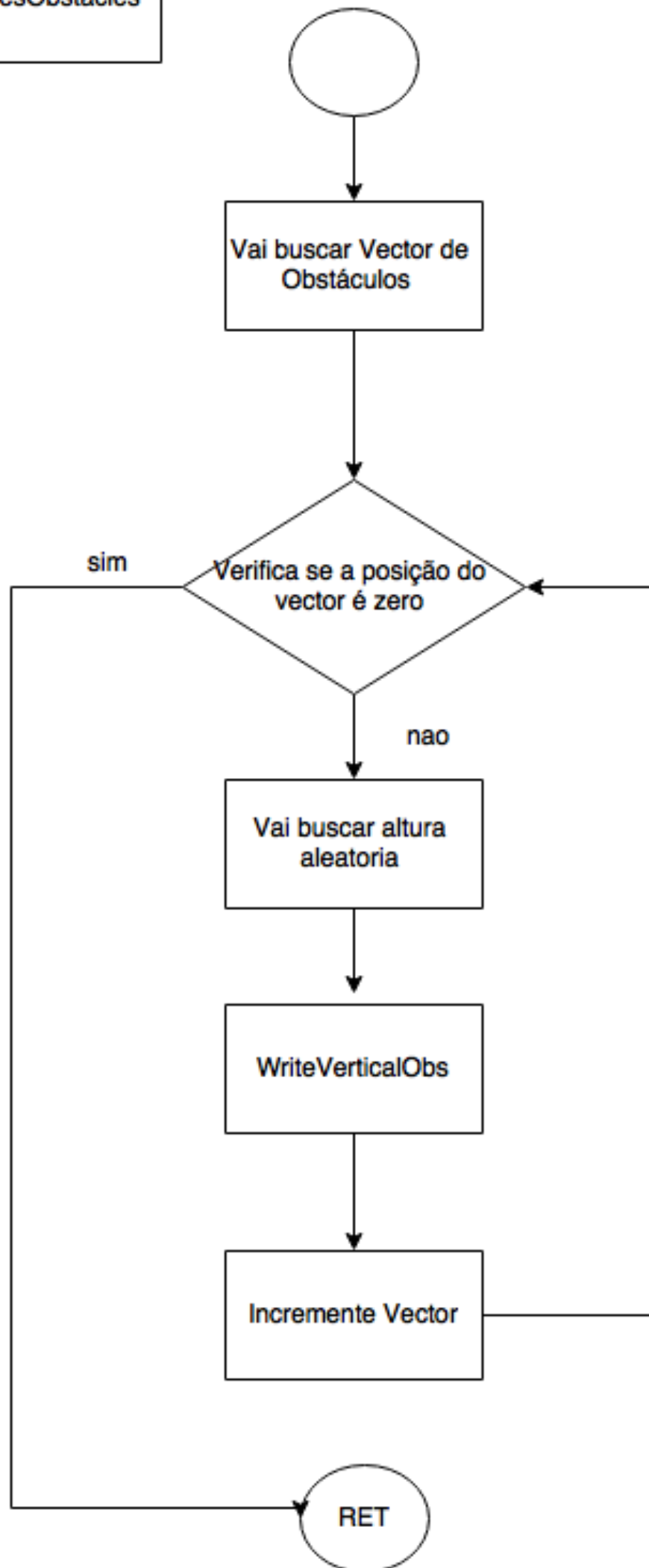
Chama  
RandomHeight que  
devolve altura  
aleatoria

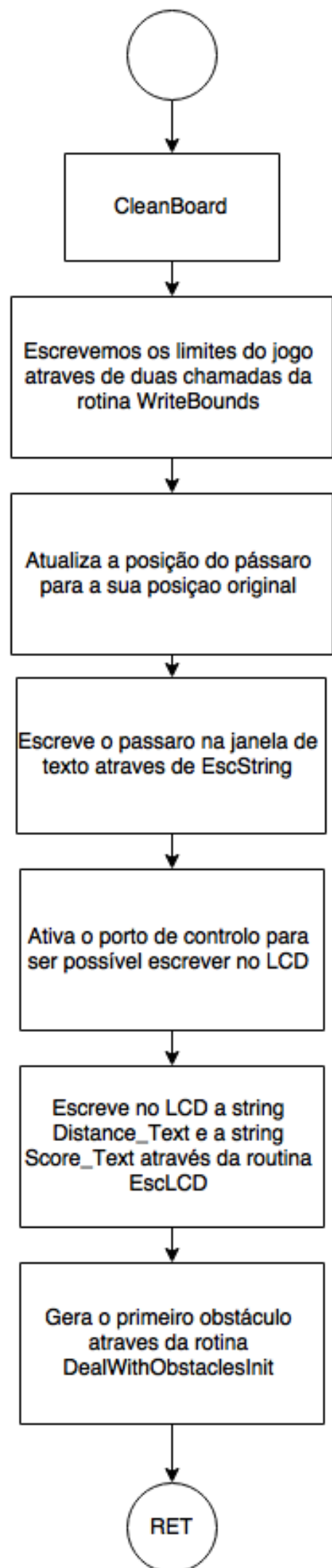
Recebe Altura  
Aleatoria e carrega-a  
na posição do vector  
do respectivo  
obstáculo

Retorna

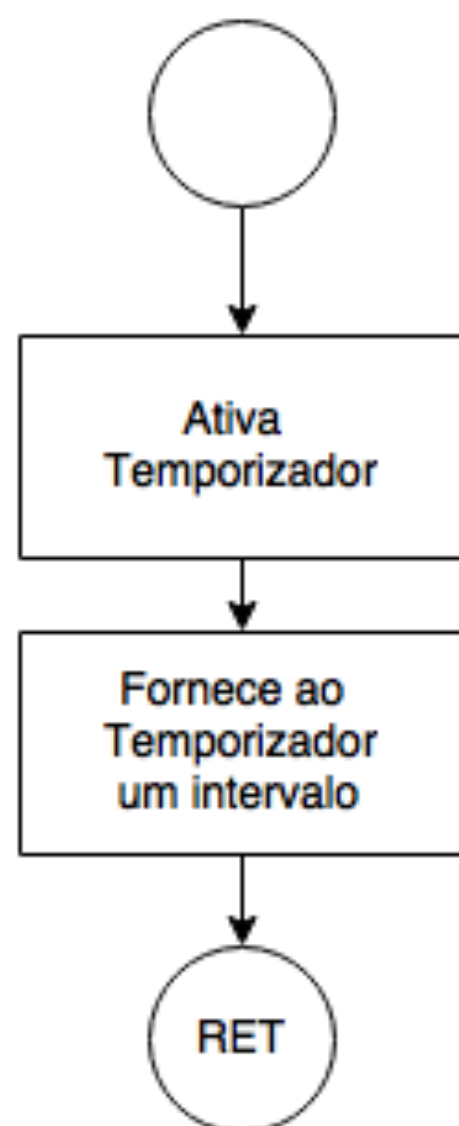


ManagesObstacles

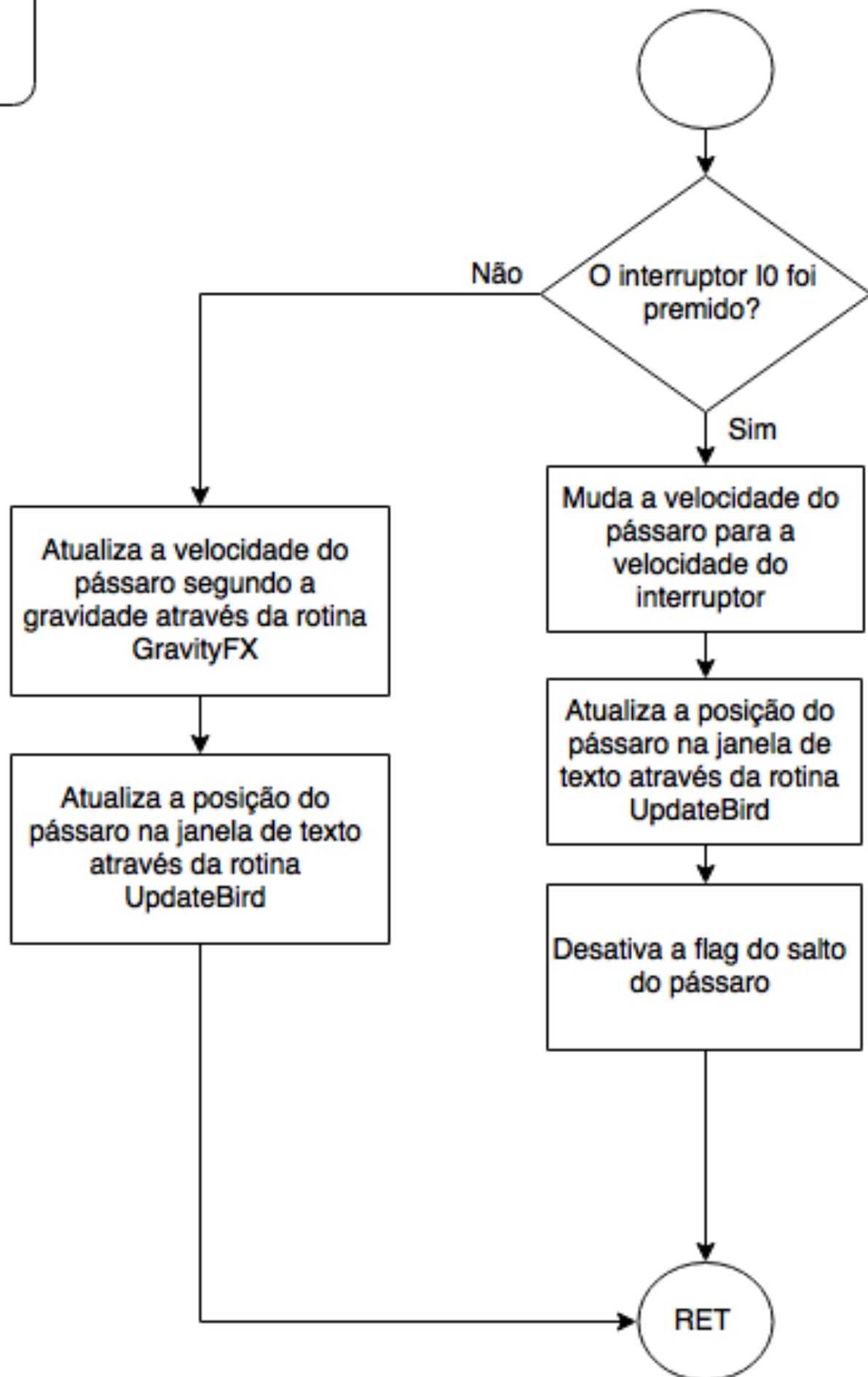




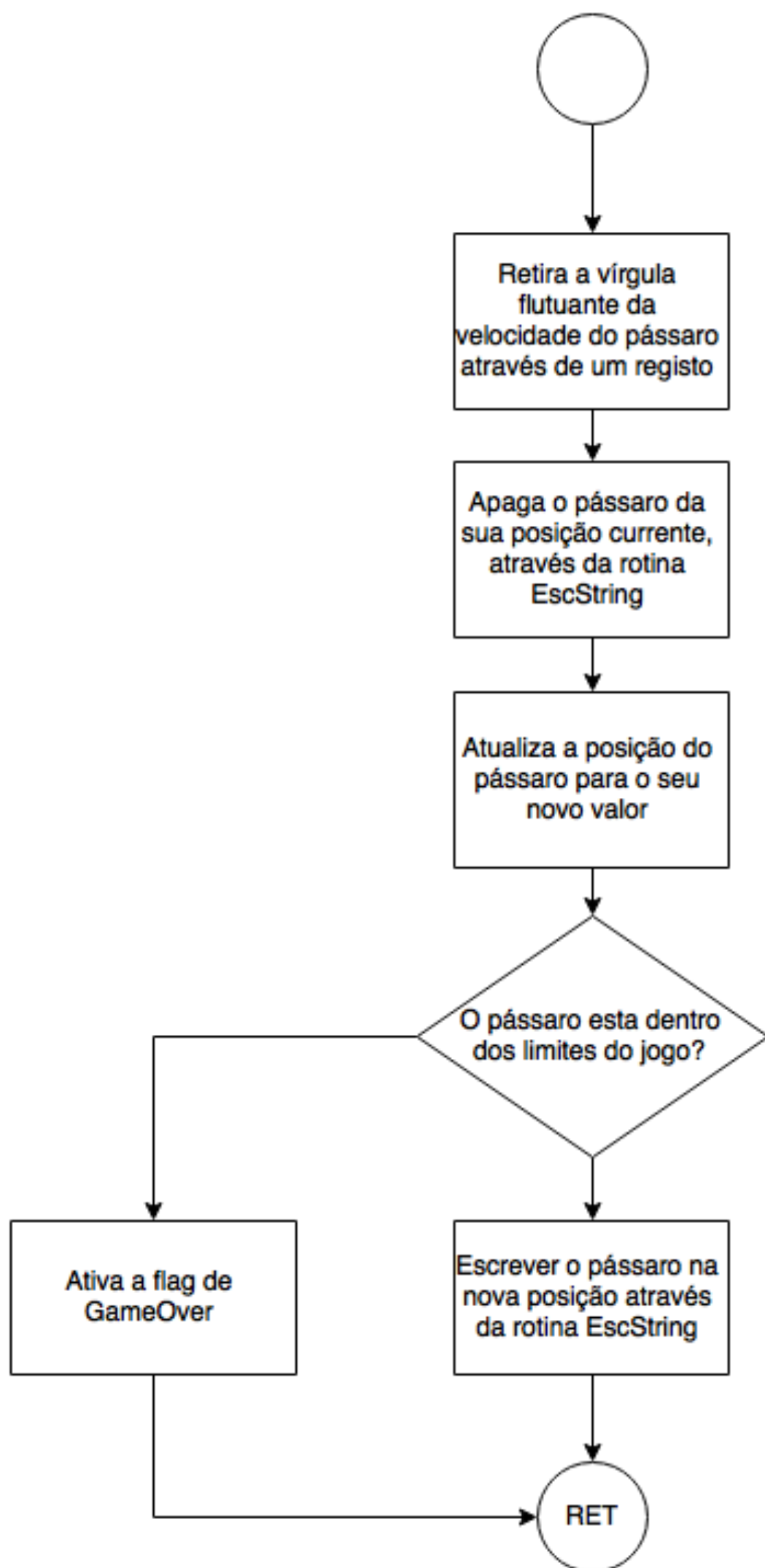
StartTime



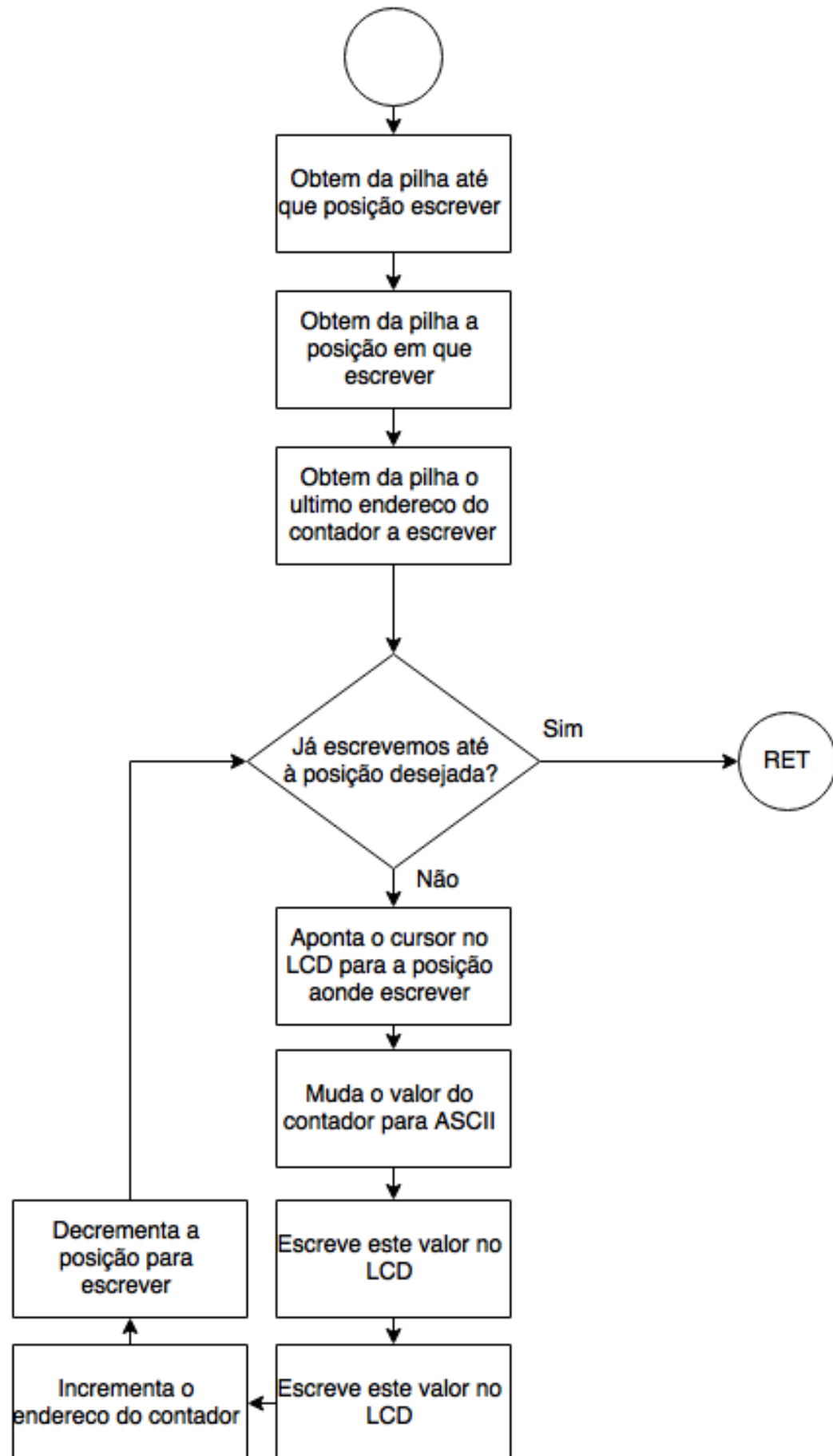
Update



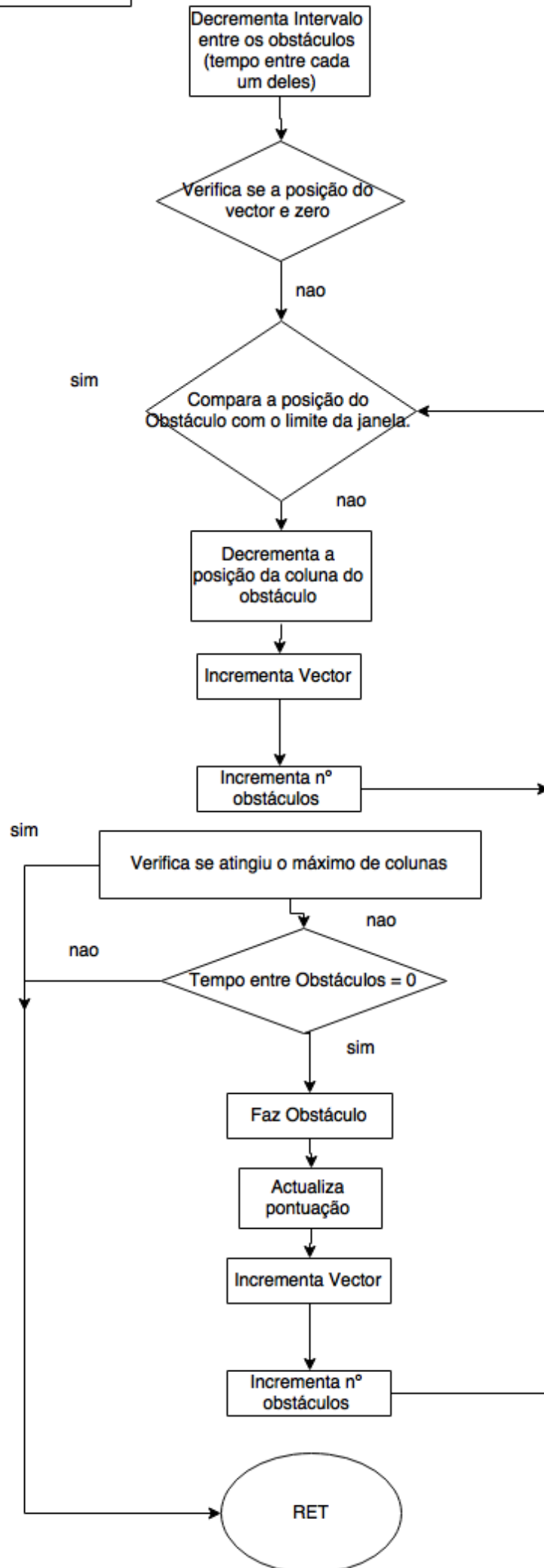
UpdateBird



UpdateDistance

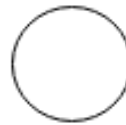


## UpdateObstacles





UpdateScore



Obtem o ultimo contador do Recorde

Obtem o ultimo contador do LCD

Ultrapassámos o primeiro contador de ambos?

Sim

O valor do contador do LCD é maior do que o valor do contador do Recorde?

Não

Obtem o ultimo contador do Recorde

Obtem o ultimo contador do LCD

Decrementa o endereço do contador do Recorde

Decrementa o endereço do contador do LCD

Sim

Ja foram escritos todos os valores?

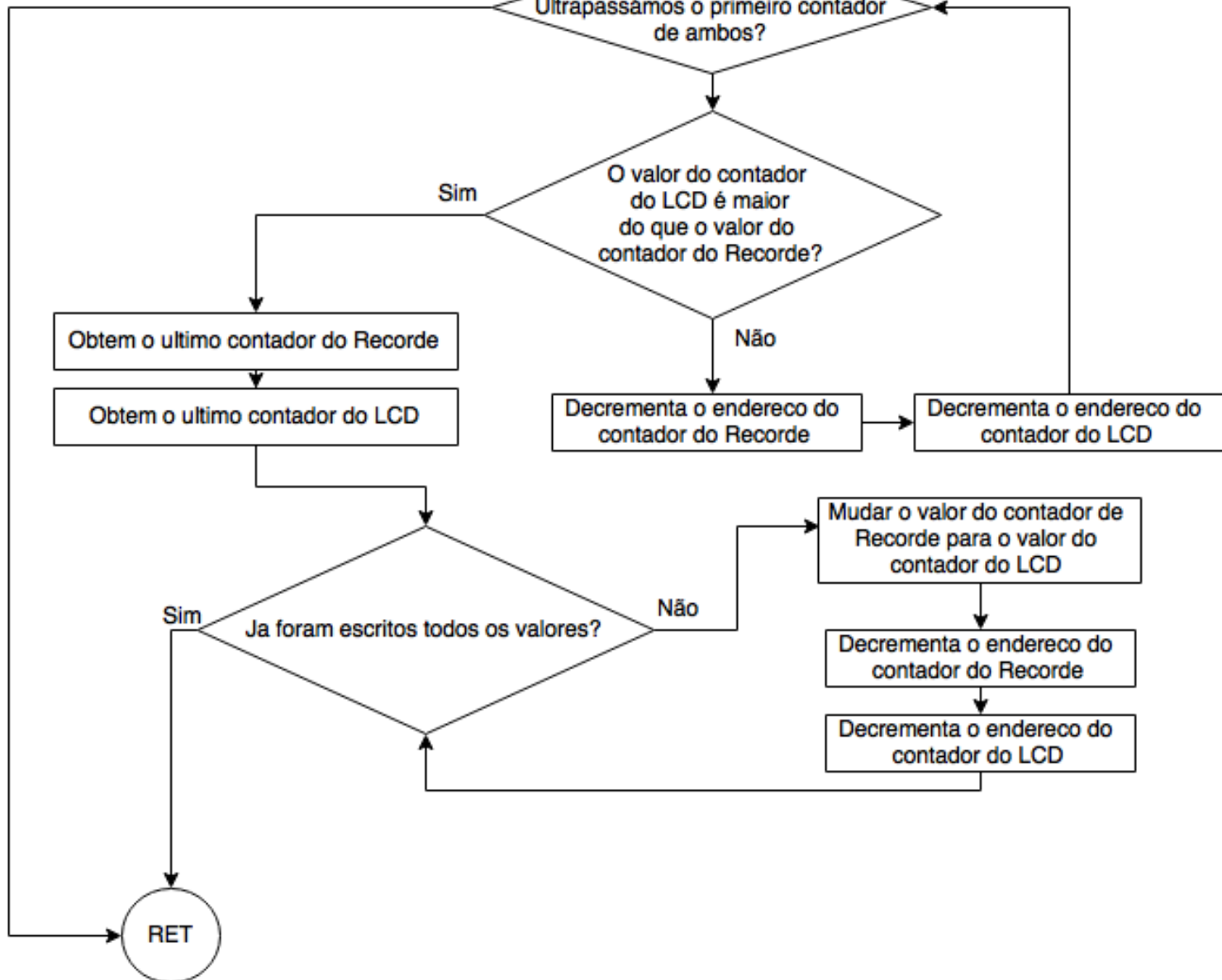
Não

Mudar o valor do contador de Recorde para o valor do contador do LCD

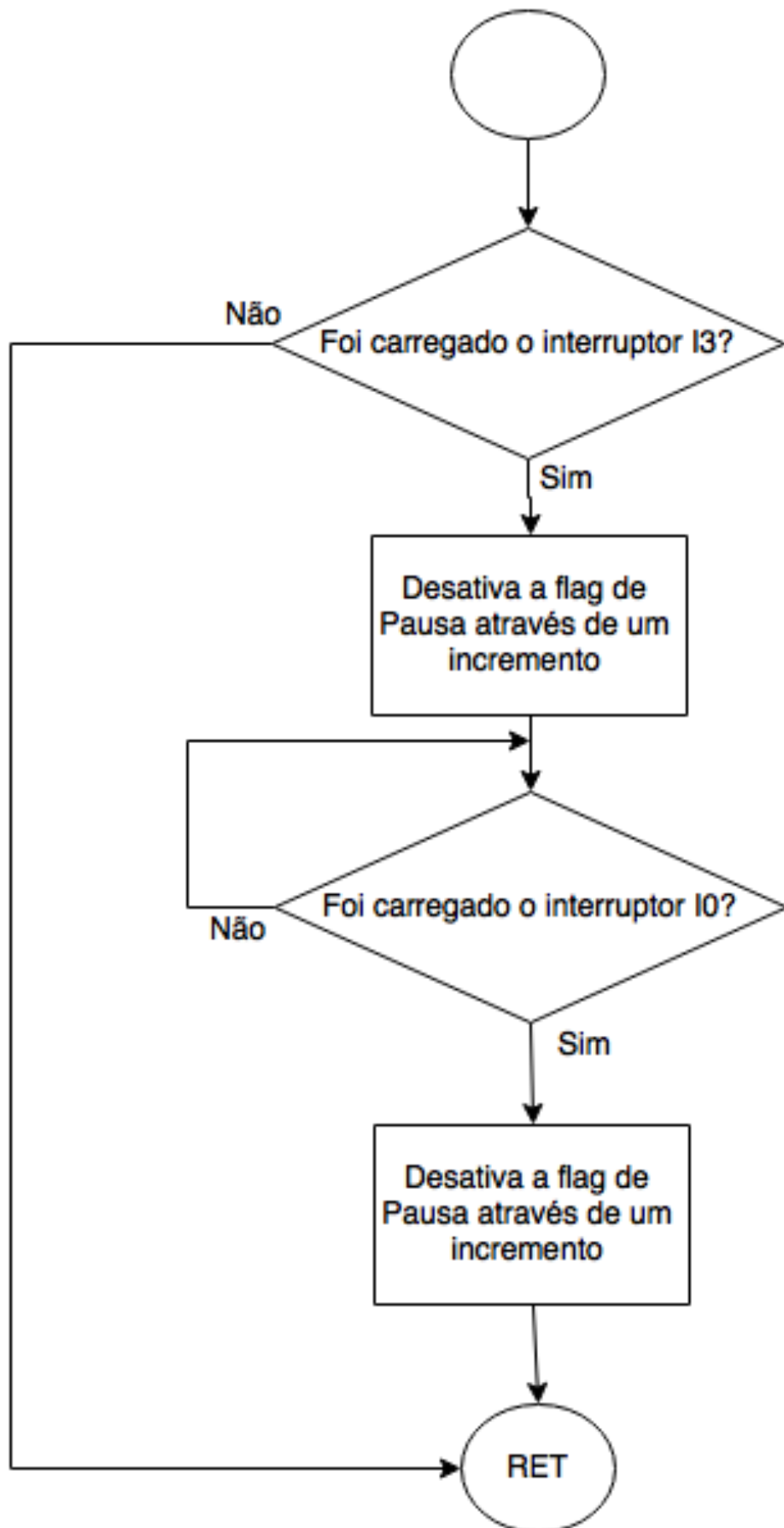
Decrementa o endereço do contador do Recorde

Decrementa o endereço do contador do LCD

RET



VerifyPause



WriteBounds

