FINITE STATE DIAGRAM

START

Num_turn=1

TURN = i

IF(NUM_SKULL>0)

TRUE;   Num_player=1

Num_Player = NumOfPlayers

FALSE;

(TIMER==0 AND Num_Player++ AND Num_Player<NumberOfPlayers) Δ
(Action_number=2 AND Num_player<NumberOfPlayers AND Num_Player++)

PLAYER = Num_player

Player_Action;
Action_number=0;
TIMER>0;

IF(Action_Number < 2)
Action_Number++;

Completed Action

Action

Attack;
Move;
Grab;

Last_turn

NumPlayer=1;

PLAYER = Num_player

Player_Action;
Action_number=0;
TIMER>0;

IF(Action_Number < 2)
Action_Number++;

Completed Action

LastTurnAction

Boosted_Attack;
Boosted_Move;
Boosted_Grab;

(TIMER==0 AND Num_Player++ AND Num_Player<NumberOfPlayers) Δ
(Action_number=2 AND Num_player<NumberOfPlayers AND Num_Player++)

Num_Player = NumOfPlayers

End_Game

CalculateScore;
Show Scoreboard;
CloseAll;

FINISH