```
                              ┌─────────────┐
                              │    Start    │
                              └──────┬──────┘
                                     │
                                     ▼
         Yes                  ┌─────────────┐
   ┌────────────────────────▶ │Display Start│
   │                          │    Menu     │
   │                          └──────┬──────┘
   │                                 │
   │      ┌────No────┐               ▼
   │      │          ▼        ◆─────────────◆                  ┌─────────────┐   ┌──────────────┐
   │  ◆───────◆  ┌──────────┐ │ Instruction │──No──▶│Character │──▶│Display Character│
   │  │Back   │  │Display   │ │button       │       │Selection │   │Select Dialog    │──▶
   └──│Button │◀─│instruction│◀─Yes─│clicked? │     │Screen    │   └──────────────┘
      │Clicked│  │screen    │ ◆─────────────◆       └────▲─────┘
      ◆───────◆  └──────────┘                            │
                                                         └──────────────────────No
```

- Start
- Display Start Menu
- Yes
- No
- Instruction button clicked?
- Yes
- Back Button Clicked
- Display instruction screen
- No
- Character Selection Screen
- Display Character Select Dialog
- No

Display Character
Bio in the Bio
space on the
screen

Yes

Is Mouse
located over a
character's
face?

No

Is the mouse
located and pressed
over the Player 1
button?

Yes

Player 1 Selection
mode is active

No

Is a characters face
pressed?

Yes

Player 1
char

No

No

Player 1 uses that character.

Is the confirm button pressed?

—Yes—

—No—

Player 1 uses that character.

Player 1 Selection Mode is exited.

Is the player 2 selection button pressed?

Yes

Mov
resp
charac
corres
dire

Disp
corres
att

```
                    ┌──────No──────────────────┐
                    ↓                           │
              ┌──────────────┐          ╱◇╲
              │ Enter Player │         ╱     ╲         ┌──────────────┐       ╱◇╲
─────────────→│ two          │───────→╱ Is a    ╲──Yes→│ Player 2 uses│──────→╱         ╲──Yes→┌──────────────┐
              │ selection    │        ╲ characters╱    │ that         │      ╱ Is the     ╲    │ Player 2 uses│
              │ mode         │         ╲face      ╱     │ character.   │      ╲ confirm     ╱───→│ that         │
              └──────────────┘          ╲pressed?╱      └──────────────┘      ╲ button     ╱     │ character.   │
                                    ↑     ╲◇╱                                  ╲pressed? ╱       └──────────────┘
                                    │      │                                    ╲◇╱
                                    └──────No──────────────────────────────────────┘
```

Enter Player two selection mode

No

Is a characters face pressed?

Yes → Player 2 uses that character.

Is the confirm button pressed?

Yes → Player 2 uses that character.

No

```
                                                                              No
┌──────No────────────────────────────────────────────────────────────────────────────────────
↓
```

```
┌──────────────┐        ╱◇╲
│ Move the     │       ╱     ╲         ┌──────────────┐      ┌──────────────┐      ┌──────────────┐
│ respective   │←─Yes─╱ Are any ╲      │ Display      │←─────│ Display      │←─────│ Display Health│←─────
│ character in │      ╲ of the   ╱     │ Player 2     │      │ Player 1     │      │ values for    │
│ the          │      ╱movement  ╲     └──────────────┘      └──────────────┘      │ Player 1&2    │
│ corresponding│      ╲control    ╱           │                                    └──────────────┘
│ direction    │       ╲buttons  ╱            │
└──────────────┘        ╲pressed?╱            │
                         ╲◇╱                  │
                                              ↓
┌──────────────┐        ╱◇╲
│ Display the  │       ╱     ╲
│ corresponding│←─Yes─╱ Are any ╲←───────────┘
│ attack.      │      ╲ of the   ╱
└──────────────┘      ╱attack     ╲
                      ╲buttons    ╱
                       ╲pressed? ╱
                        ╲◇╱
```

Move the respective character in the corresponding direction

Yes ← Are any of the movement control buttons pressed?

← Display Player 2 ← Display Player 1 ← Display Health values for Player 1&2 ←

Display the corresponding attack.

Yes ← Are any of the attack buttons pressed?

```
                                                    ┌──── No ────┐
                                                    │            │
┌──────┐      ┌──────────────┐      ┌────────────┐  ▼      ┌───────────┐
│  that│─────▶│Player 2 Selection│──▶│Display text │─────▶│   Is the  │
└──────┘      │Mode is exited.│      │"Press Space to│     │space button│
              └──────────────┘      │    Start"   │       │  pressed? │
                                    └────────────┘        └───────────┘
                                                                │
                                                                Yes
                                                                │
┌──┐    ┌──────────────┐      ┌────────────┐      ┌───────────┐ │
│  │◀───│Display Level │◀─────│Display level│◀────│ Start game│◀┘
└──┘    │  platforms   │      │ background  │      └───────────┘
        └──────────────┘      └────────────┘
```