Project Pirate Island
Door Opening Flowchart
Jamie Reid

Start

Door_Player_Boundary_Overlap

Not Overlapping

Input Process

Action Key Text Invisible

Action Key Disabled

Overlapping

Input Process

Action Key Text Display

Action Key Enabled

Key_Pressed?

Key Press Event Begins

Door Opening Process Begins

Process steps start

Door Location Retreived

Sound Played

Door Rotated

New Level Opened

Sets Intial Door Rotation Ref

Door Initial Rotation

Pulls Rotation Ref, so it knows where to rotate too

End