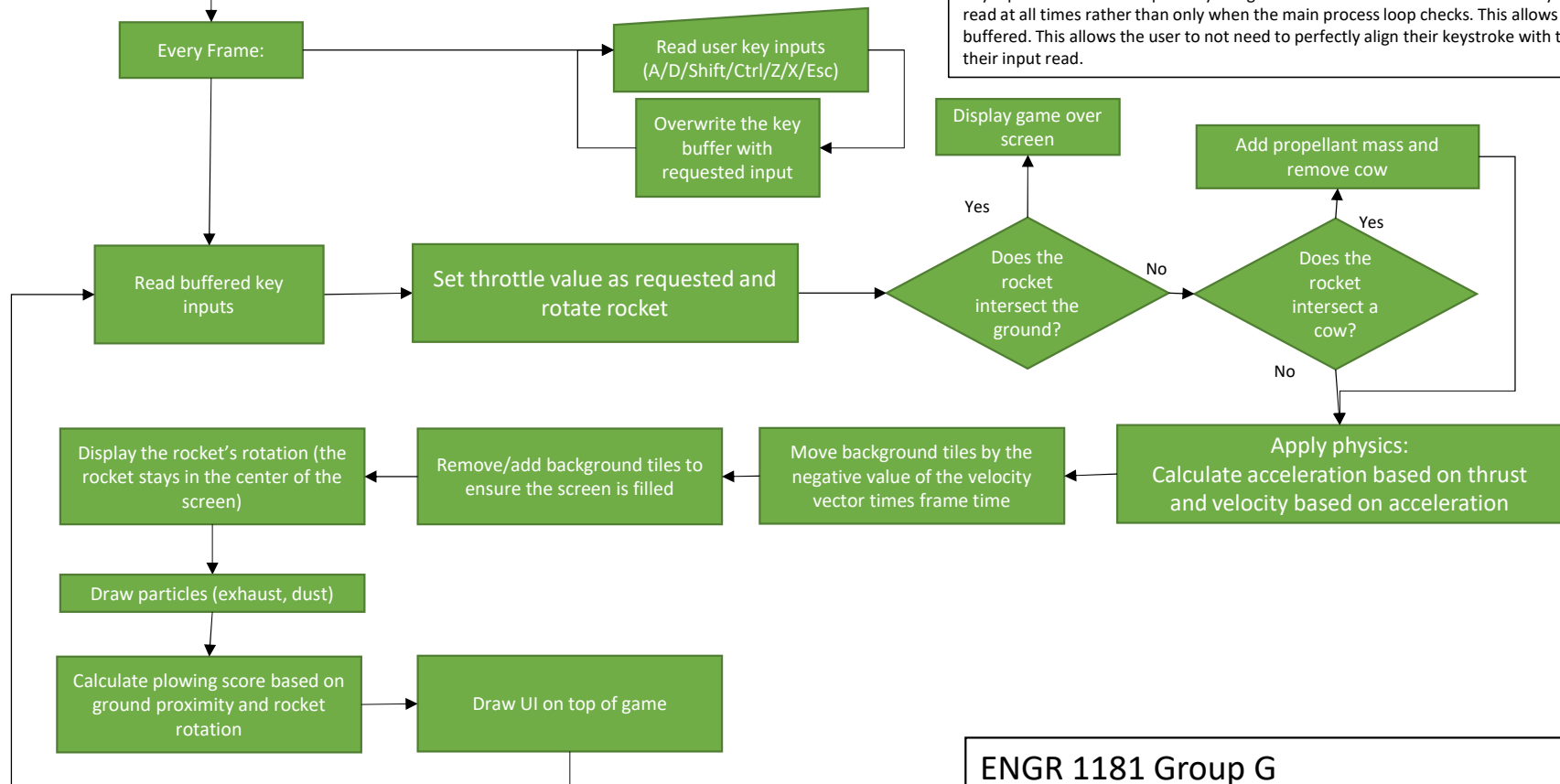




Note: This is a simplified flowchart of general game function rather than an exact description of every step. This is necessary, as creating an exact description of each step *before* writing and debugging the actual code is impractical, as it would need to be constantly revised.

Key inputs are handled separately using MATLAB's function callbacks so that key inputs may be read at all times rather than only when the main process loop checks. This allows key inputs to be buffered. This allows the user to not need to perfectly align their keystroke with the frame to have their input read.



ENGR 1181 Group G
SDP Flowchart Draft 1
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