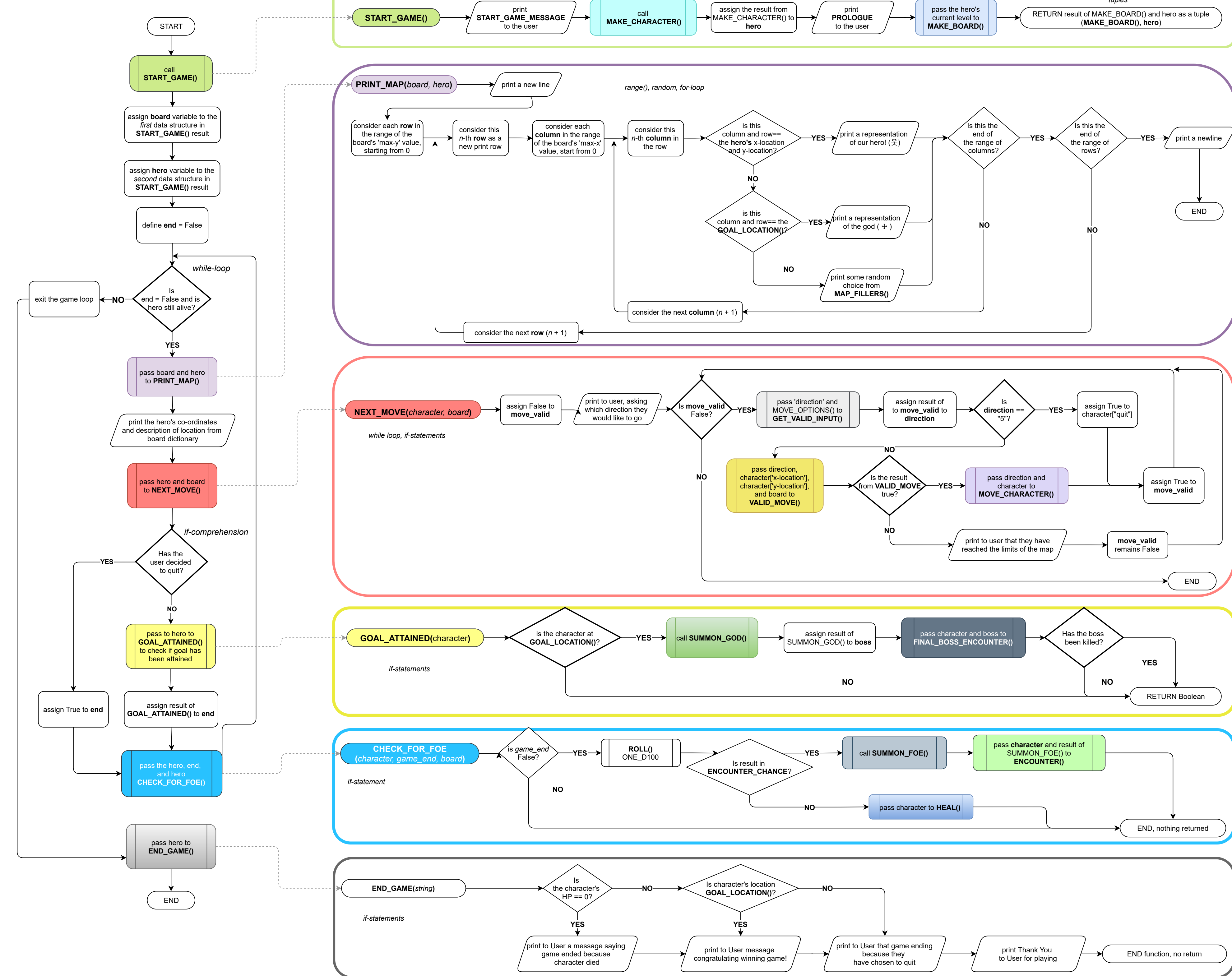


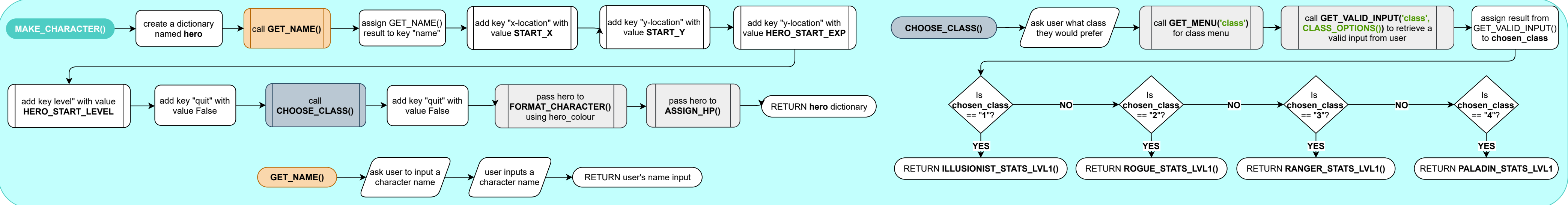
game.py - Bóriya

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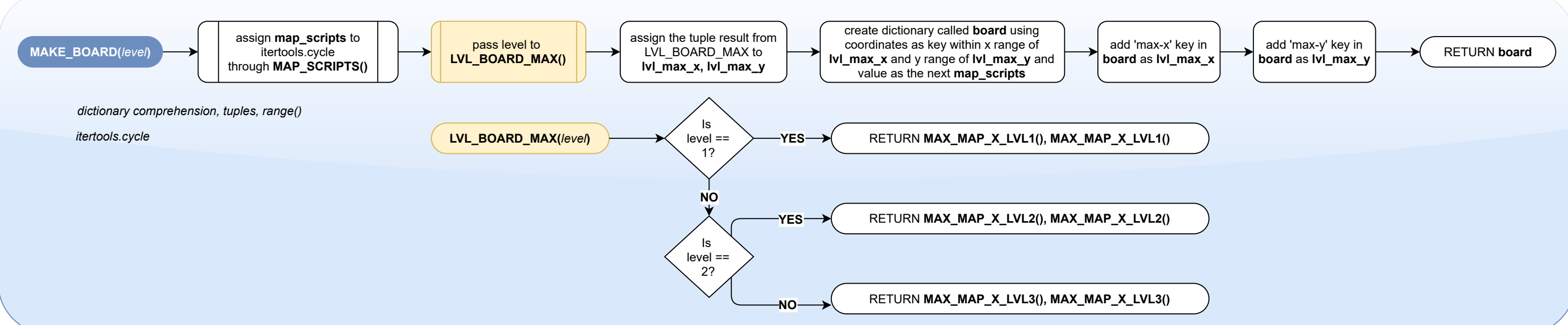
If-statements are primarily indicated by diamond-shaped decision processes throughout the flow-chart



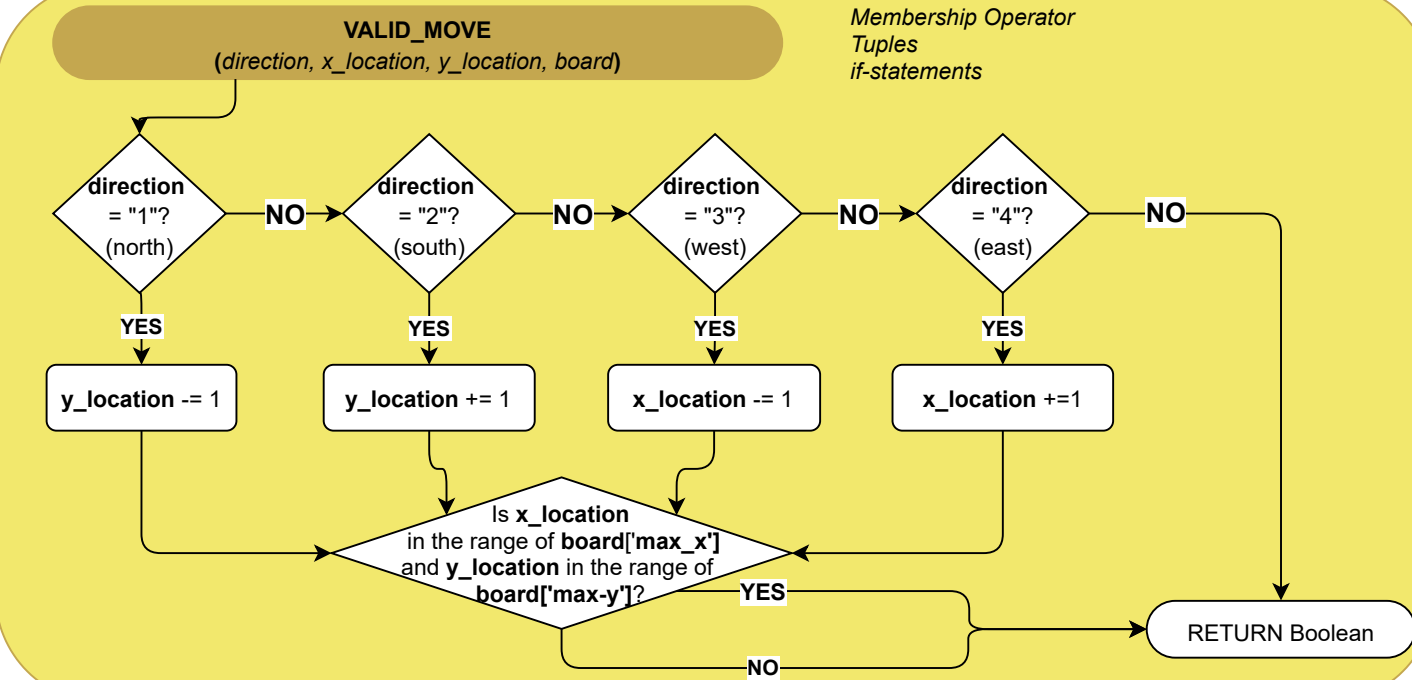
make\_character: get\_name, choose\_class



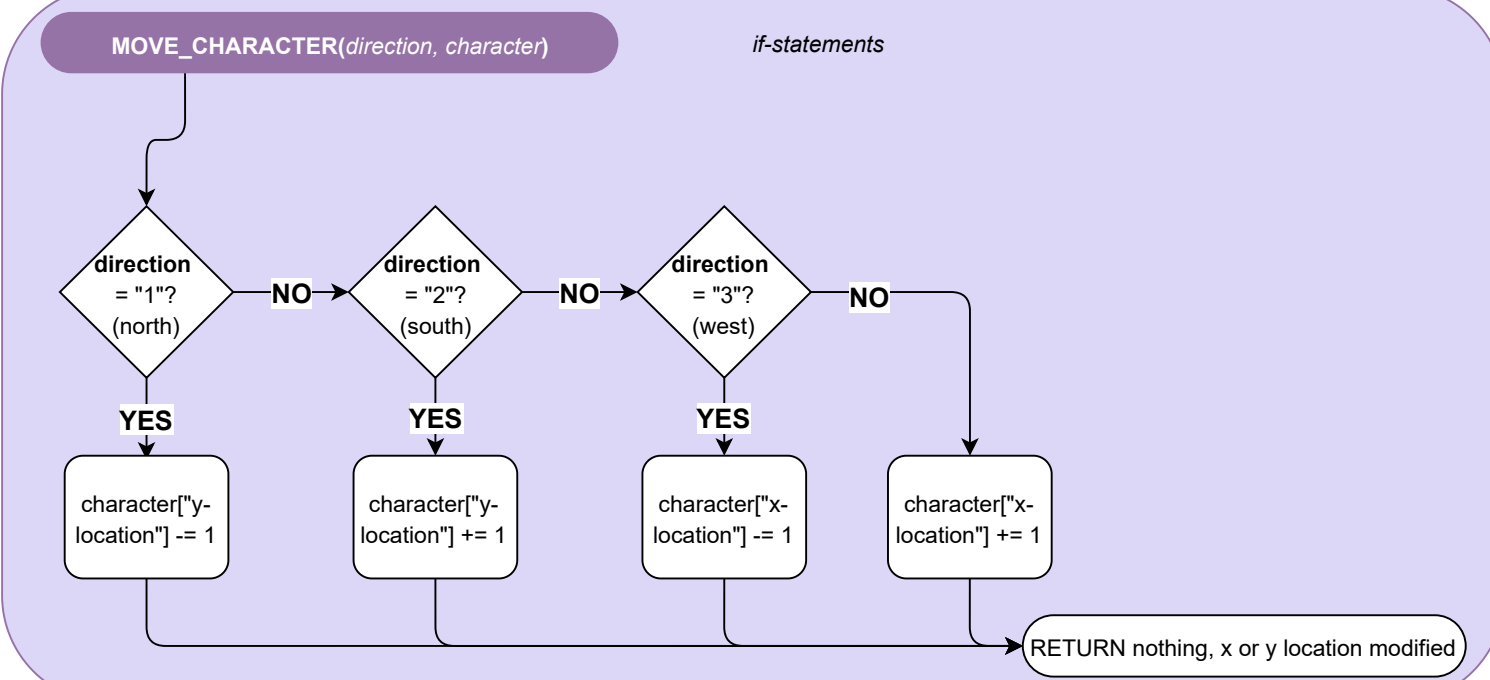
make\_board: lvl\_board\_max



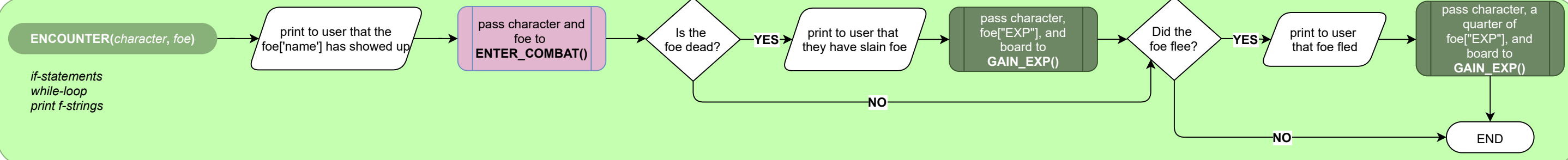
valid\_move



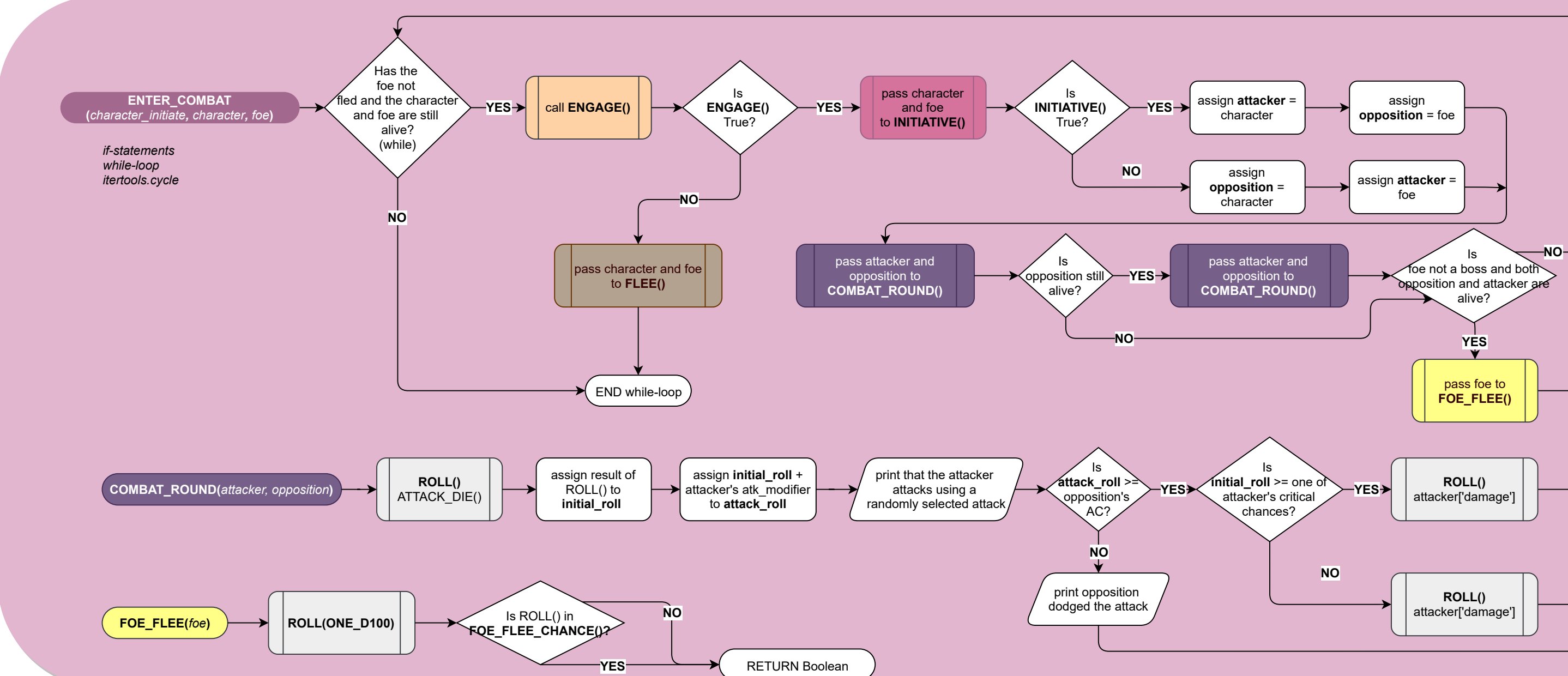
move\_character



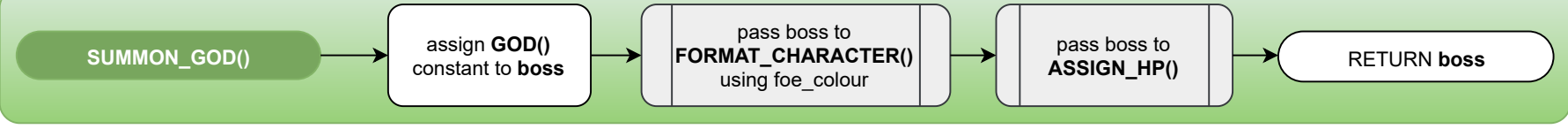
encounter: enter\_combat, gain\_exp



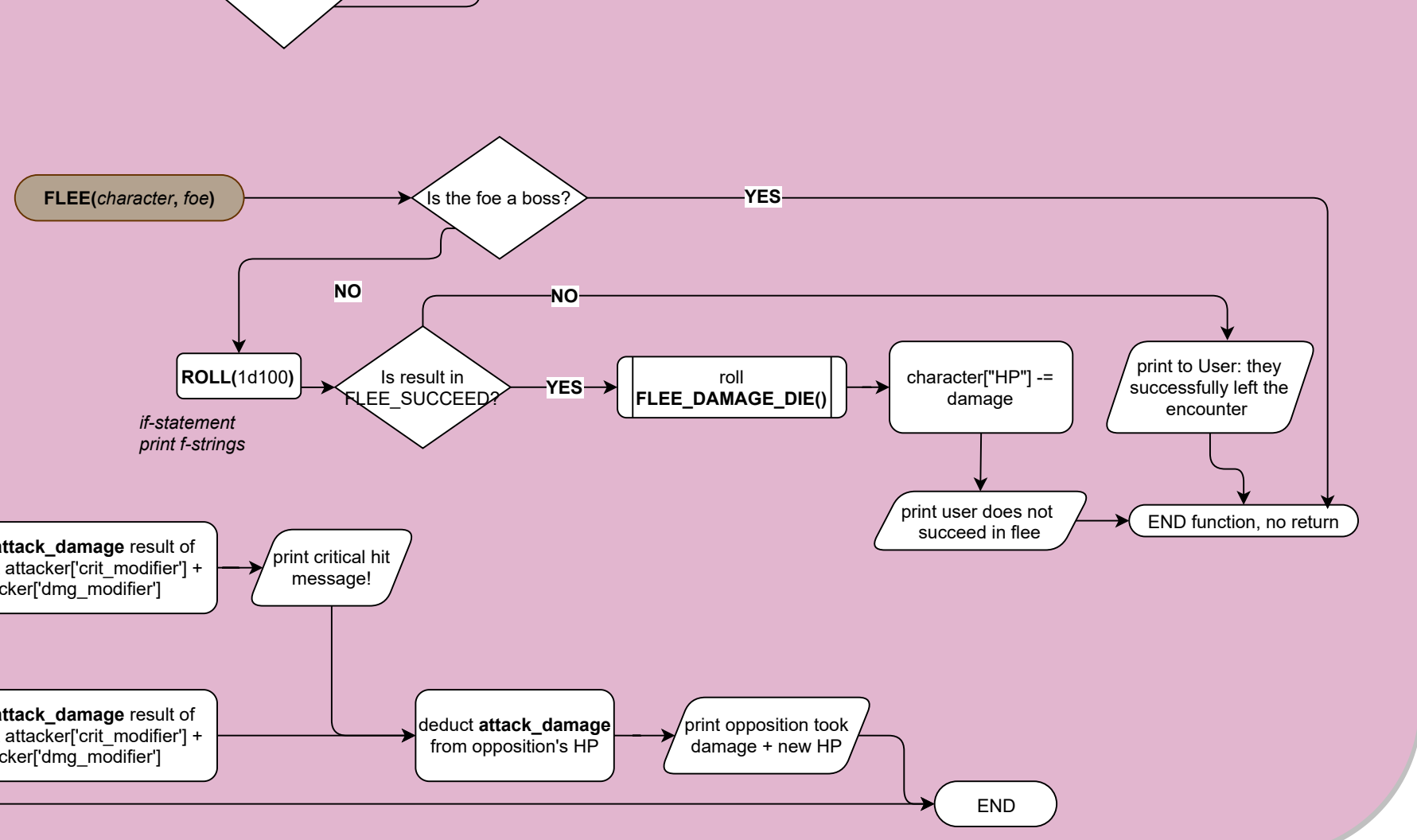
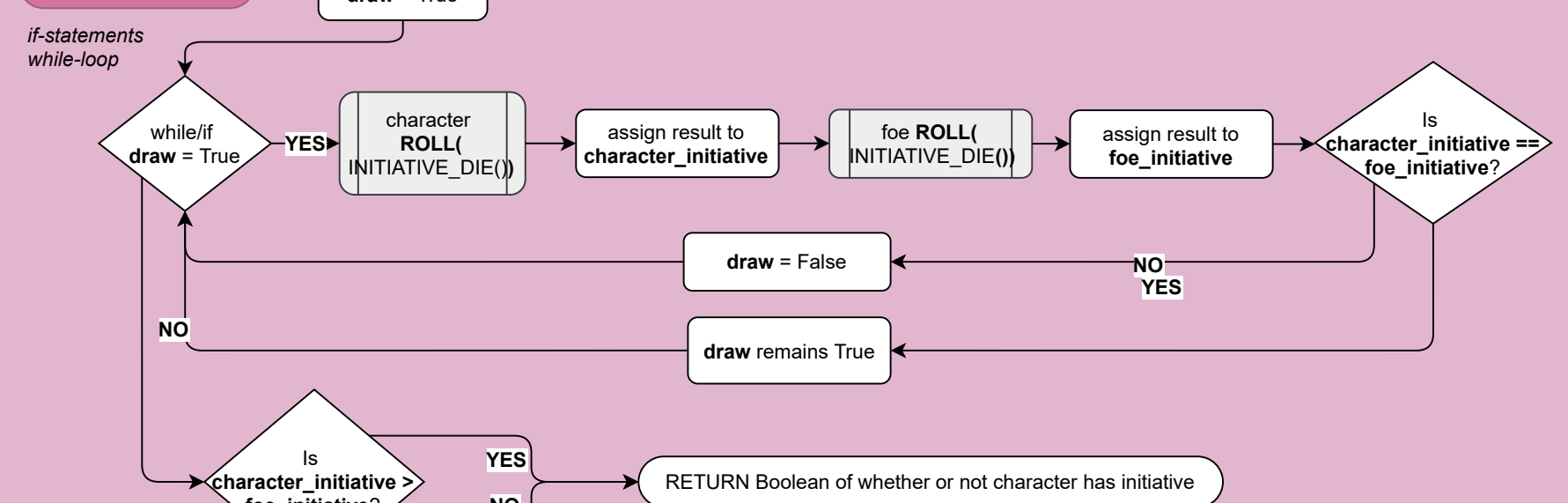
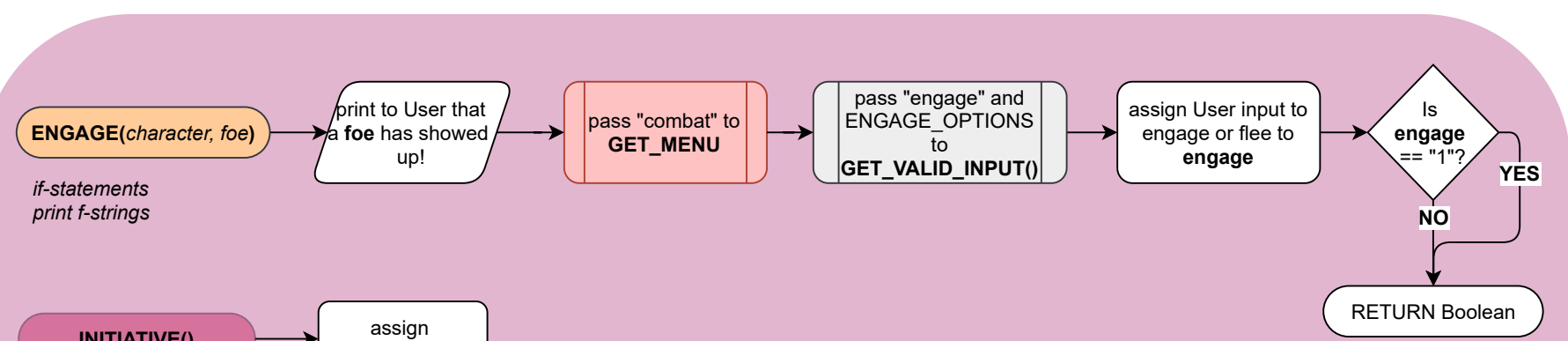
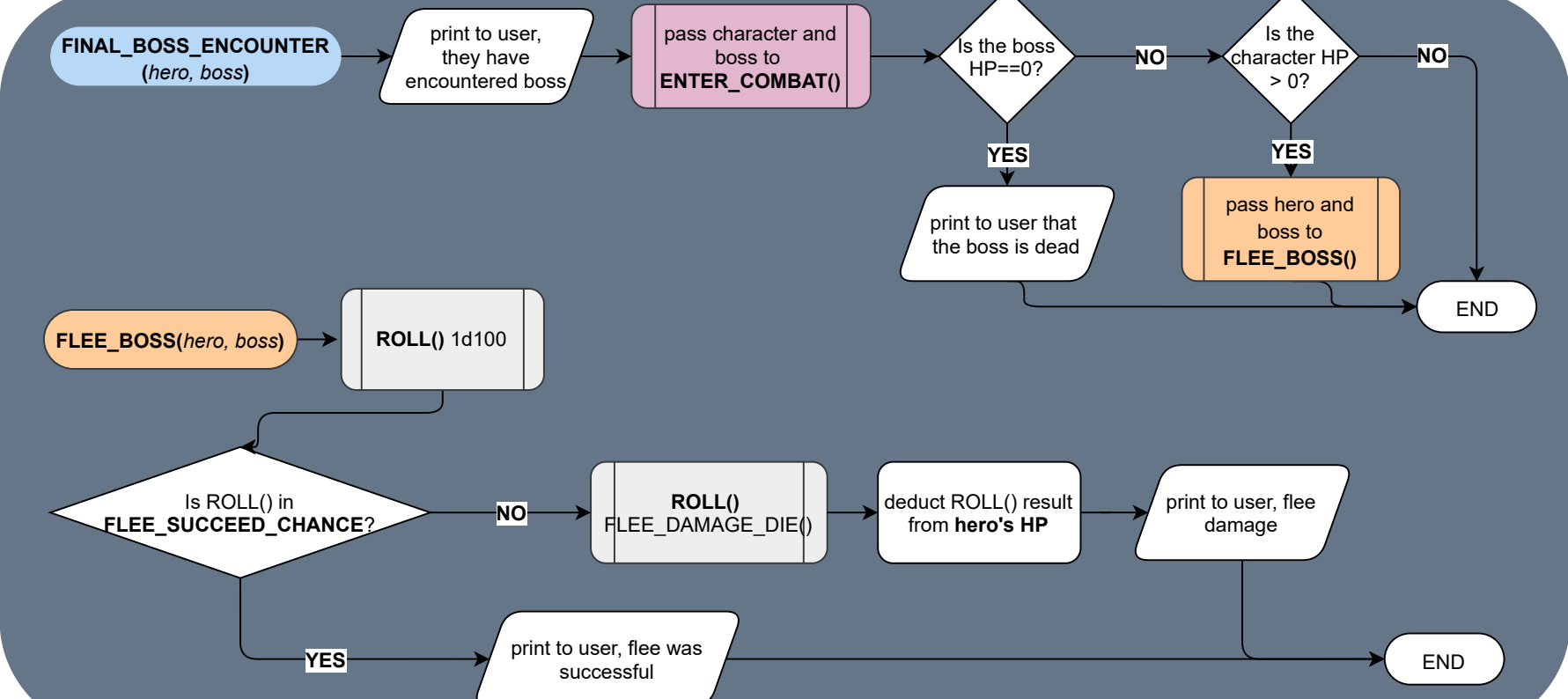
enter\_combat: engage, initiative, flee, foe\_flee



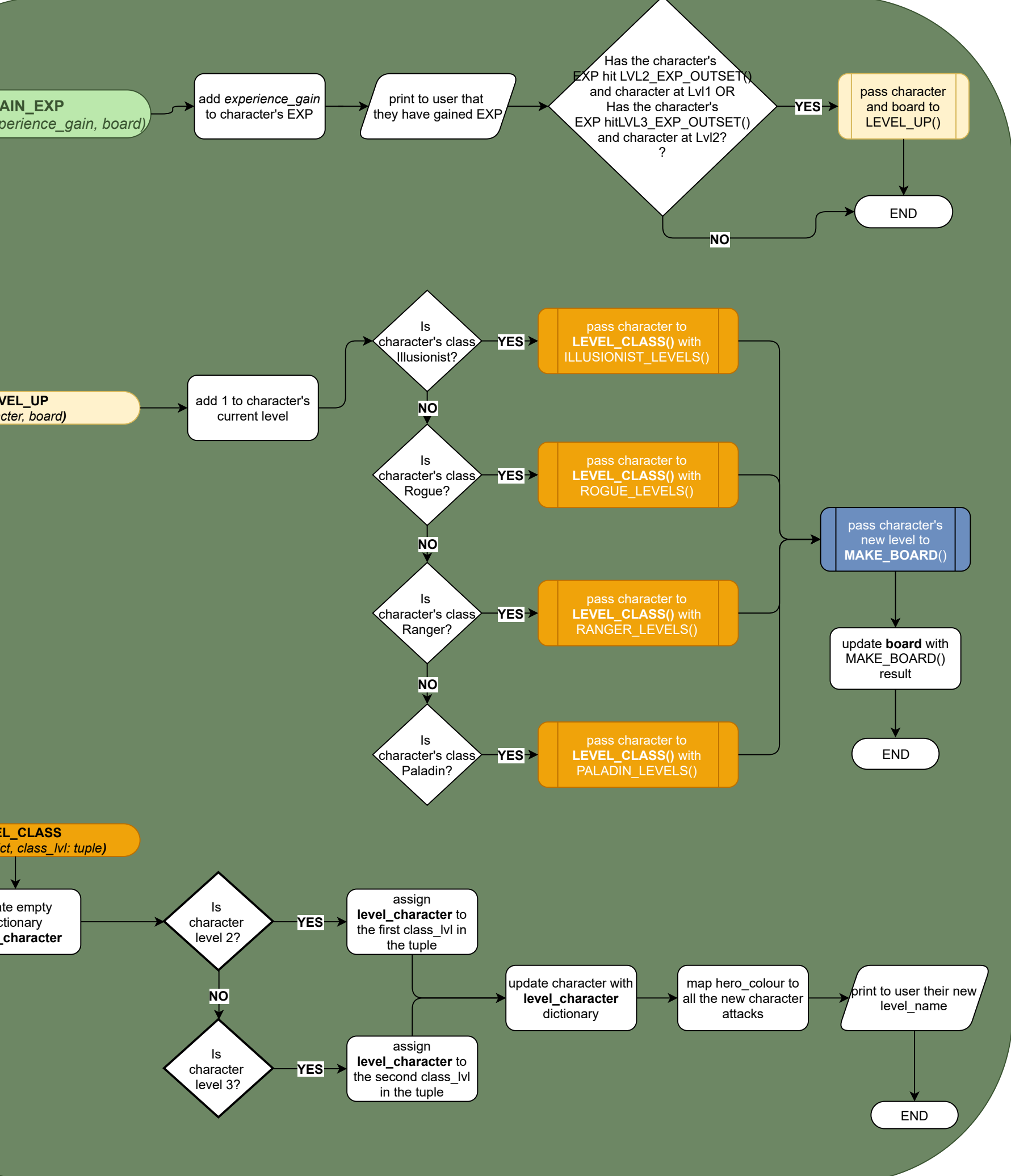
summon\_god



final\_boss\_encounter: flee\_boss



gain\_exp: level\_up, level\_class



Protective Functions for Constants

