Code flowchart

Understand the flow of code within your system using our code flowchart template. Identify start/stop points, conditions, inputs/outputs and decisions to showcase how a system connects.

How to use this template

1. Choose your stop and start points.
2. Insert any inputs or outputs and processing points.
3. Insert any decisions.
4. Connect the system with true/false flows.

Quick tips

Start with the toolbar
It's at the bottom of your screen, with stickies, stamps, and anything you need.

Move and zoom
Use the hand tool to pan around. Zoom controls are in the top right corner.

But first: get your team in here
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Tatiana

START

PlayerStateDead

Wait until Player has hit the floor below

ldx #1
CheckBlockUnder
lda COLLIDER_ATTR
cmp #COLL_FLOOR
bne @exitDeath

Check if Player has died yet

lda PLAYER_ISDEAD
beq @exitDeath

Set flag that Player has died and activate sprite animation

lda #1
sta PLAYER_DIED

@deathAnimation

lda #1
sta SPRITE_ANIM_PLAY

Begin state check until animation is complete

lda
PLAYER_SUBSTATE
bne @running

Display animation death sequence

ShowDeadSprite

ldx #0
lda #<ANIM_PLAYER_DEAD
sta ZEROPAGE_POINTER_1
lda #>ANIM_PLAYER_DEAD
sta ZEROPAGE_POINTER_1 + 1

InitSpriteAnim

lda PLAYER_SUBSTATE_RUNNING
sta PLAYER_SUBSTATE

RTS

@running

@restartMap

@exitDeath

RTS

Check how many Player lives remain

@restartMap

lda PLAYER_LIVES
cmp #1
bne @contGame

Player has died, notify the user

PlayerGameOver

Display SCORE to user since game has ended

lda #1
sta GAMESCORE_ACTIVE

RTS

@contGame

JoystickReady

Player moved the joystick so restart a new Life

lda JOY_X
bne @restartLife

While joystick is idle, show Player dead sprite

lda JOY_X
beq
@showDeathAnim

Reset sprite colors. Turn off death states and damage counter

@restartLife

lda #COLOR_LTRED
sta VIC_SPRITE_MULTICOLOR_2
lda #0
sta PLAYER_DIED
sta PLAYER_ISDEAD
sta PLAYER_DAMAGE

Player has lost a life. Update counter

lda PLAYER_LIVES
sec
sbc #1
sta PLAYER_LIVES

RTS

PlayerGameOver

lda GAMEOVER_PANEL into ZEROPAGE_POINTER_1Player has lost a life. Update counter

lda #<GAMEOVER_PANEL
sta ZEROPAGE_POINTER_1
lda #>GAMEOVER_PANEL
sta ZEROPAGE_POINTER_1 + 1

Set parameters for DisplayText

lda #0
sta PARAM1
lda #19
sta PARAM2
lda #COLOR_WHITE
sta PARAM3
jsr DisplayText

Set sprite 1 (x), sprite 1 (y), sprite 2 (x), sprite 2 (y) positions to zero

lda #0
sta 53250
sta 53251
sta 53252
sta 53253
sta 53254

Show dead sprite (0,1) side by side

ShowDeadSprite

@waitJoyMove

JoystickReady

Wait for joystick movement

lda #%00010000
bit JOY_2
bne @waitJoyMove

Give Player 5 lives.
Reset game score to zero
Turn on GAMESCORE_ACTIVE so we can see the scoreboard updated

lda #5
sta PLAYER_LIVES
lda #0
sta gamescore
sta gamescore + 1
lda #1
sta GAMESCORE_ACTIVE

Draw the tiles to the screen for the start up map

ldx #65
ldy #17

DrawMap

RTS

PlayerGameOver

Show Player sprite death frame #1

ldx #0
lda #<ANIM_PLAYER_DEAD1
sta ZEROPAGE_POINTER_1
lda #>ANIM_PLAYER_DEAD1
sta ZEROPAGE_POINTER_1 + 1

InitSpriteAnim

Show Player sprite death frame #2

ldx #0
lda #<ANIM_PLAYER_DEAD2
sta ZEROPAGE_POINTER_1
lda #>ANIM_PLAYER_DEAD2
sta ZEROPAGE_POINTER_1 + 1

InitSpriteAnim

Line up Player sprite death frames side by side on the screen. This is seen after the Player has fallen from a ledge or exhausted all their lives

ldx #0
sta SPRITE_POS_X,x
sta 53248
ldx #1
sta SPRITE_POS_X,x
clc
adc #20
sta 53250

lda #155
sta 53249
sta 53251

RTS