Flowchart

Start

Ask user to decide which game mode he/she wants to execute

Interactive (left branch)

Ask user for amount of amazons, size of the board, count of players

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Are given values valid?
- No → (back to Ask user for amount)
- Yes ↓

Create a score board, create a board with randomly set objects on it

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Does the player has any Amazons left?
- Yes → Player chooses a field
  - Is the field occupied?
    - Yes → (back to Player chooses a field)
    - No → Player sets Amazons → Next player
- No → Is there any legal move accessible?
  - No → Player ends the game
    - Are there any players still in the game?
      - Yes → Player chooses a field
      - No → End the game, count points, select a winner
  - Yes → Player chooses a field
    - Is the move legal?
      - No → (back)
      - yes → Player moves Amazon

Player moves Amazon

↓

Is there a treasure
- Yes → Collect points
- No ↓

Is there an artifact?
- Yes → Is there a possible field to place an arrow?
  - No → (Next player)
  - Yes → Shoot an arrow
- No → Spear?
  - Broken arrow?
    - No → Spear?
      - Yes → Shoot
    - Yes → (loop)

Next player

Autonomus (right branch)

Load command line parameters: phaze, amazons count, inputboardfile, outputboardfile, name

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Parameter name present?
- Yes → display name
- No → Load the game state from the file

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Is phase is equal to current placement?
- No → Is phase equal to movement?
  - No → Move to a legal field
    - Text → Collect treasure or score or none
  - Yes ↓
- Yes ↓

Can anybody move?
- Yes → Save the game state to outputboardfile
- No → Place an Amazon → Save the game state to outputboardfile

End program

Move previously moved amazon
- NO → Spear?
  - Yes → Throw it to a legal field

Collect treasure or score or none

Artifact present?
- Yes → Broken arrow?
  - No → Spear?
  - Yes → (Save the game state)
- NO → Shoot an arrow to a legal field

Save the game state to outputboardfile

Can the player move?
- no → End program
- Yes → Save the game state

HORSE isn't mentioned but when programm checks that *THERE IS* an artifact and it is not a spear nor broken arrow it knows that we landed on horse that is why this reference goes back to the beginning to make another move