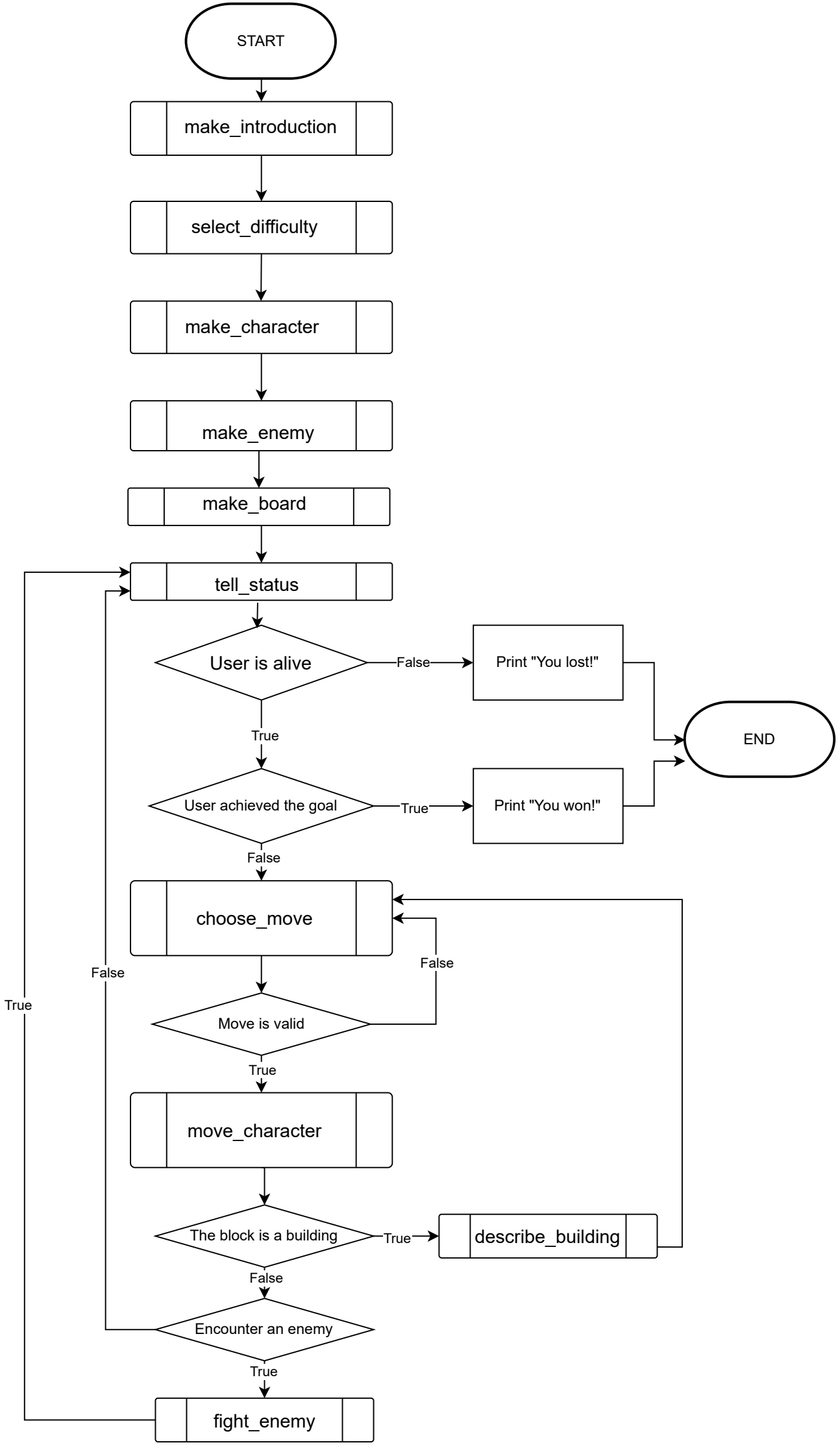
START
make_introduction
select_difficulty
make_character
make_enemy
make_board
tell_status
User is alive
False
Print "You lost!"
True
END
User achieved the goal
True
Print "You won!"
False
choose_move
False
False
True
Move is valid
True
move_character
The block is a building
True
describe_building
False
Encounter an enemy
True
fight_enemy