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ANIMAL CIRCUS FLOWCHART

Woo: Welcome message

Woo: Create instances of Player and Circus

↓

START

Circus, Player: Display info - attendance, money

↓

I) OPTION

Woo: Display number of actions left

Woo: Prompt user to make a choice

↓ (if actions left)   (nevermind) ↑   ↓   (nevermind) ↑

1) Preparation   **2) Circus**

↓ (continue)   ↑   ↓ (continue)   ↑   ↓ (continue)

a) Buy   ↑   **b) Train**   ↑   Player: Check if any animals are owned

↓   (nevermind) ↑   ↓   (nevermind) ↑   ↓ (no)   (yes) ↓

Woo: List animals and prices   Player: List animals owned   Go back to I) OPTION   ↓

Woo: Ask user to choose one   Player: Ask user to choose one   ↓

↓ (if input)   ↓ (if input)   Woo: Create instance GameBoard

Woo: Create instance of AnimalX   Player: Prompt for confirmation   ↓

AnimalX: Display more info (appeal, shape)   ↓ (no)   (yes) ↓   **II) OPTION**

↓   Go back to b) Train   ↓   GameBoard: Display 2D-Array board

Woo: Prompt for purchase confirmation   ↓   GameBoard: Display AnimalX and its shape

↓ (no)   (yes) ↓   AnimalX: Update isTrained, trickVal, appealVal   ↓   ↓   ↓

Go back to a) Buy   ↓   Woo: Decrement number of actions left   **a) Place animal**   ↓   **b) Skip animal**

↓   ↓   ↓   ↓   ↓

Player: Check if enough money   Go back to I) OPTION   GameBoard: Ask for x, y inputs   ↓   GameBoard: Change roster order

↓ (no)   (yes) ↓   ↓   ↑   ↓   ↓

Go back to a) Buy   ↓   GameBoard: Check if animal fits   ↑   ↓   Go back to II) OPTION

↓   ↓ (yes)   (no) ↑   ↓

Player: Update ownedAnimals attribute   GameBoard: Update 2D-Array board   ↓

Woo: Decrement number of actions left   ↓   ↓

↓   Go back to II) OPTION   **c) Done with circus**

Go back to 1) OPTION   Circus: Print out earnings and fame points   (quit) ↓

Player: Update Balance   ↓

↓ (keep playing)   ↓

Go back to START   ↓

Circus: Display final results