**VALIDATE_MOVE
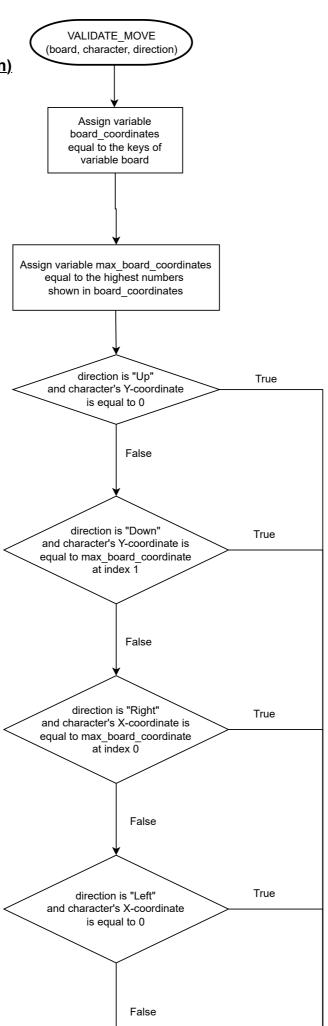(board, character, direction)
flowchart**

(as of November 22, 2024)

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VALIDATE_MOVE
(board, character, direction)

Assign variable
board_coordinates
equal to the keys of
variable board

Assign variable max_board_coordinates
equal to the highest numbers
shown in board_coordinates

direction is "Up"
and character's Y-coordinate
is equal to 0 — **True**

False

direction is "Down"
and character's Y-coordinate is
equal to max_board_coordinate
at index 1 — **True**

False

direction is "Right"
and character's X-coordinate is
equal to max_board_coordinate
at index 0 — **True**

False

direction is "Left"
and character's X-coordinate
is equal to 0 — **True**

False

```
                                    │
                                    ▼
                    ┌───────────────────────────┐
                    │  Add "Direction" as the key │
                    │   and direction as the      │
                    │   value to character        │
                    └───────────────────────────┘
                                    │
                                    ▼
              ┌─────────────┐                    ┌──────────────┐
              │ Return True │                    │ Return False │
              └─────────────┘                    └──────────────┘
                     │                                  │
                     ▼                                  │
                ╭──────────╮                            │
                │  RETURN  │◄───────────────────────────┘
                ╰──────────╯
```