CHECK_IF_GOAL_ATTAINED (board, character) flowchart

(as of November 20, 2024)

Victor Lum
A01418439

START

Assign variable board_coordinates equal to board.keys()

Assign variable end_of_x_coordinate equal to the maximum value of board_coordinates at index 0

Assign variable end_of_y_coordinate equal to the maximum value of board_coordinates at index 1

character's "X-coordinate" value is equal to end_of_x_coordinate
and
character's "Y-coordinate" is equal to end_of_y_coordinate

True → Return True

False → Return False

END