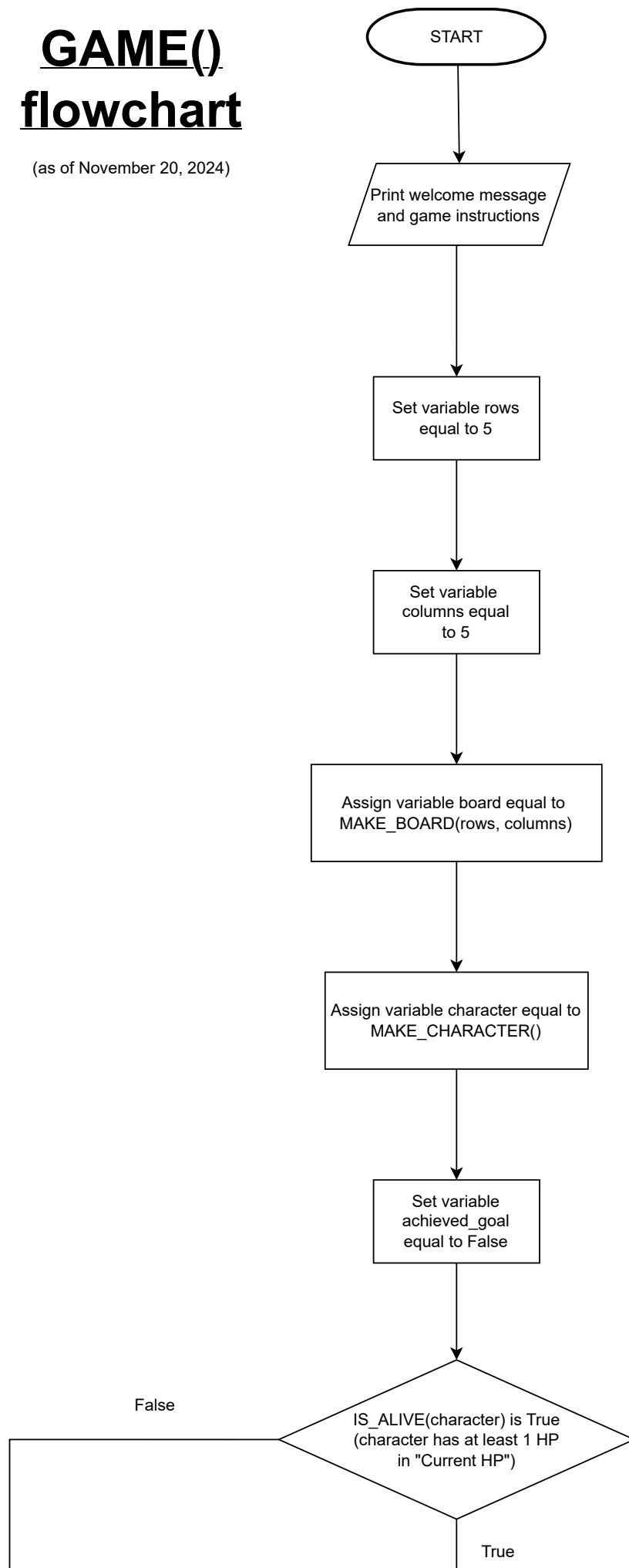
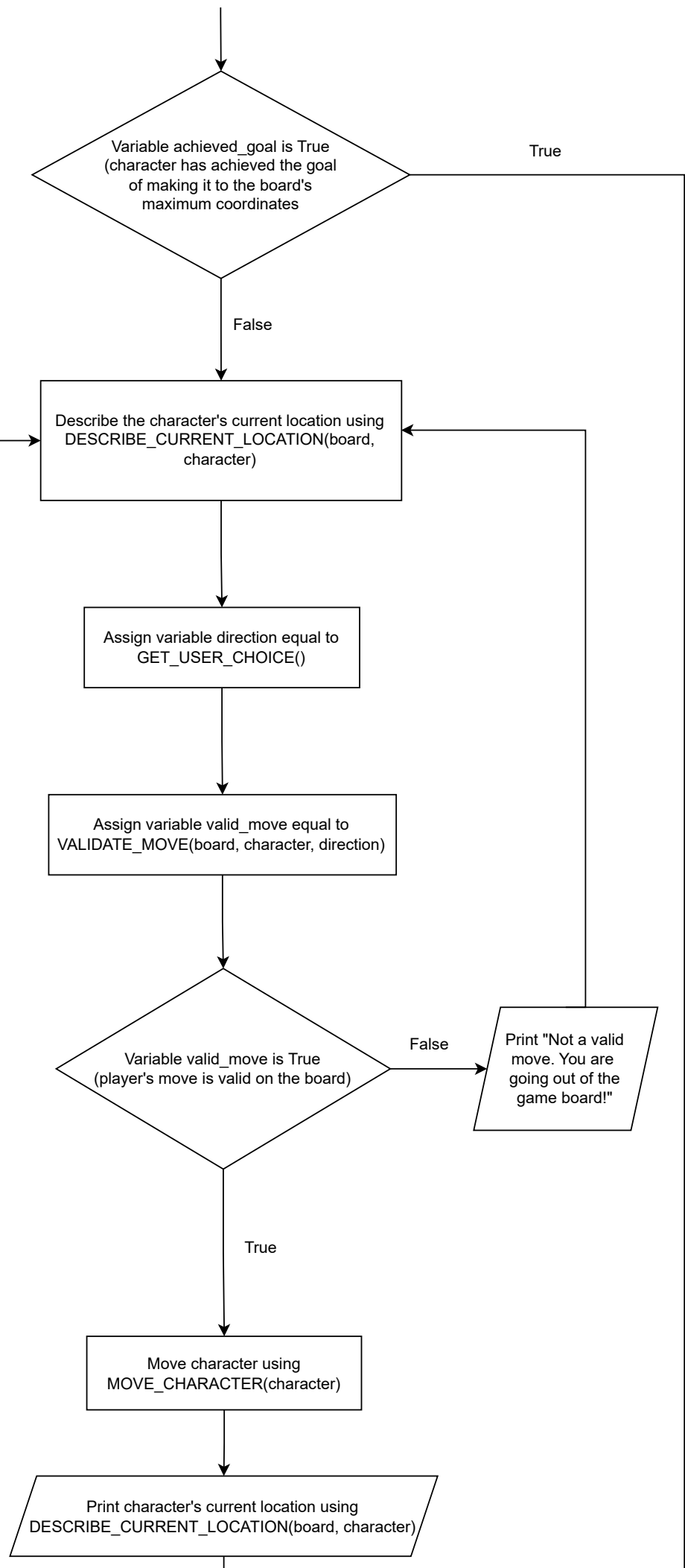


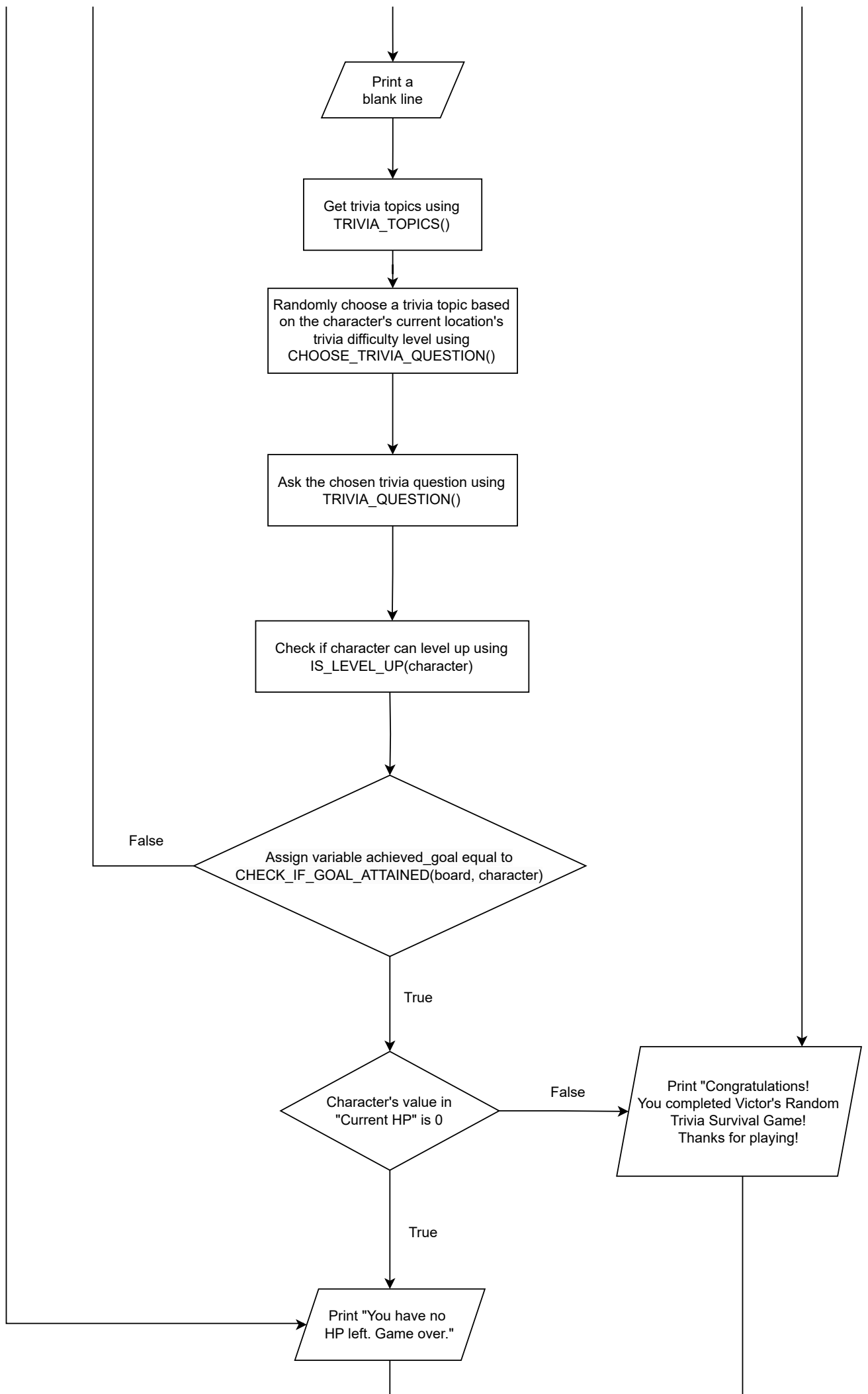
# GAME() flowchart

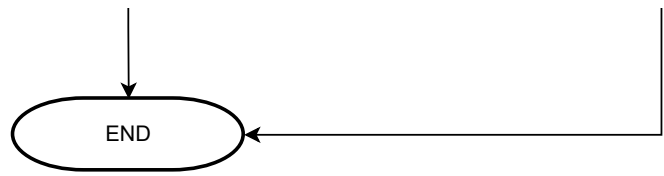
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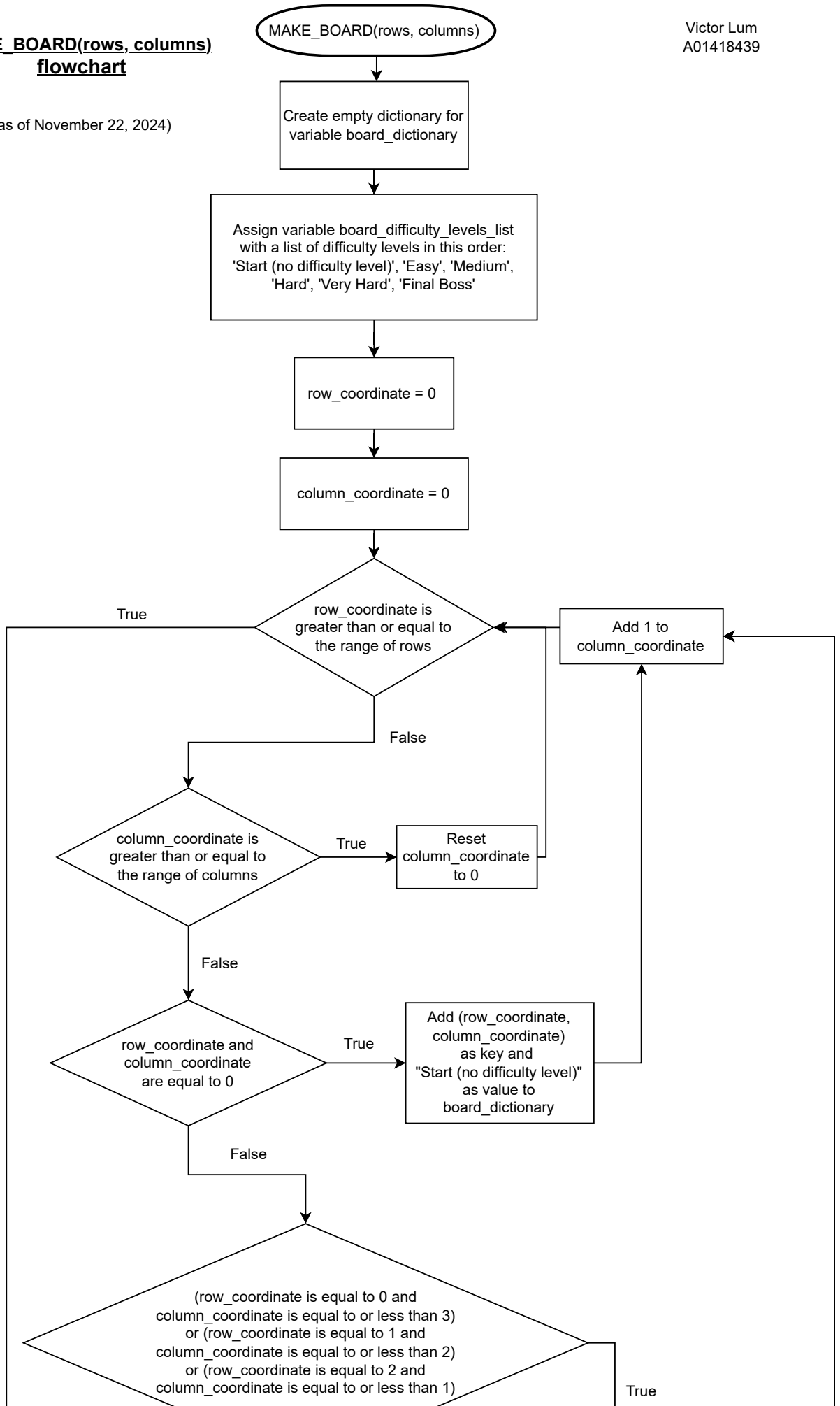


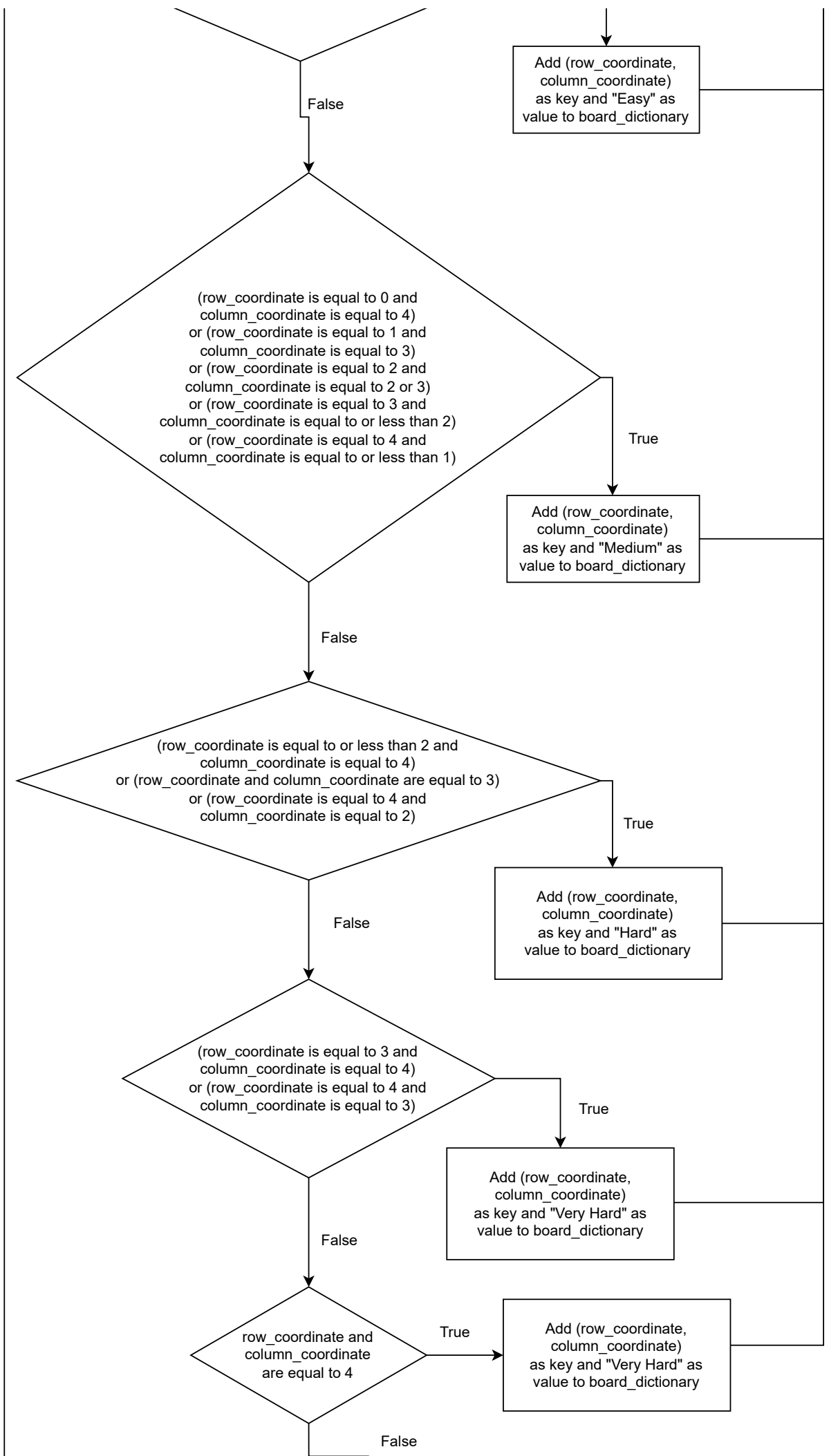


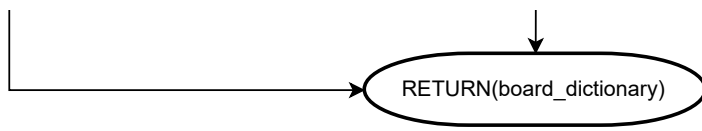
**MAKE\_BOARD(rows, columns)**  
**flowchart**

(as of November 22, 2024)

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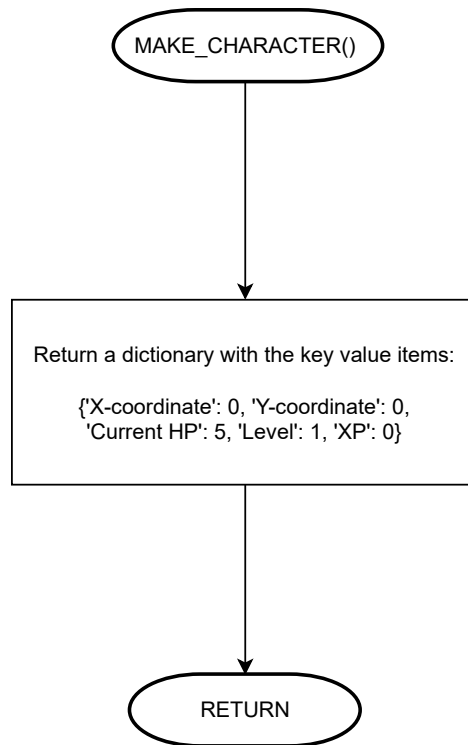




# MAKE\_CHARACTER() flowchart

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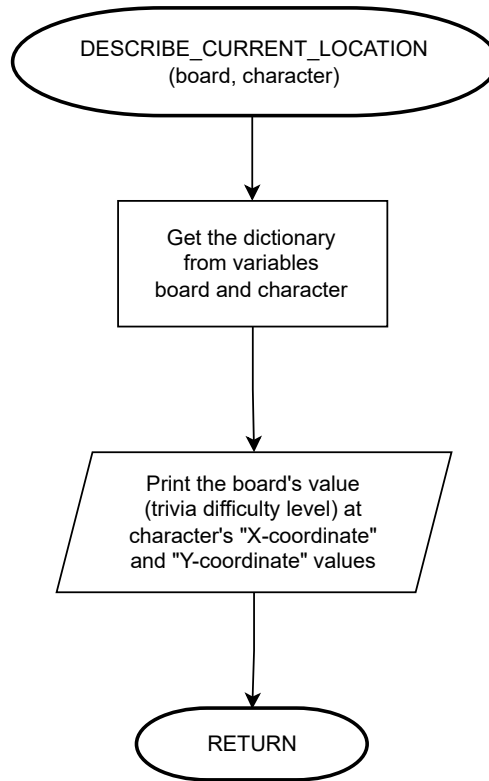




**DESCRIBE\_CURRENT\_LOCATION**  
**(board, character)**  
**flowchart**

(as of November 22, 2024)

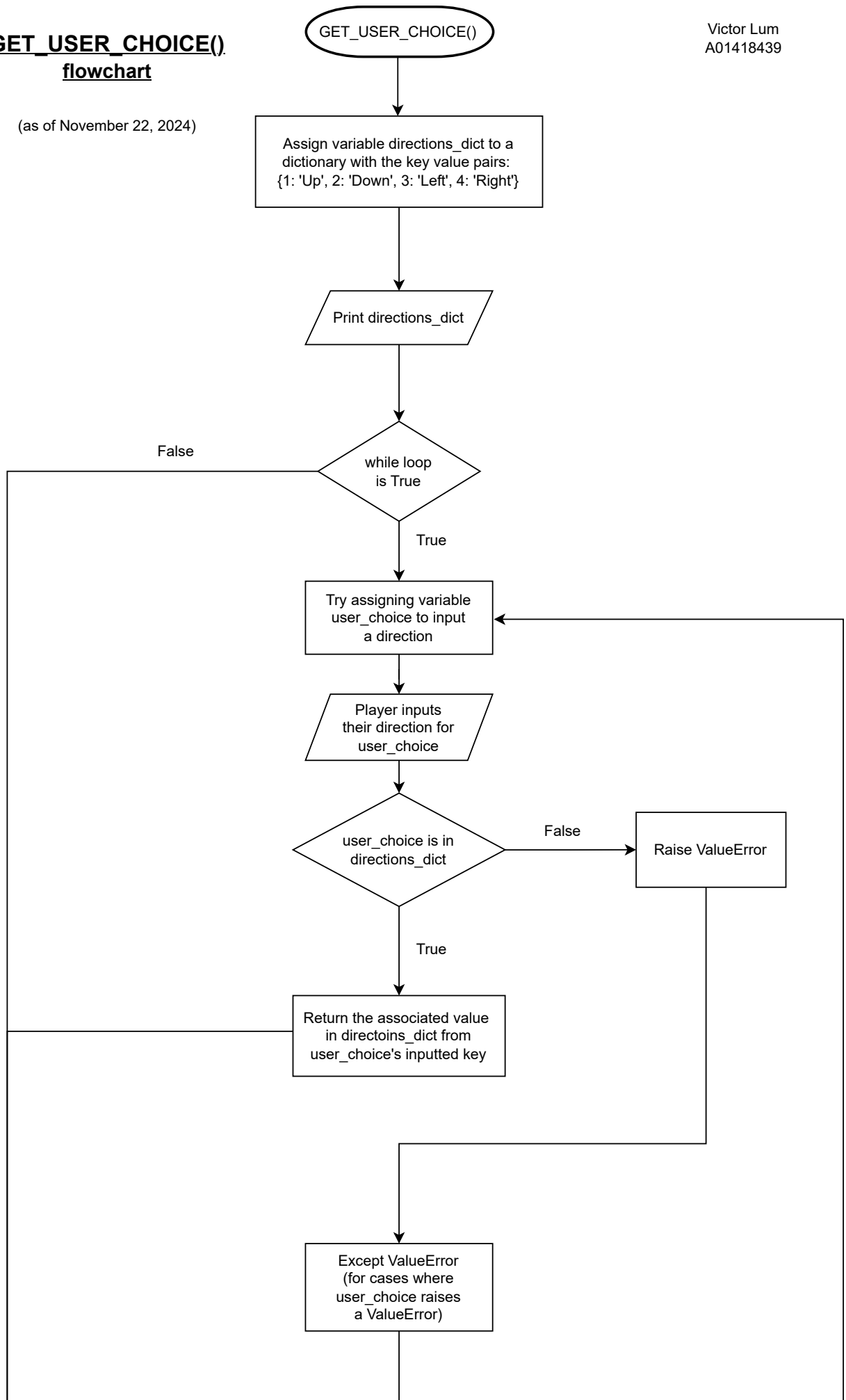
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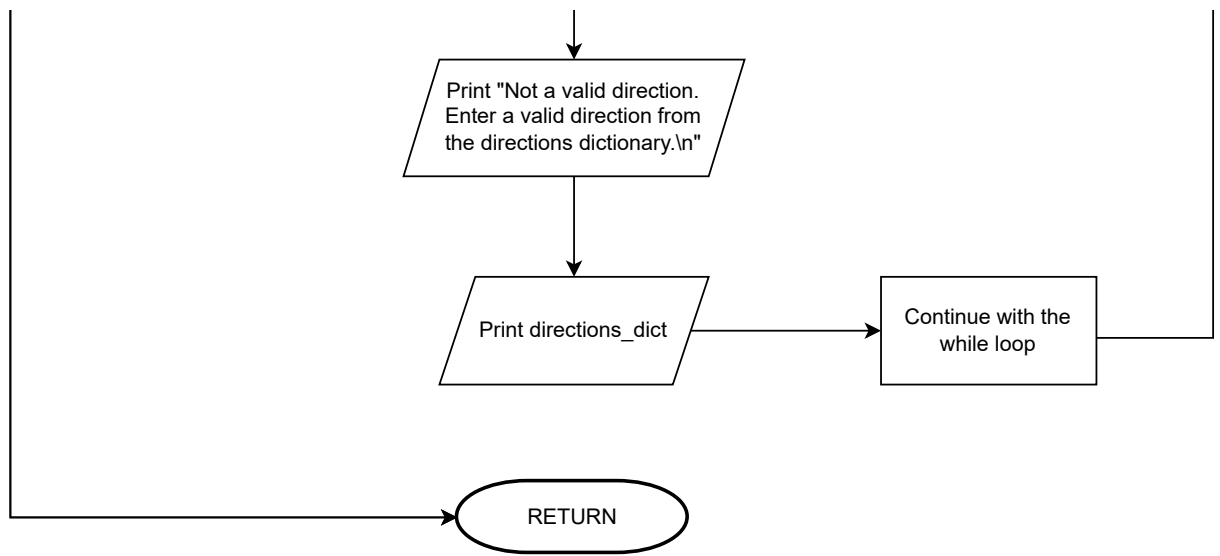


# GET\_USER\_CHOICE(). flowchart

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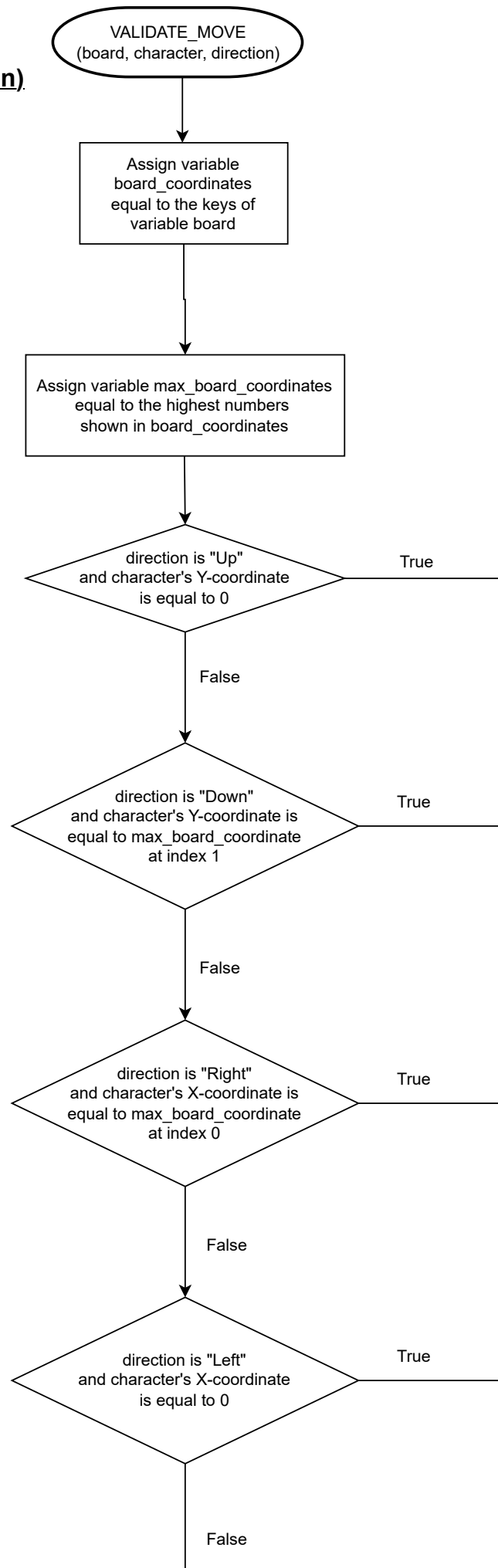


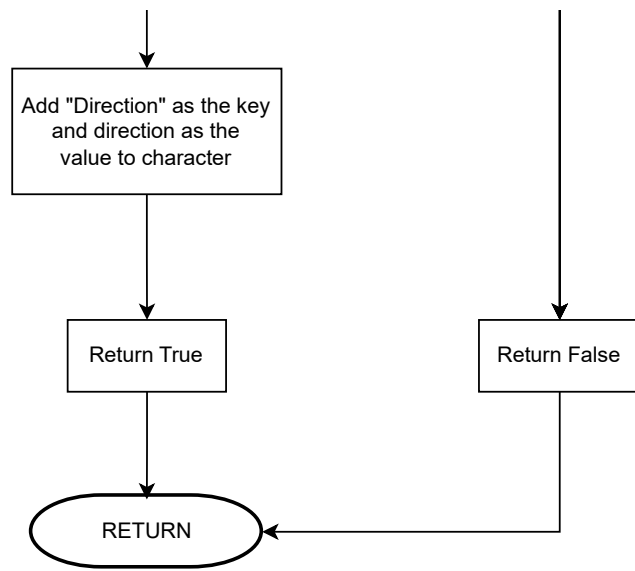


**VALIDATE\_MOVE**  
**(board, character, direction)**  
**flowchart**

(as of November 22, 2024)

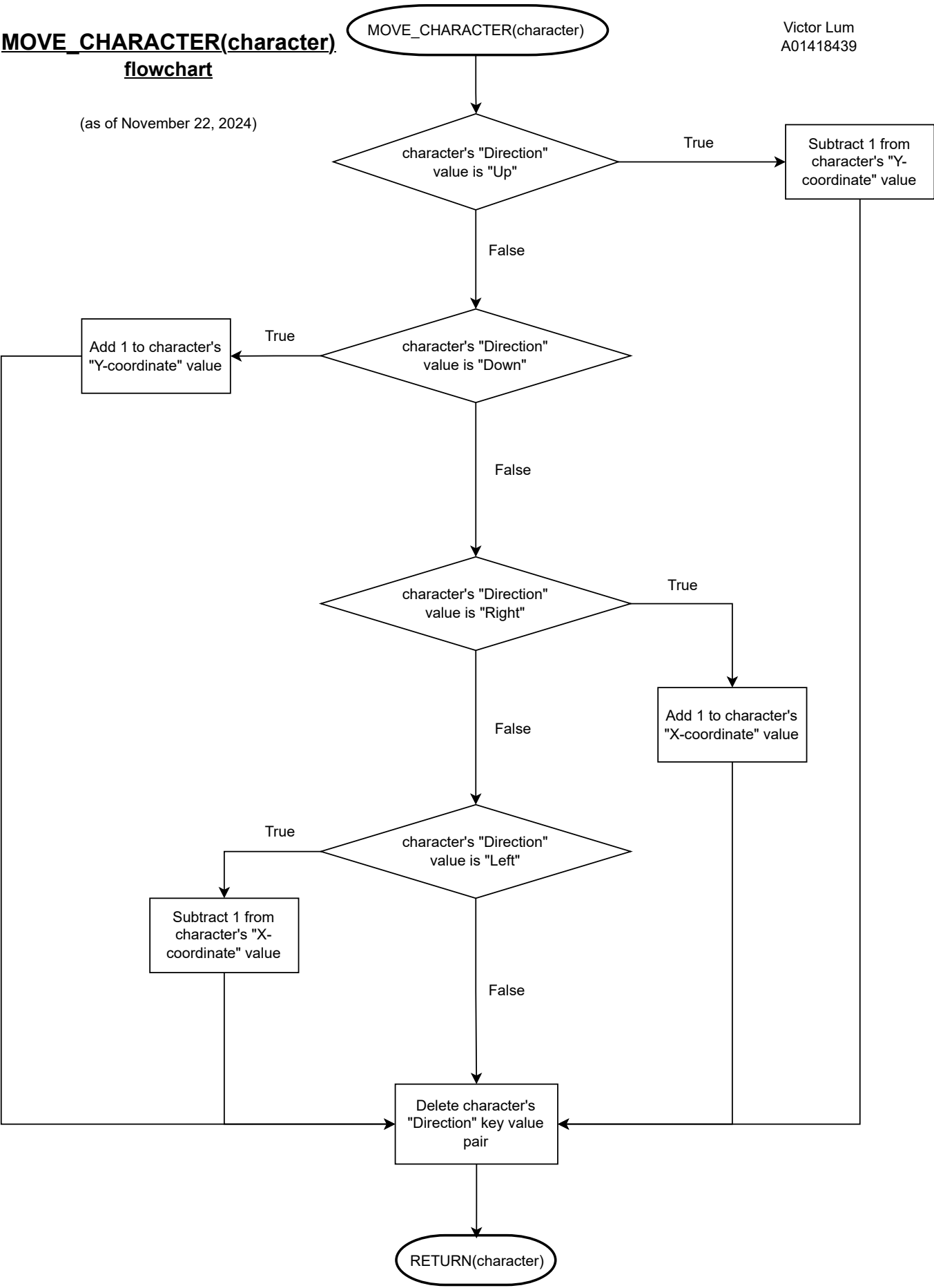
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**MOVE\_CHARACTER(character).**  
**flowchart**

(as of November 22, 2024)

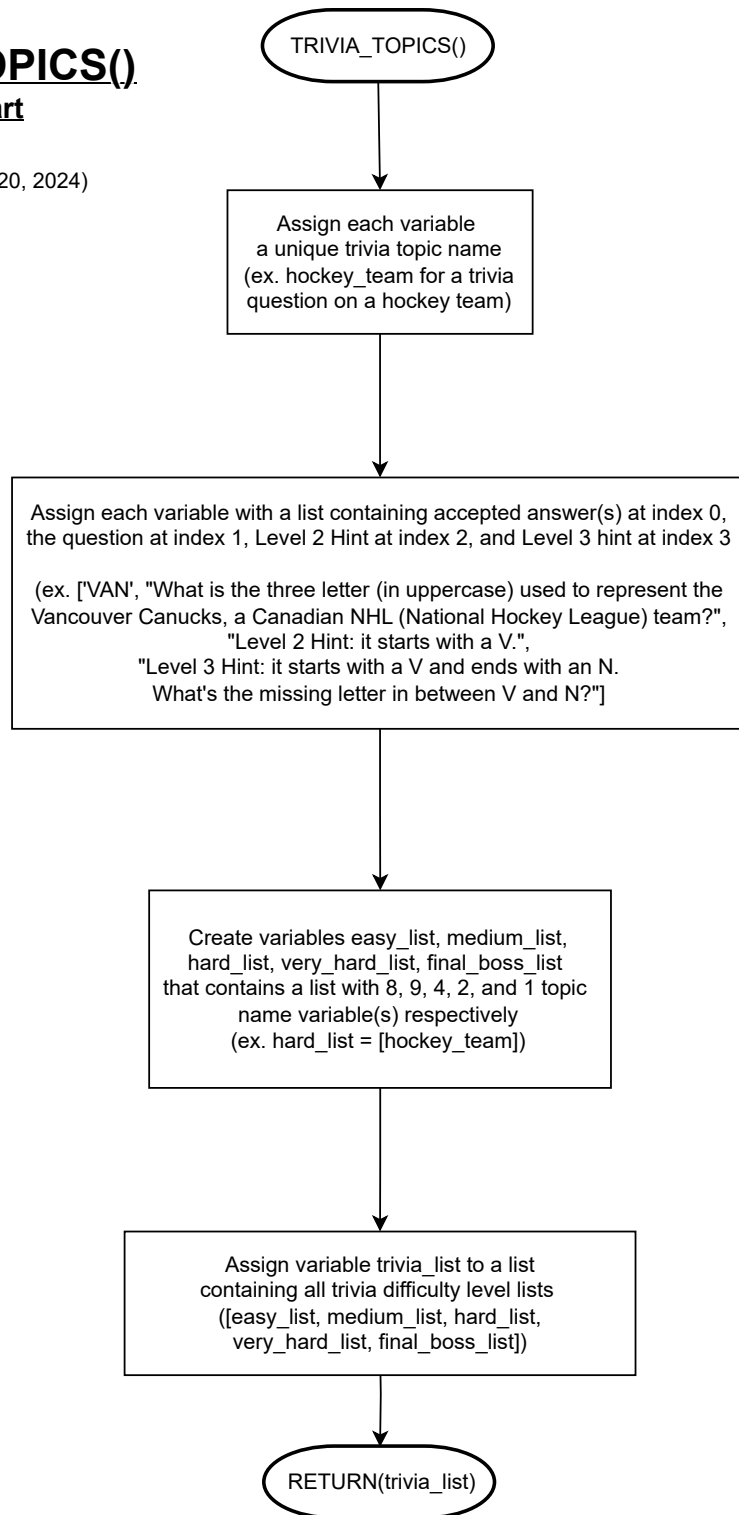


# TRIVIA\_TOPICS()

## flowchart

(as of November 20, 2024)

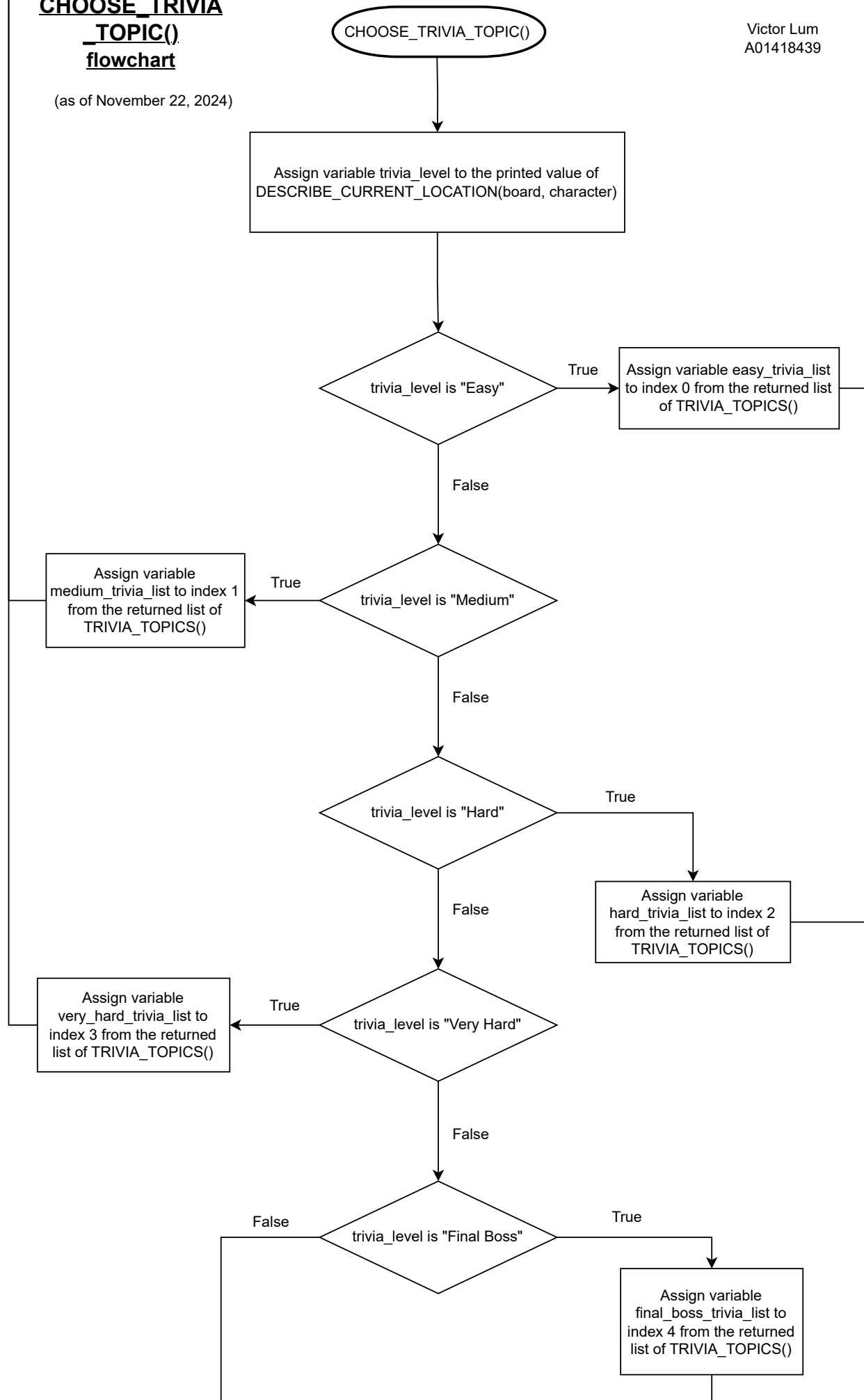
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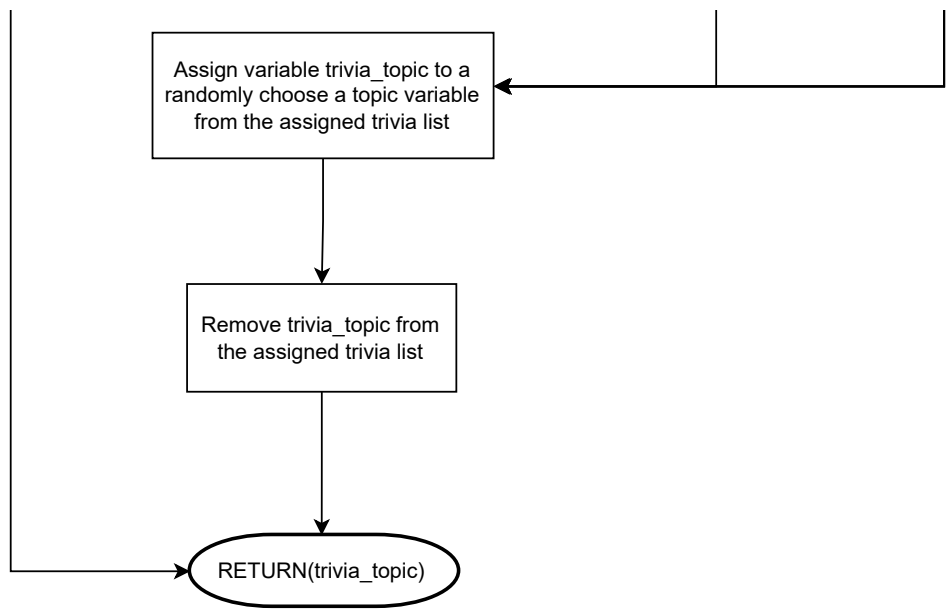
# CHOOSE\_TRIVIA\_TOPIC() flowchart

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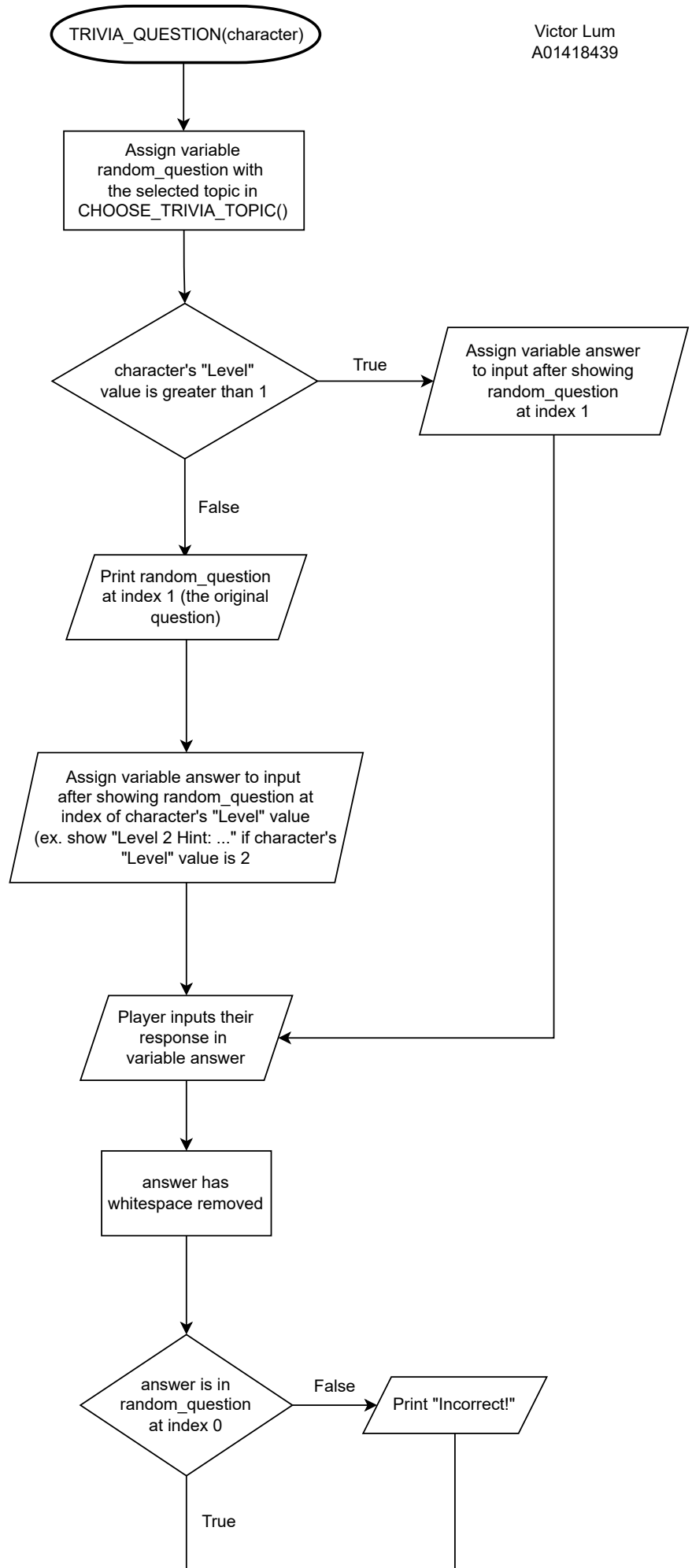


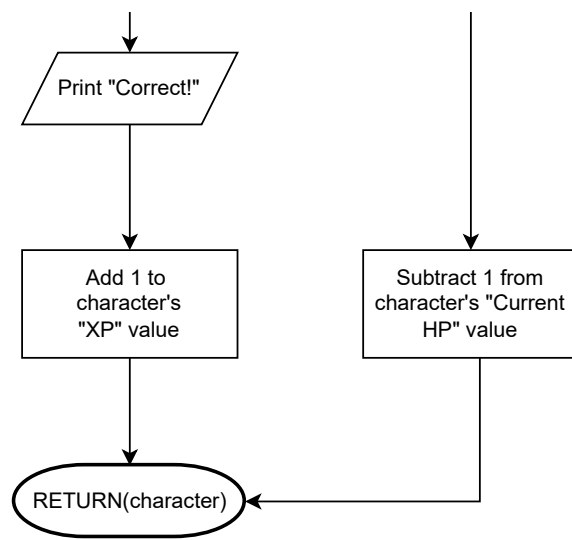


**TRIVIA\_QUESTION(character)**  
**flowchart**

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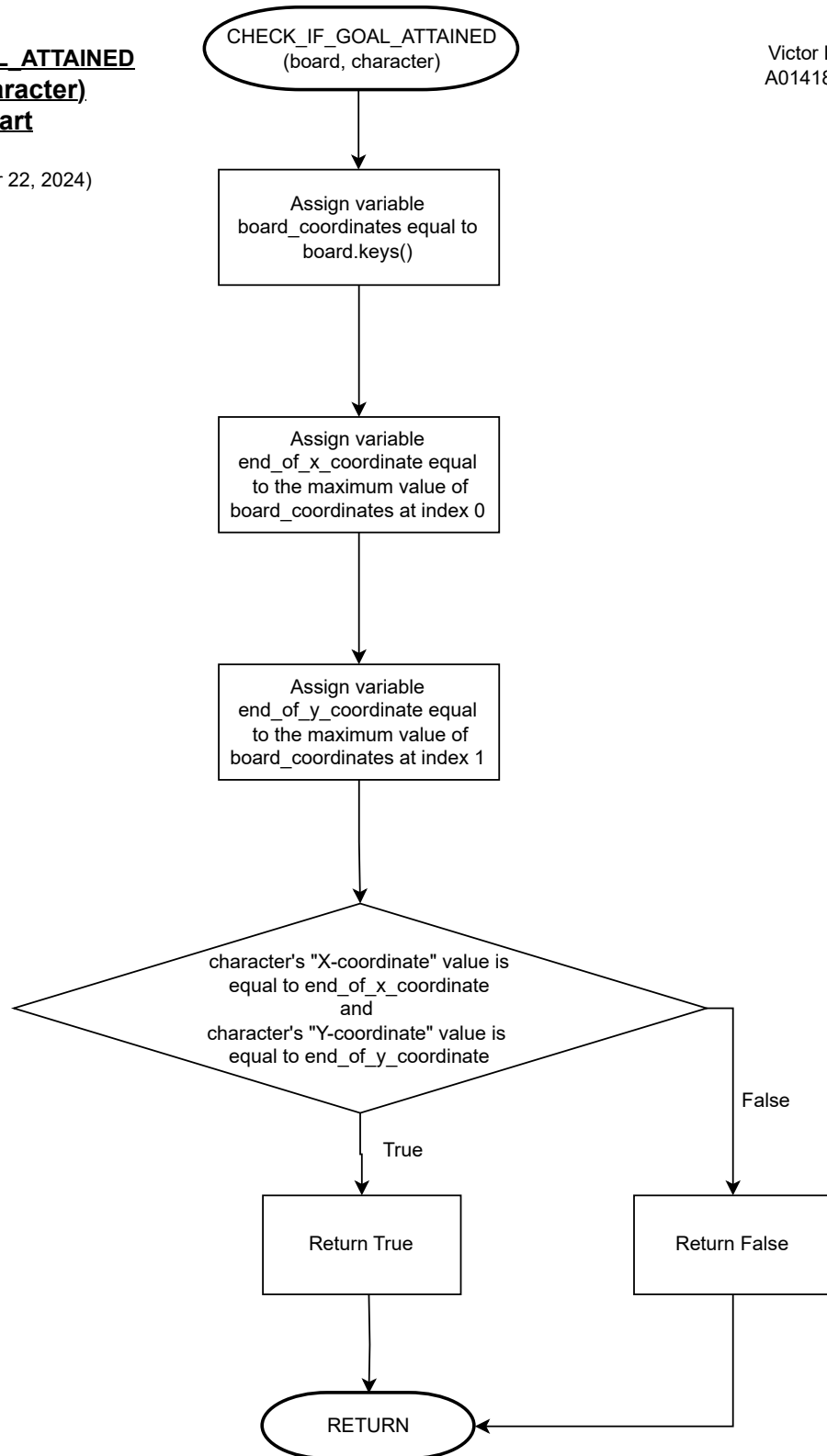




**CHECK\_IF\_GOAL\_ATTAINED**  
**(board, character)**  
**flowchart**

(as of November 22, 2024)

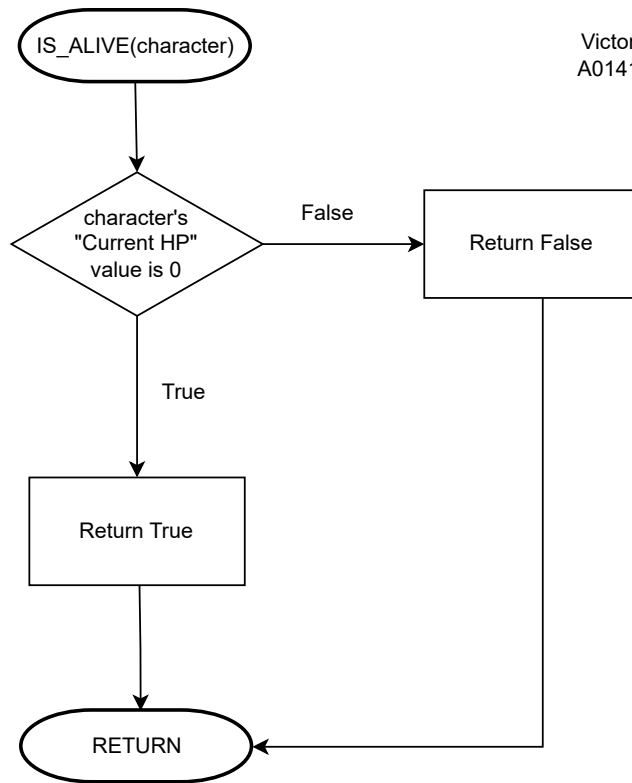
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**IS\_ALIVE(character).**  
**flowchart**

(as of November 22, 2024)

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**IS\_LEVEL\_UP(character)**  
**flowchart**

(as of November 22, 2024)

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