## CHECK\_IF\_GOAL\_ATTAINED Victor Lum CHECK\_IF\_GOAL\_ATTAINED (board, character) A01418439 (board, character) flowchart (as of November 22, 2024) 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" value is equal to end\_of\_y\_coordinate False True Return True Return False

**RETURN**