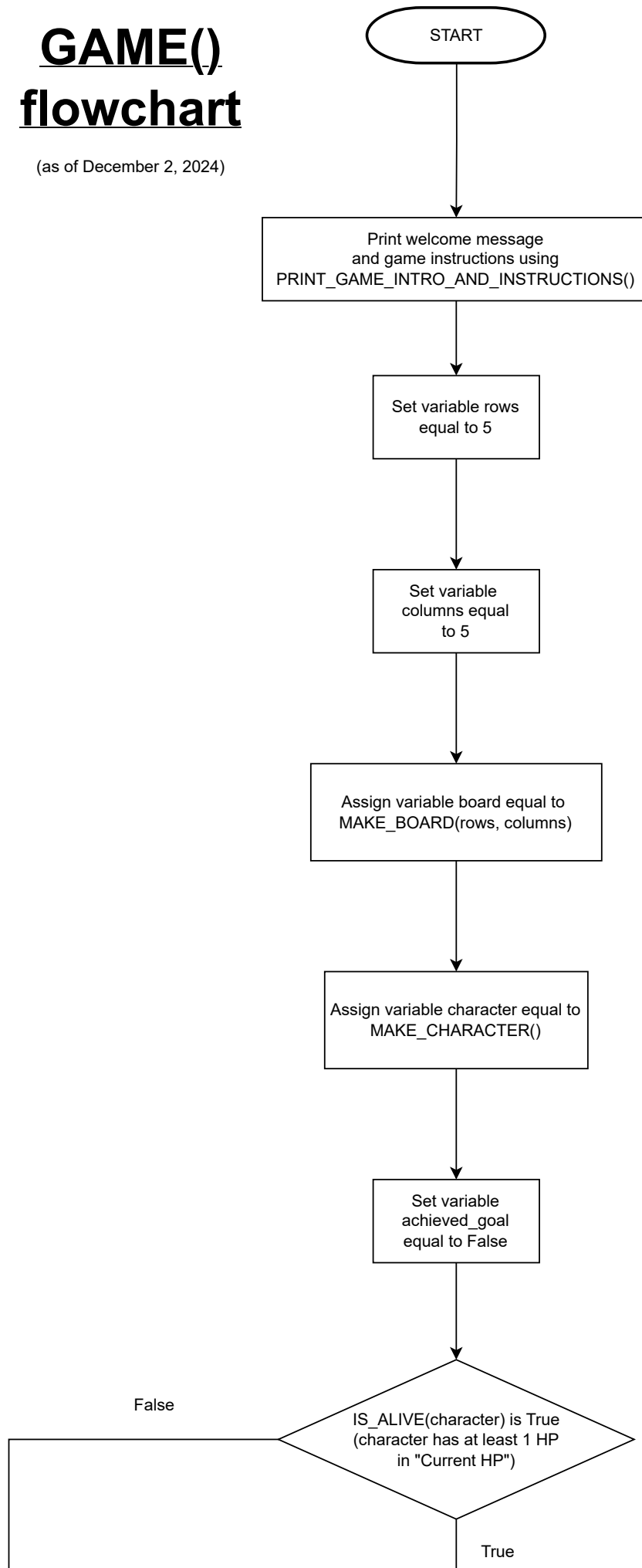
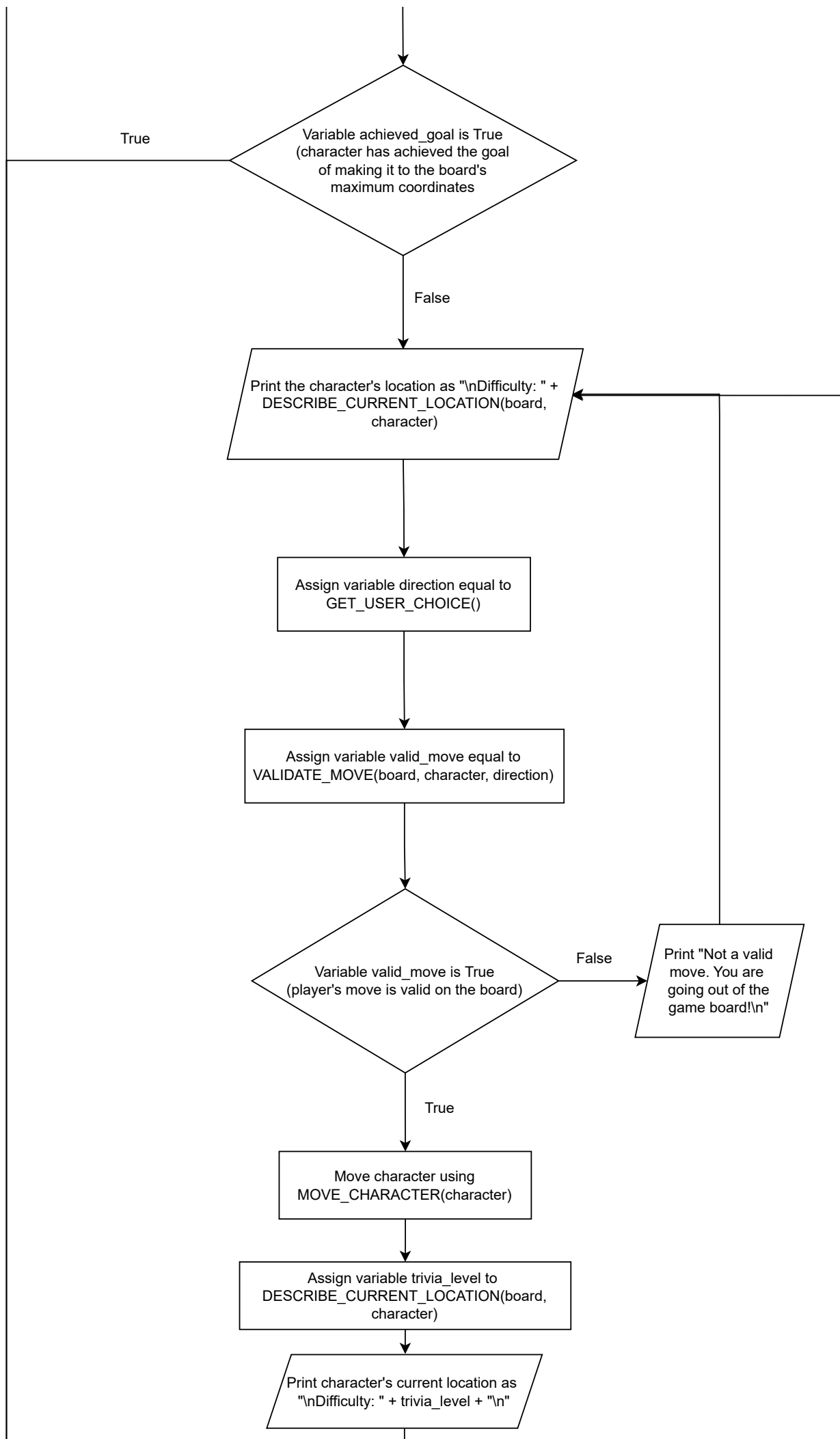


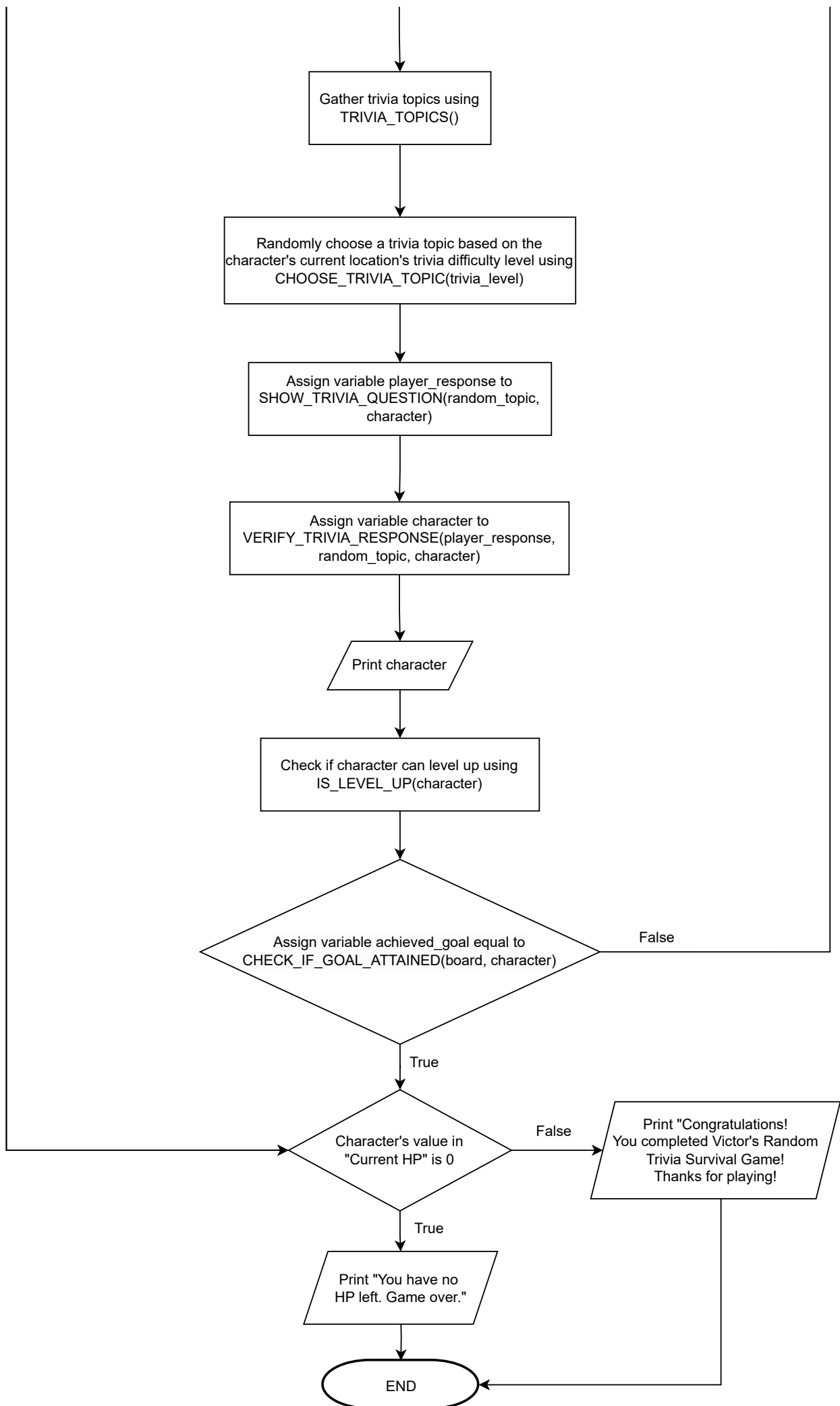
GAME() flowchart

(as of December 2, 2024)

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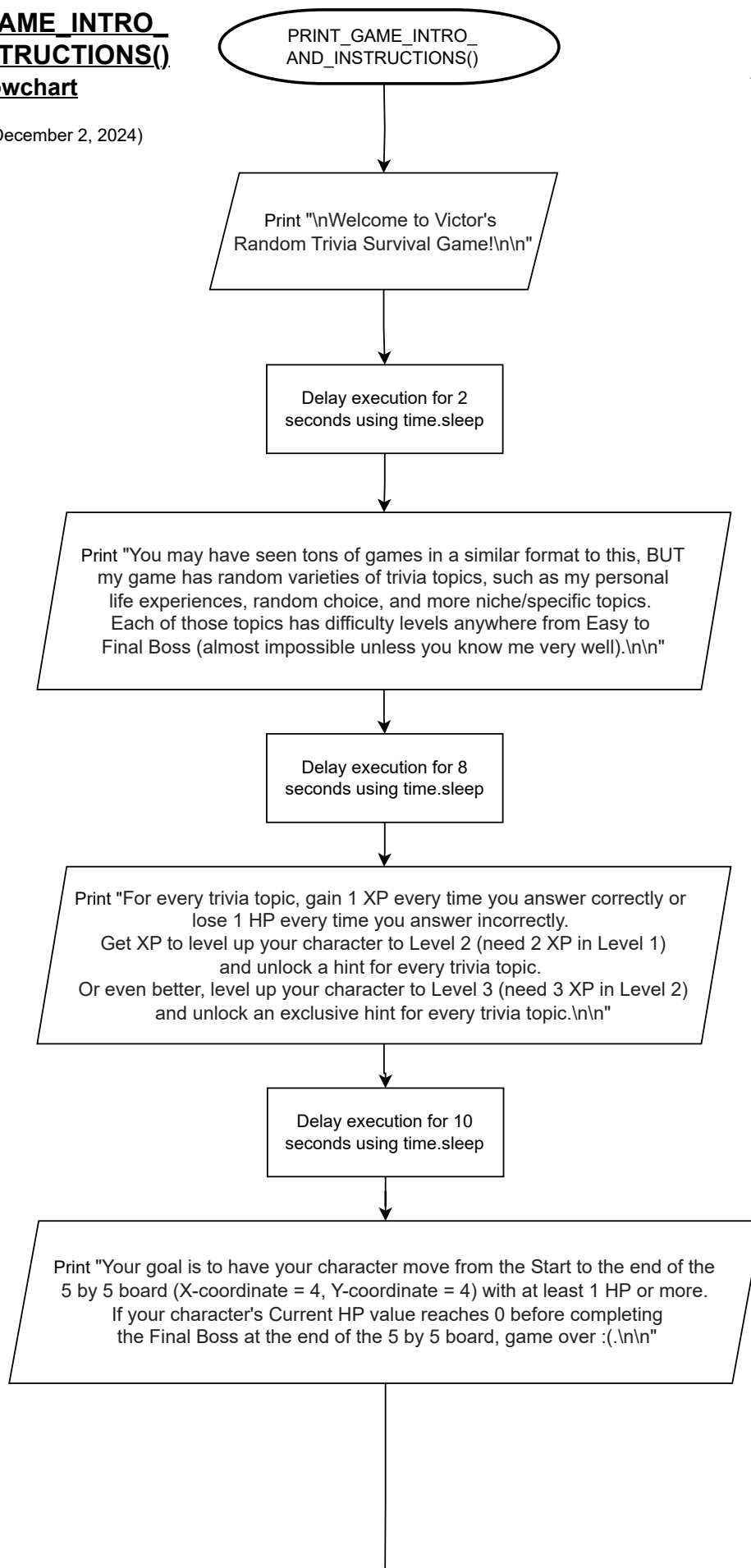


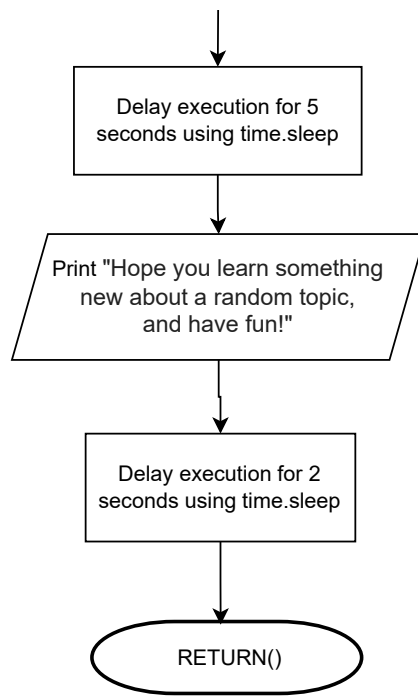
PRINT_GAME_INTRO_ AND_INSTRUCTIONS()

flowchart

(as of December 2, 2024)

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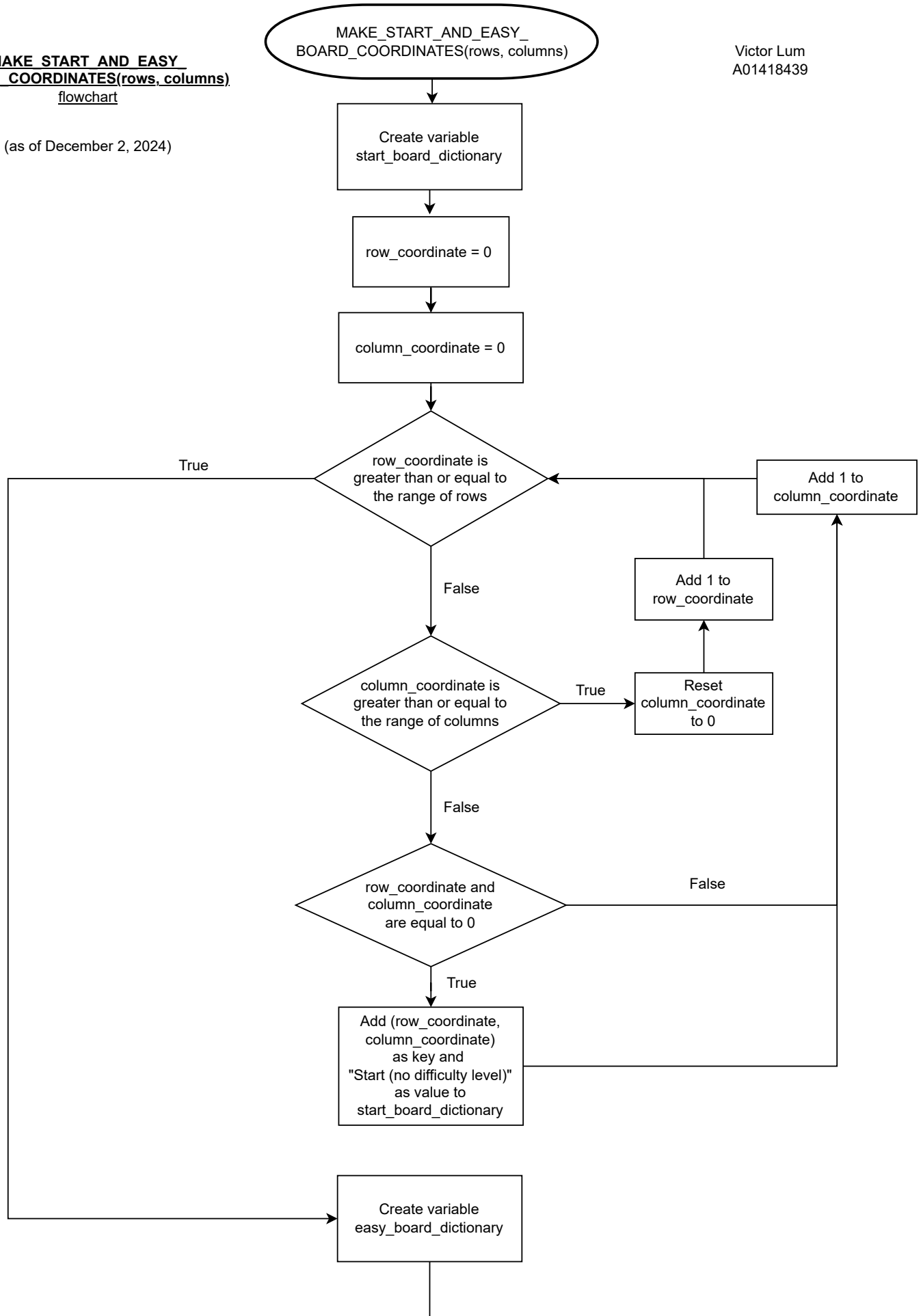


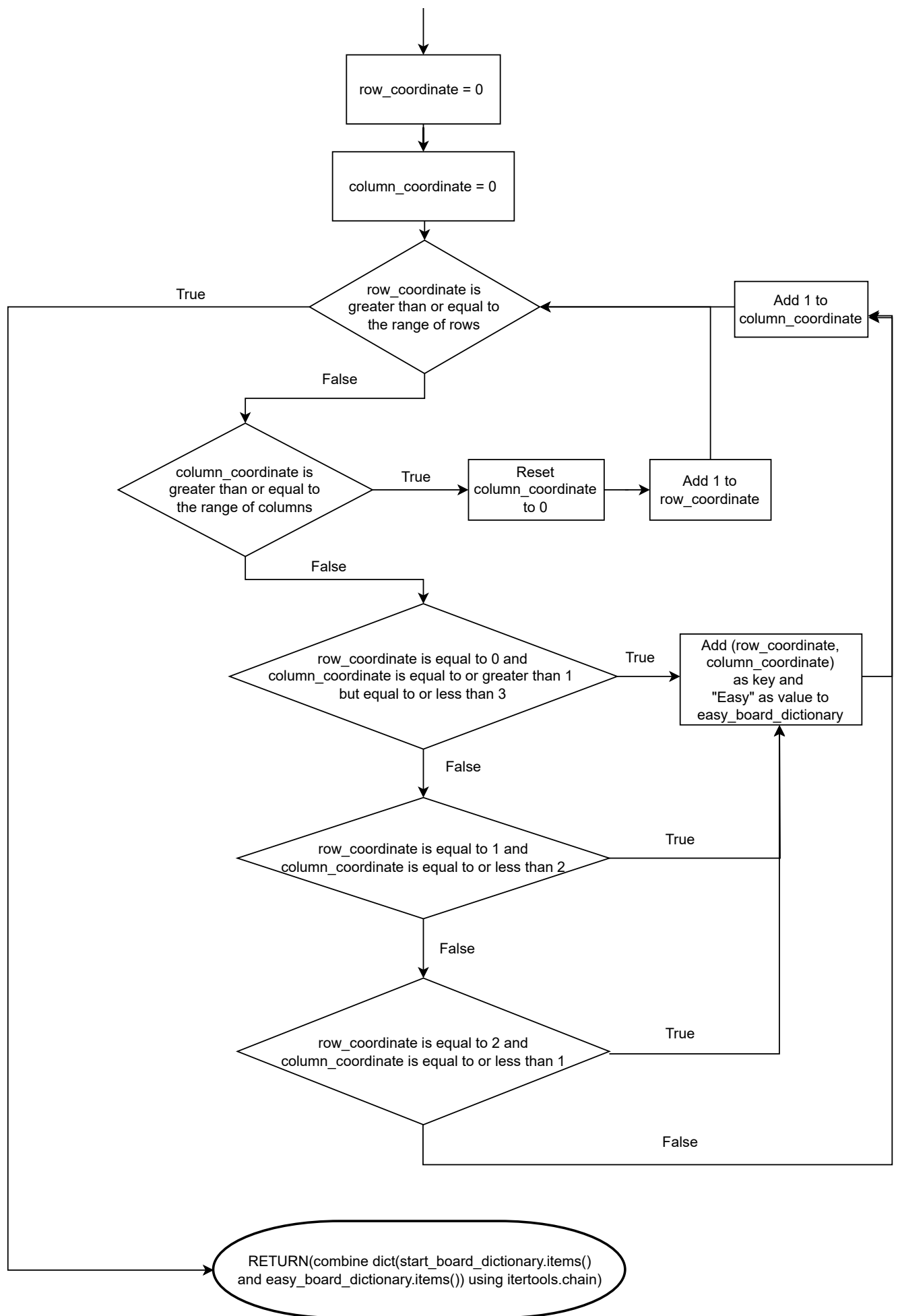


MAKE START AND EASY_
BOARD_COORDINATES(rows, columns)
flowchart

(as of December 2, 2024)

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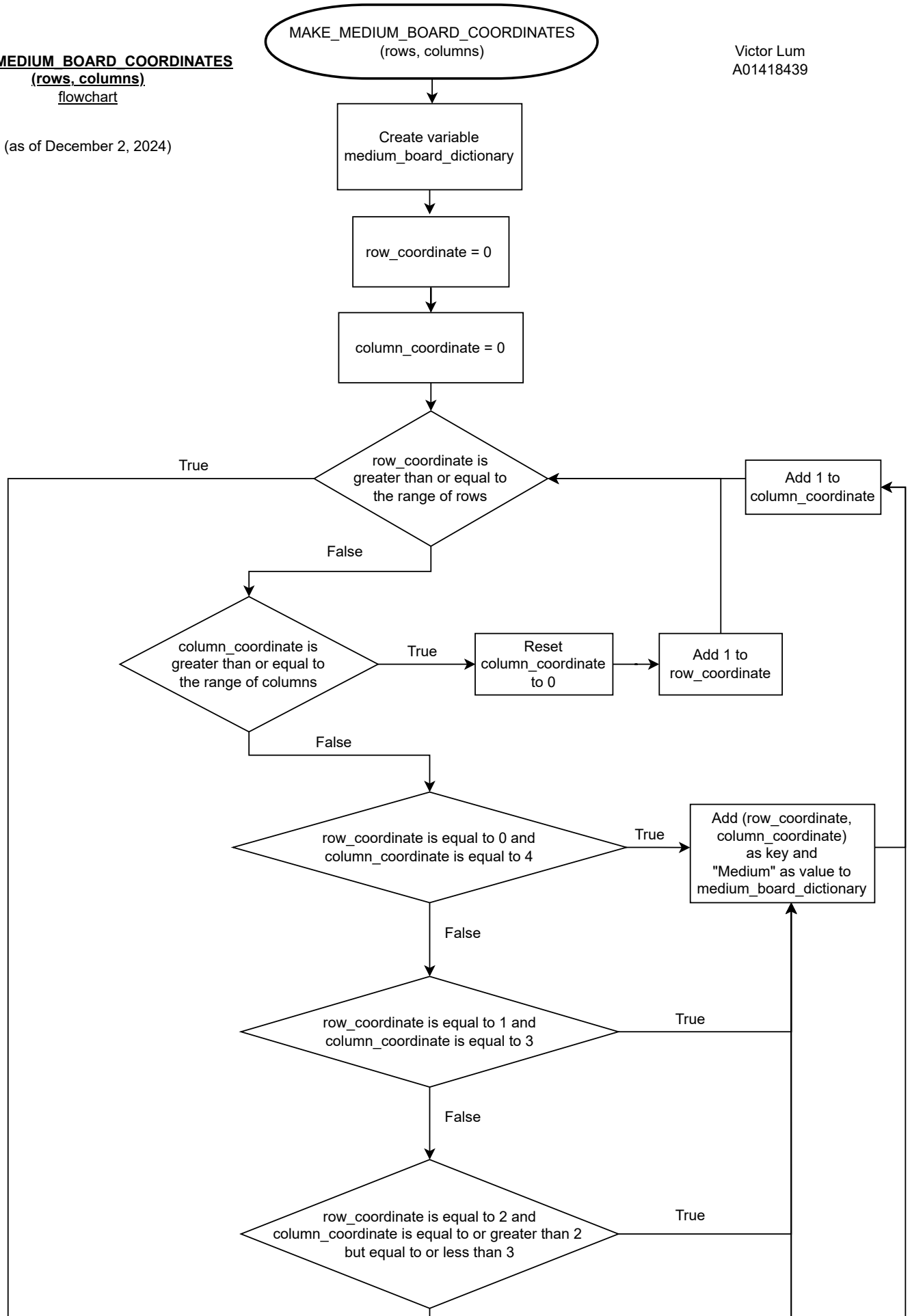


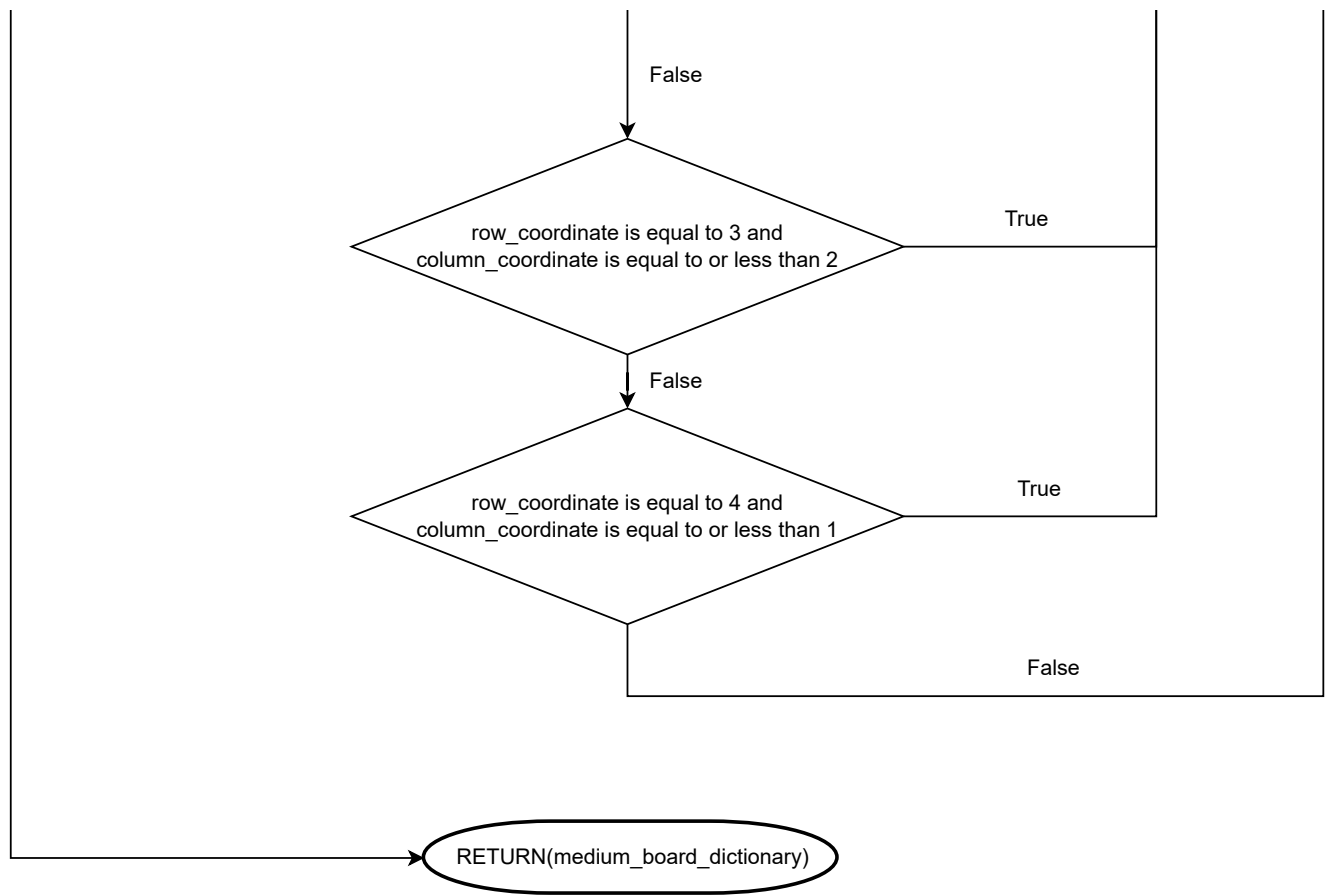


MAKE MEDIUM BOARD COORDINATES
(rows, columns)
flowchart

(as of December 2, 2024)

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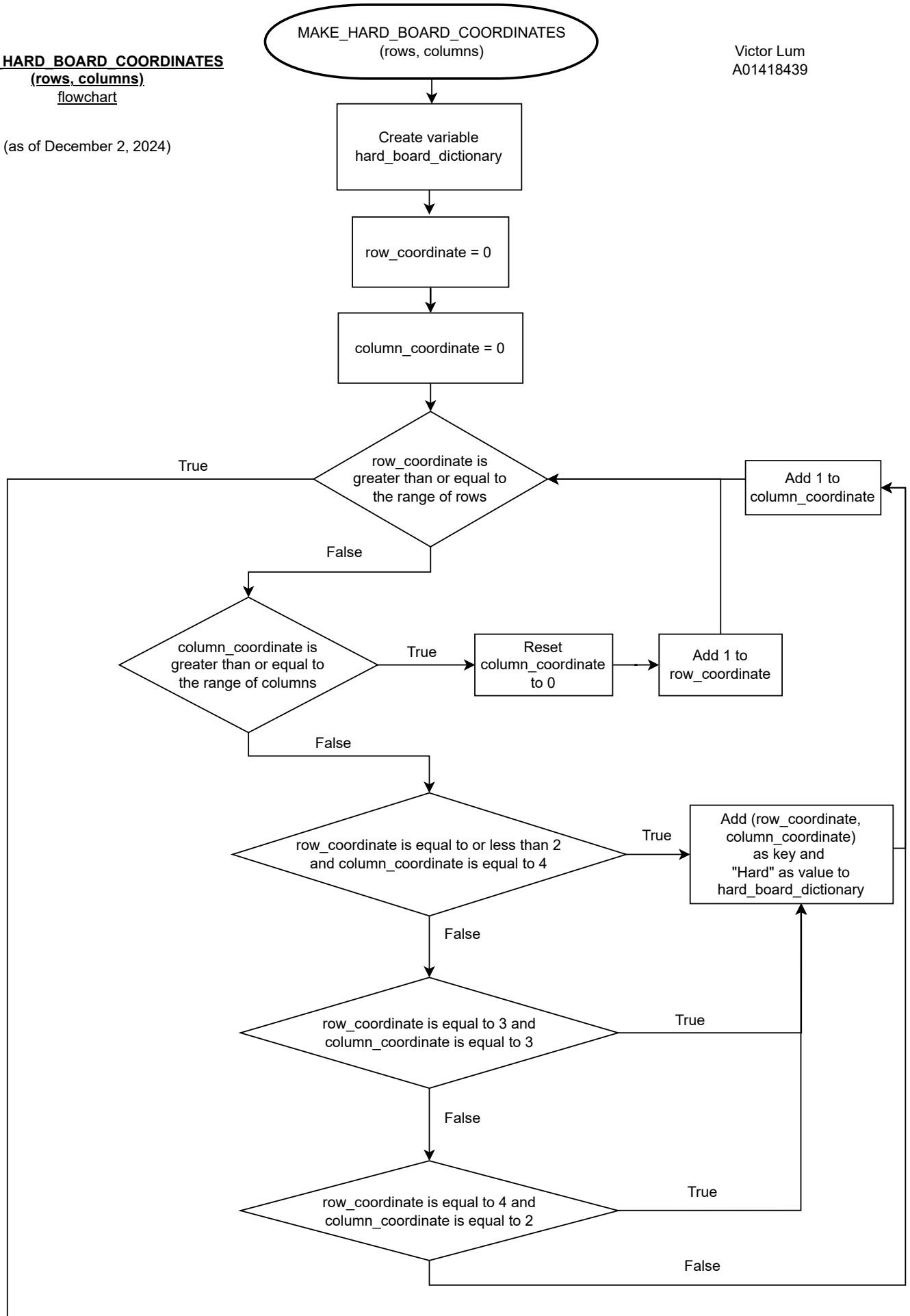


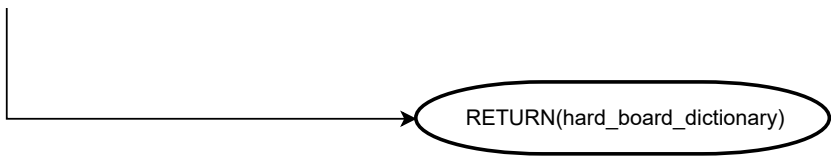


MAKE_HARD_BOARD_COORDINATES
(rows, columns)
flowchart

(as of December 2, 2024)

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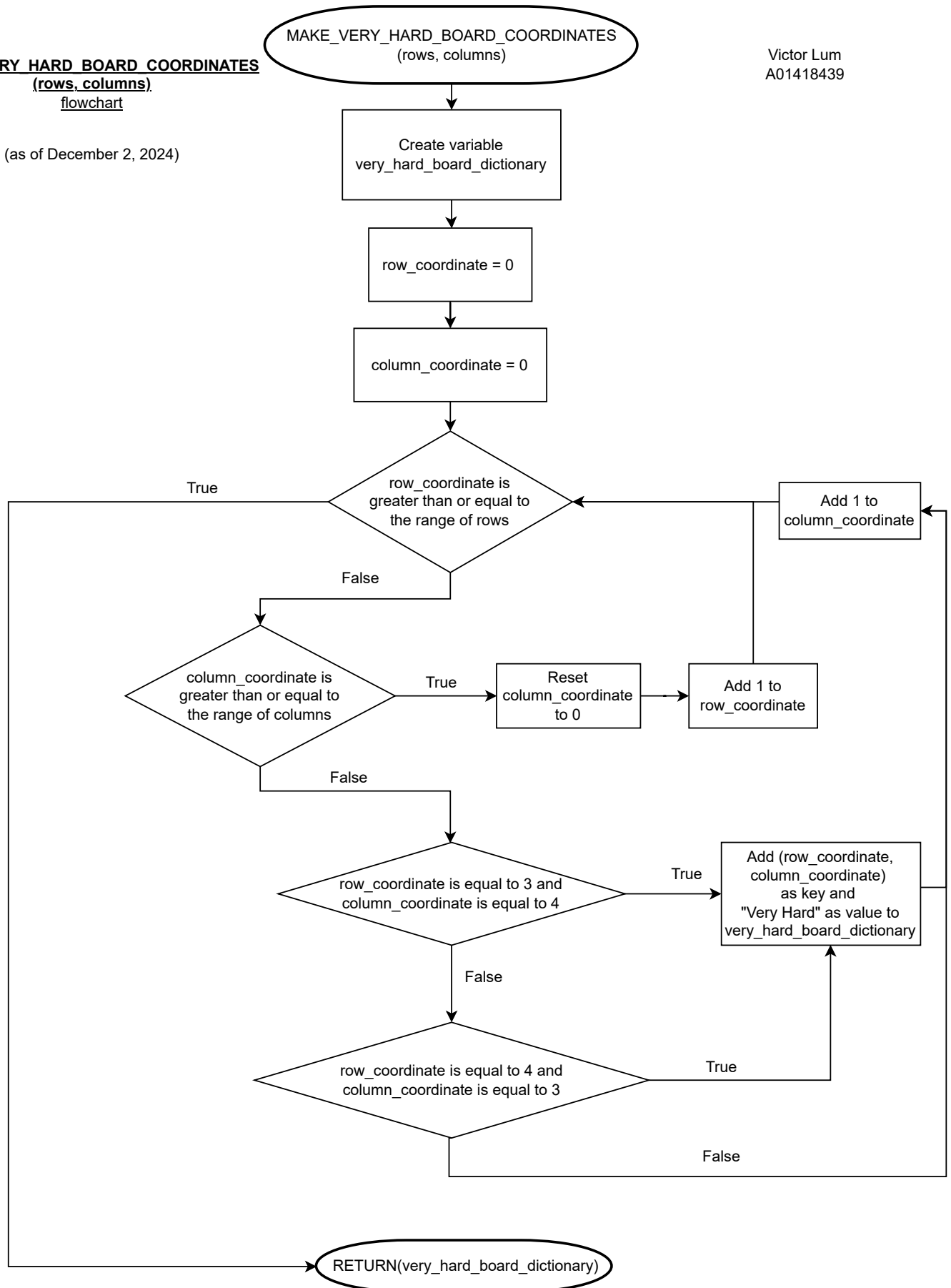




MAKE VERY HARD BOARD COORDINATES
(rows, columns),
flowchart

(as of December 2, 2024)

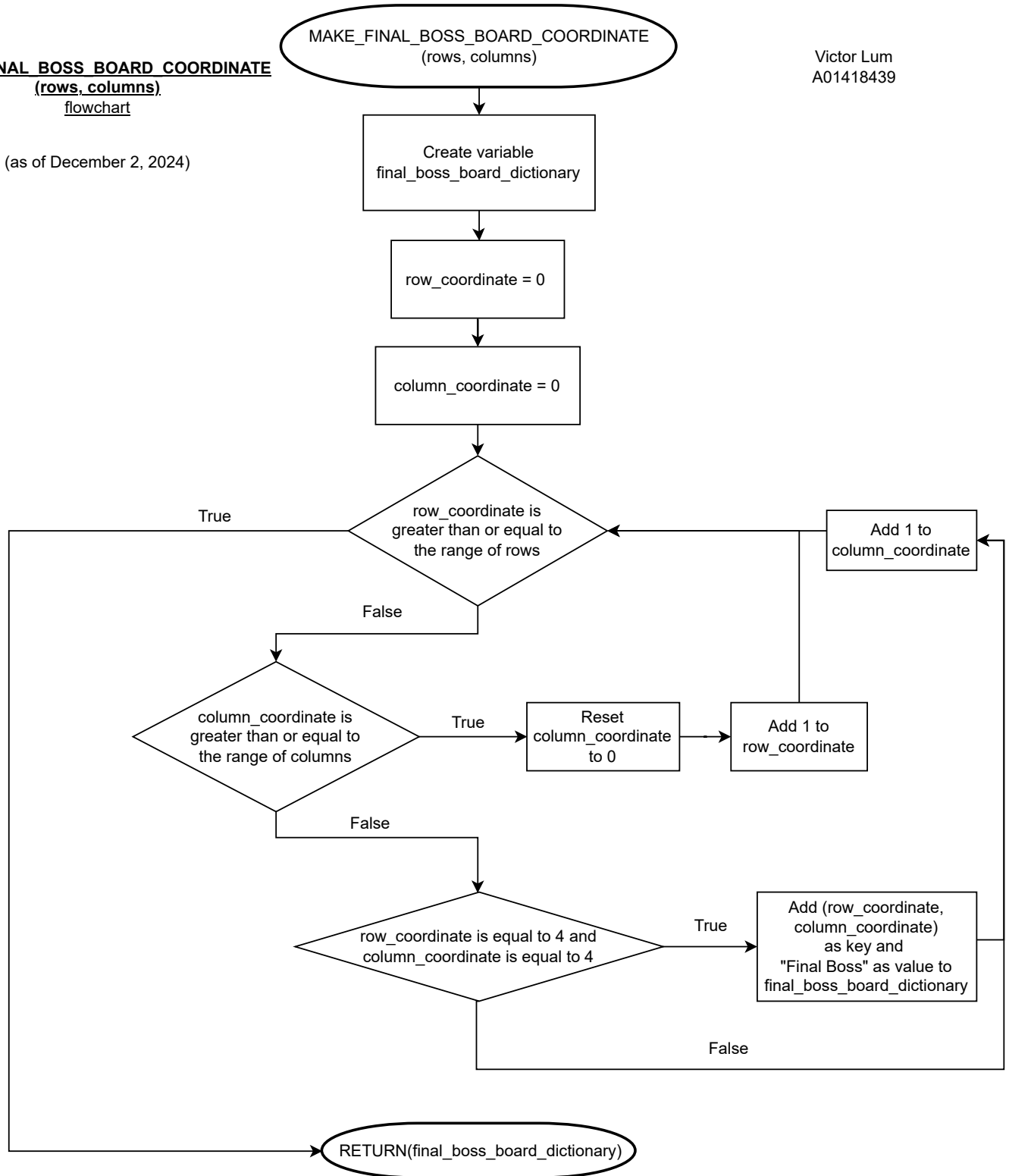
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MAKE FINAL BOSS BOARD COORDINATE
(rows, columns),
flowchart

(as of December 2, 2024)

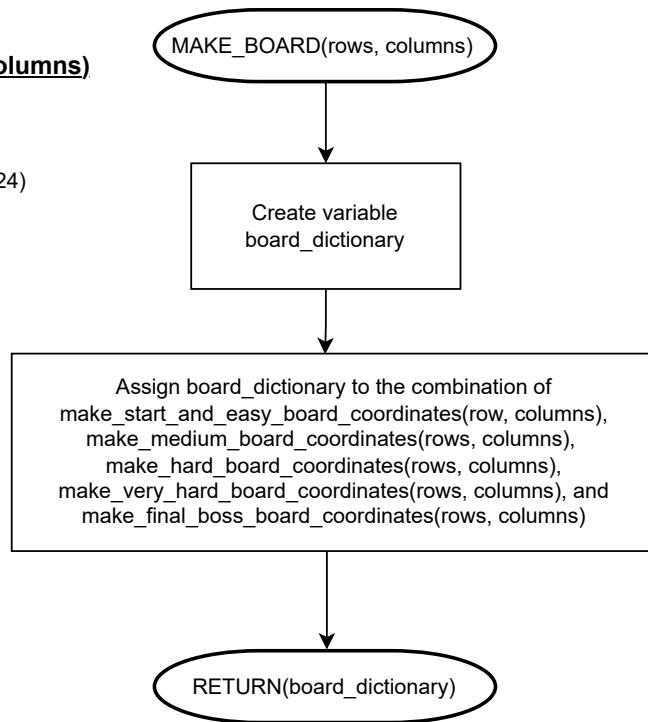
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MAKE_BOARD(rows, columns)
flowchart

(as of December 2, 2024)

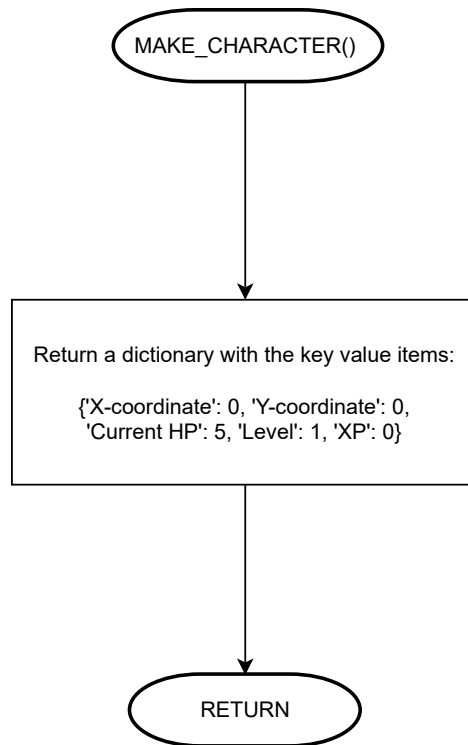
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MAKE_CHARACTER() flowchart

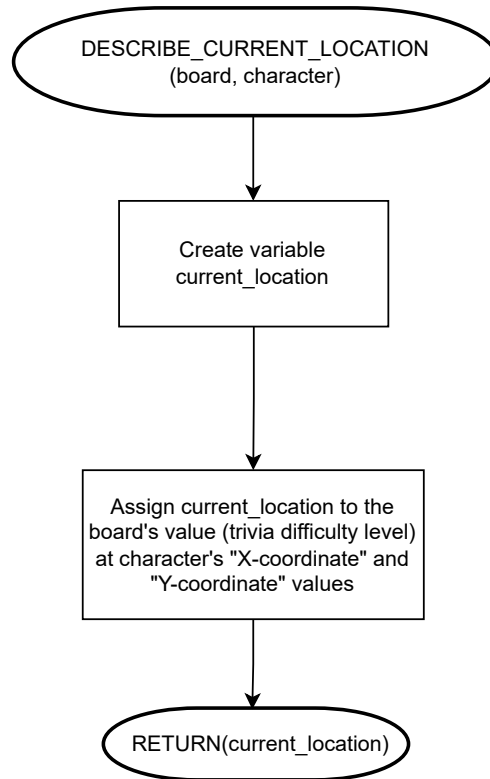
(as of November 20, 2024)

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DESCRIBE CURRENT LOCATION
(board, character)
flowchart

(as of December 2, 2024)

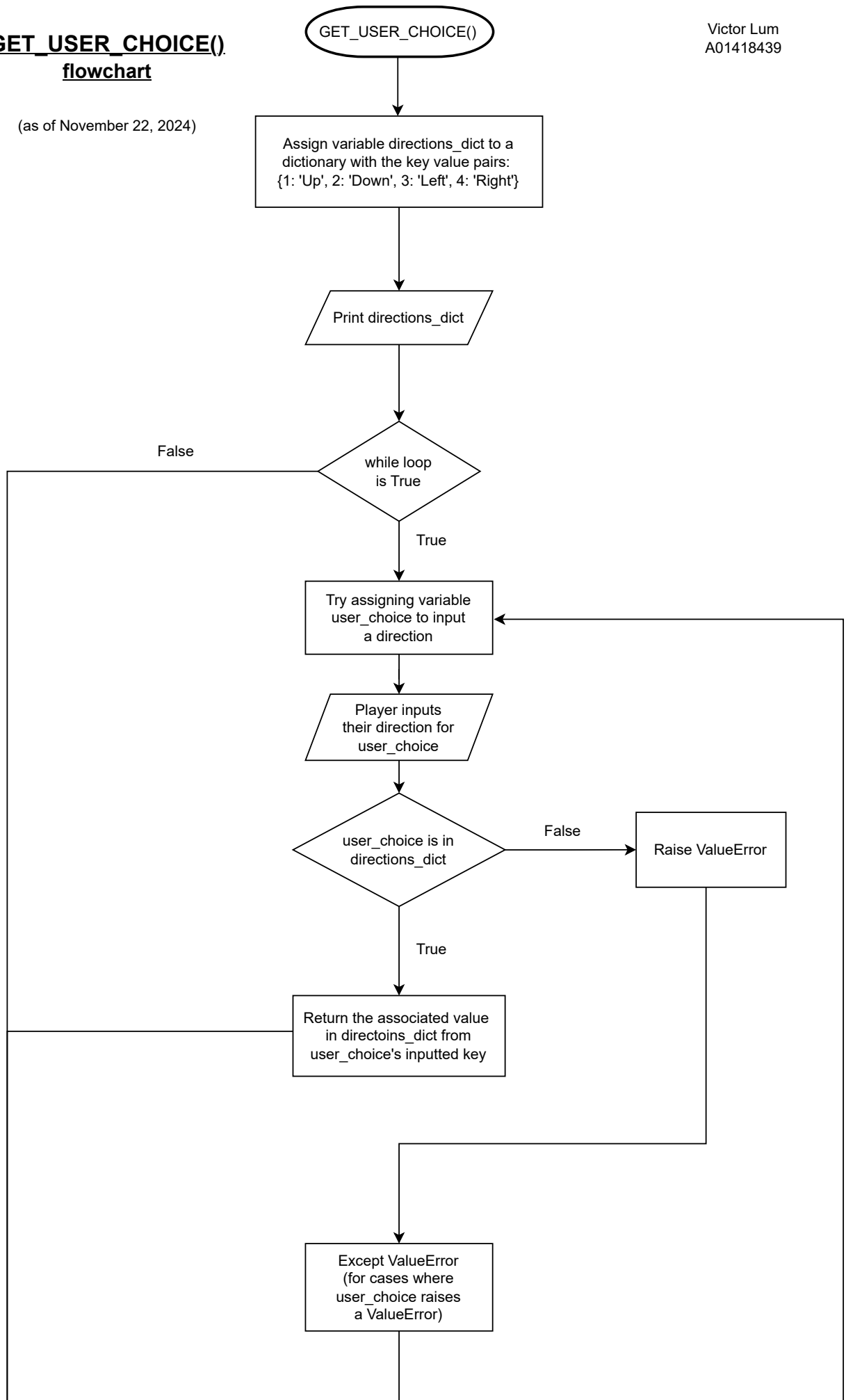


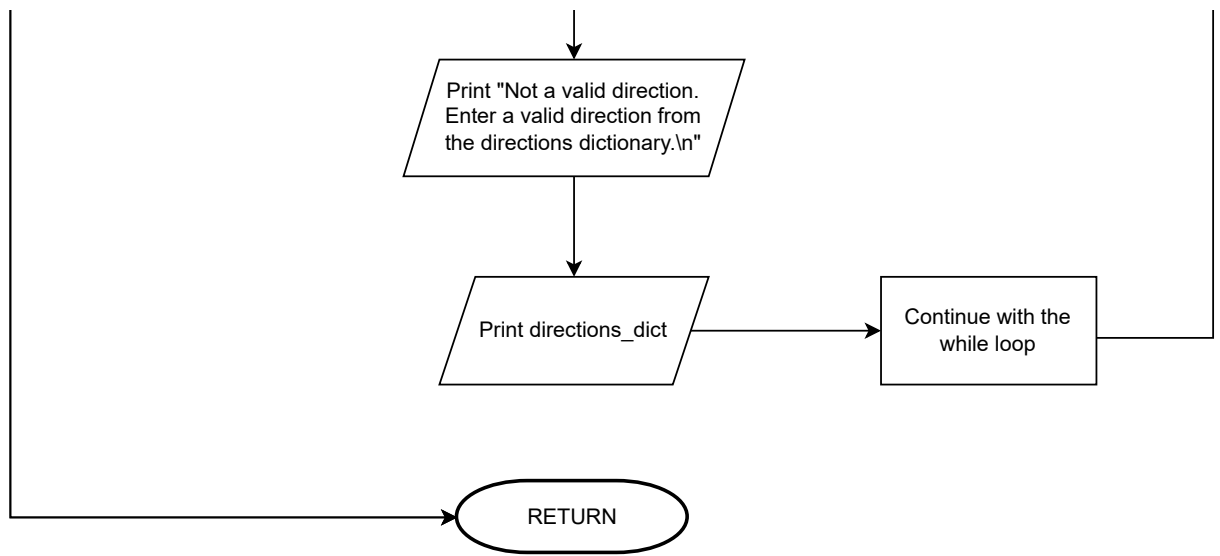
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GET_USER_CHOICE(). flowchart

(as of November 22, 2024)

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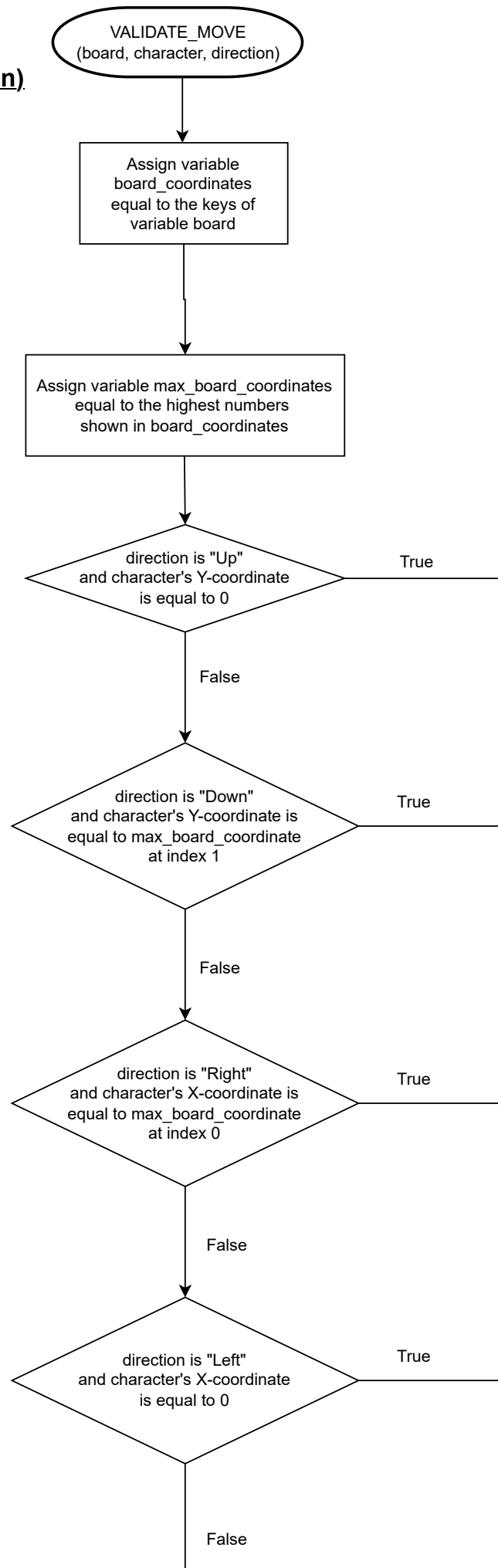


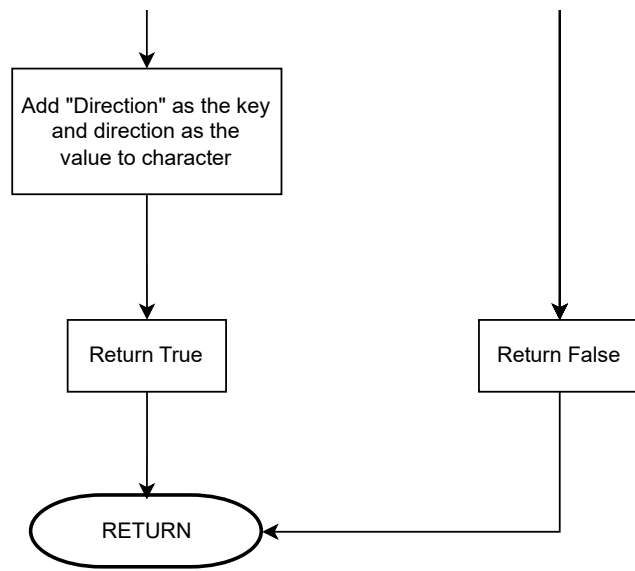


VALIDATE_MOVE
(board, character, direction)
flowchart

(as of November 22, 2024)

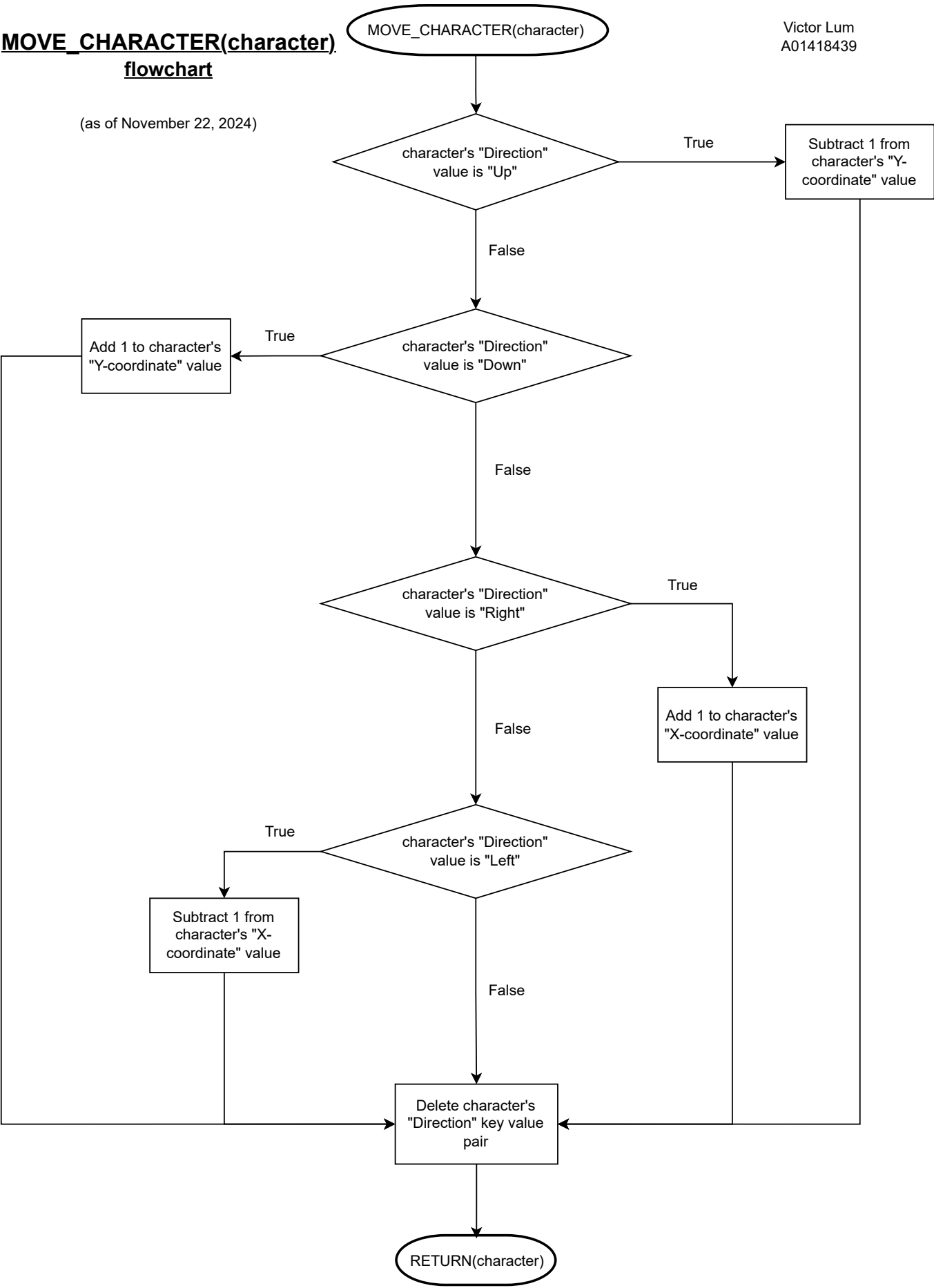
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MOVE_CHARACTER(character).
flowchart

(as of November 22, 2024)

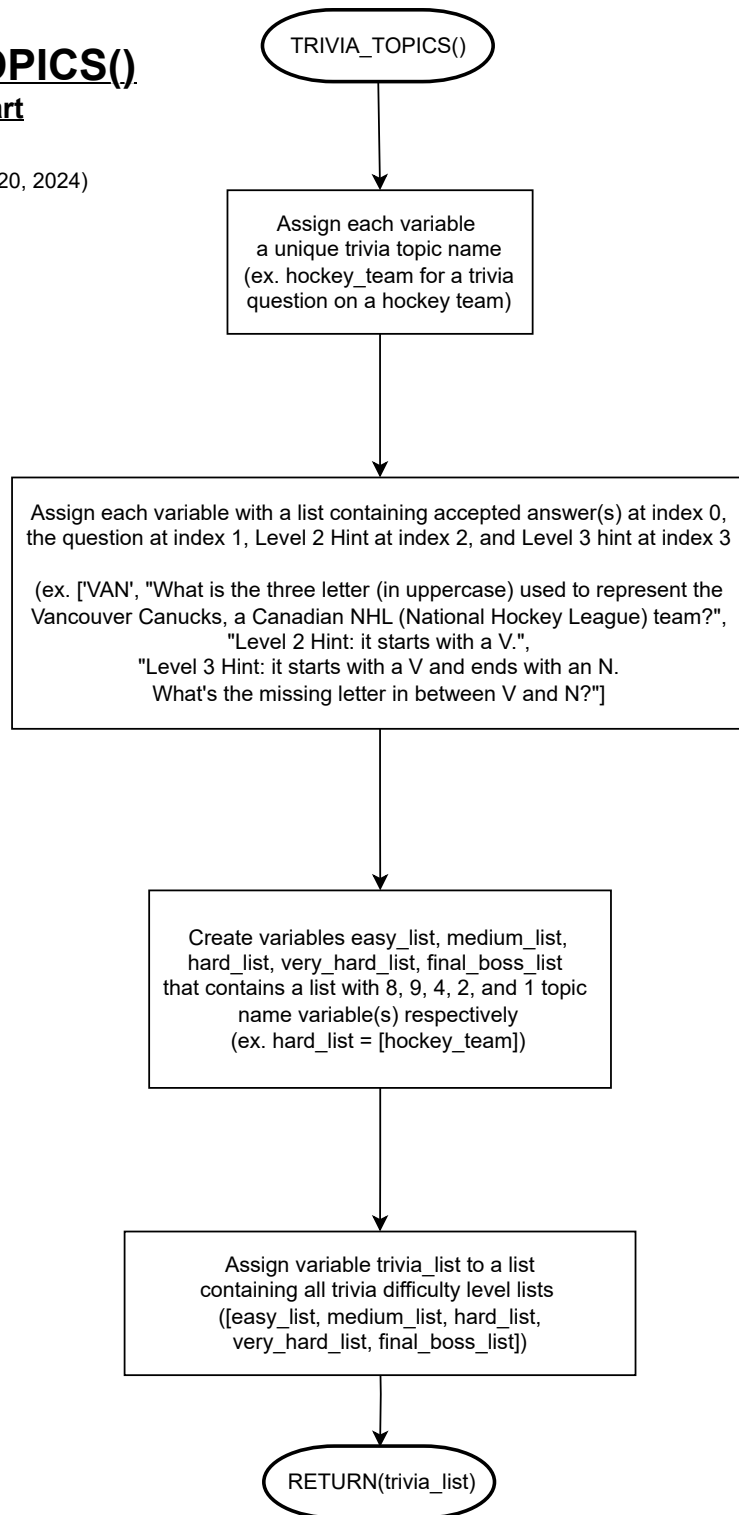


TRIVIA_TOPICS()

flowchart

(as of November 20, 2024)

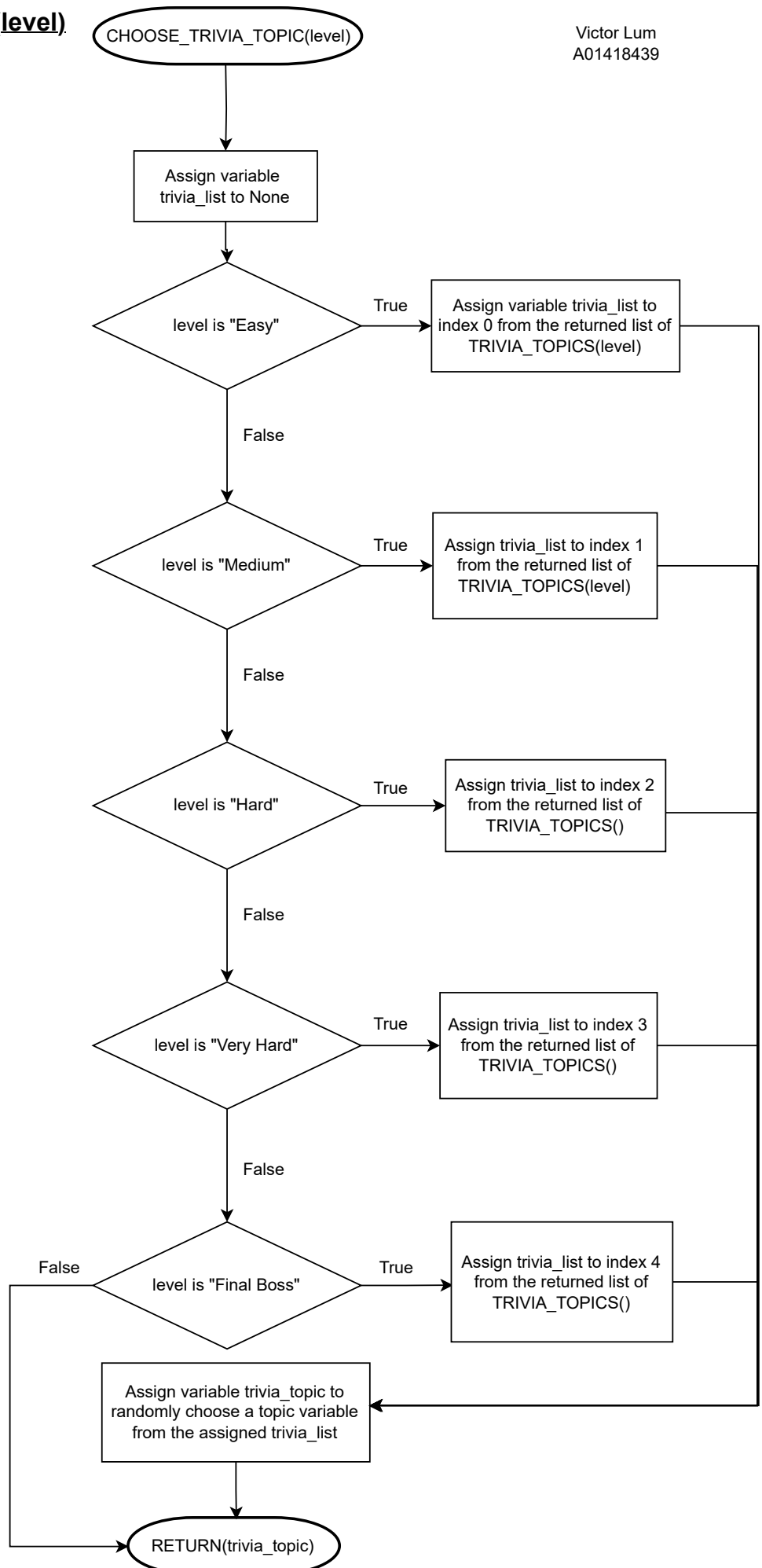
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CHOOSE_TRIVIA_TOPIC(level) flowchart

(as of December 2, 2024)

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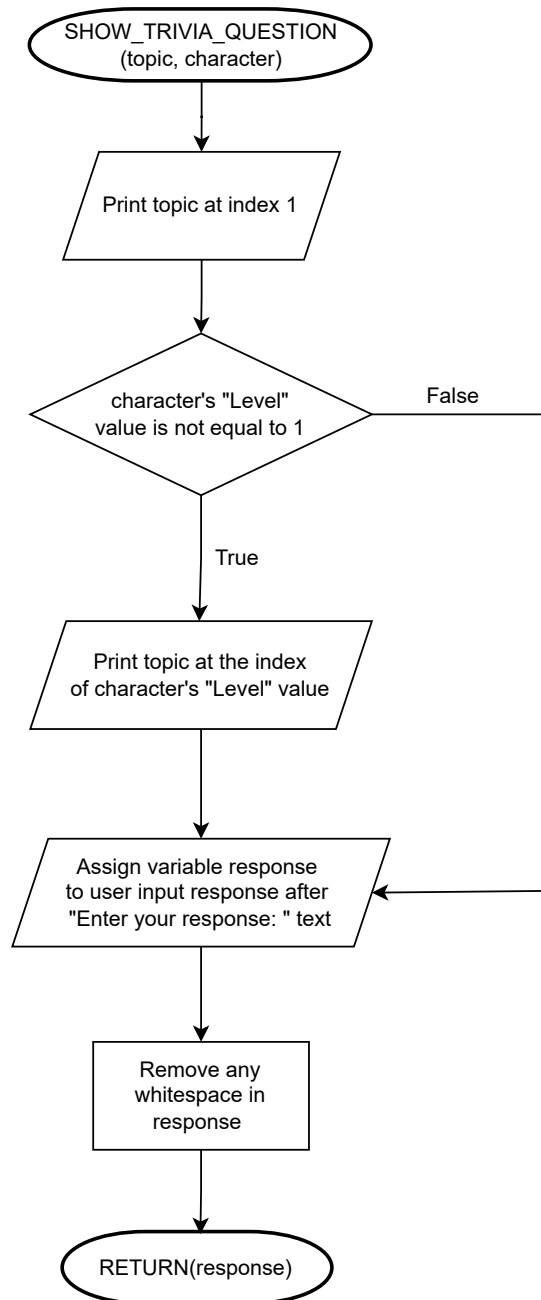
SHOW_TRIVIA_QUESTION

(topic, character)

flowchart

(as of December 2, 2024)

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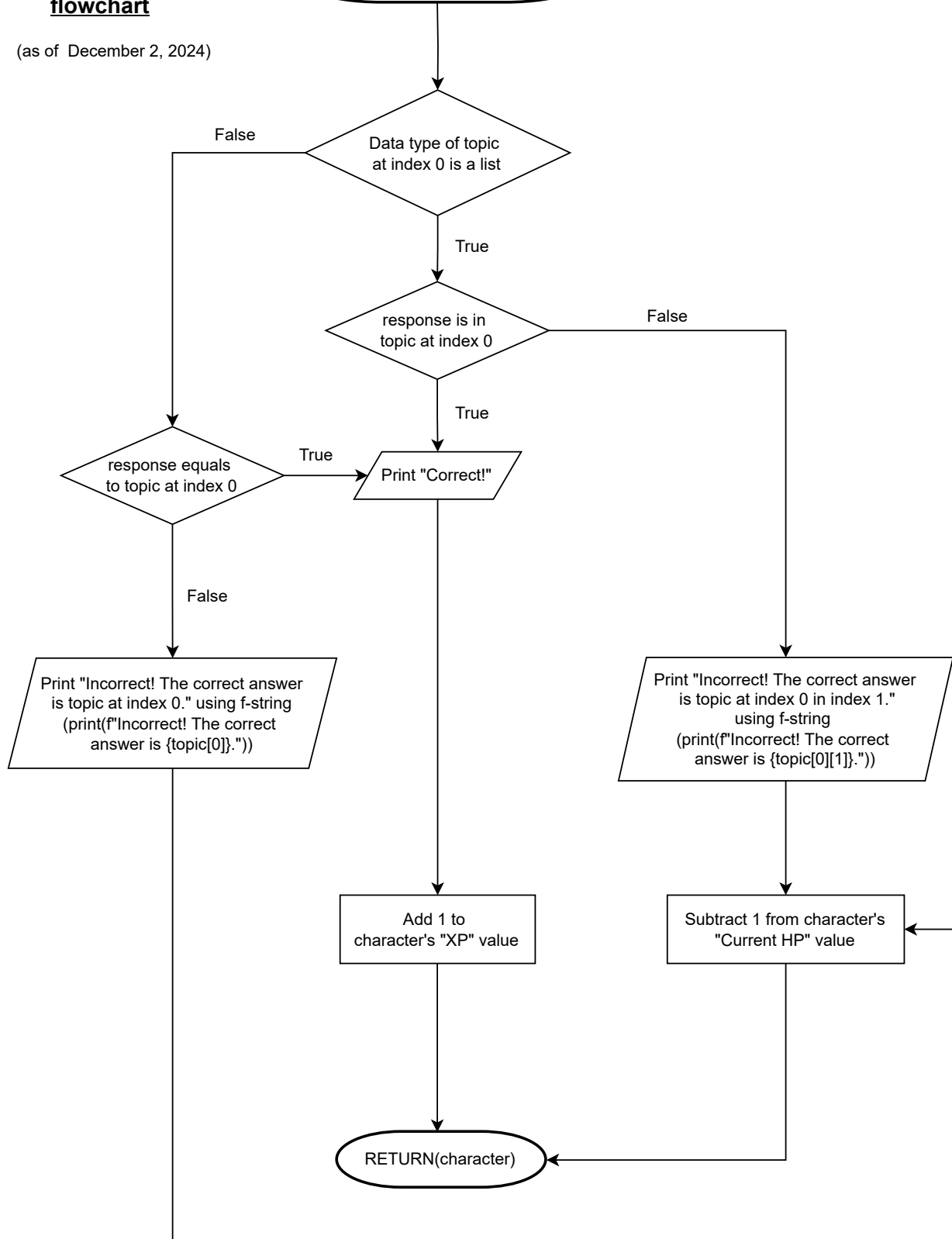
VERIFY TRIVIA RESPONSE (response, topic, character)

flowchart

(as of December 2, 2024)

VERIFY_TRIVIA_RESPONSE
(response, topic, character)

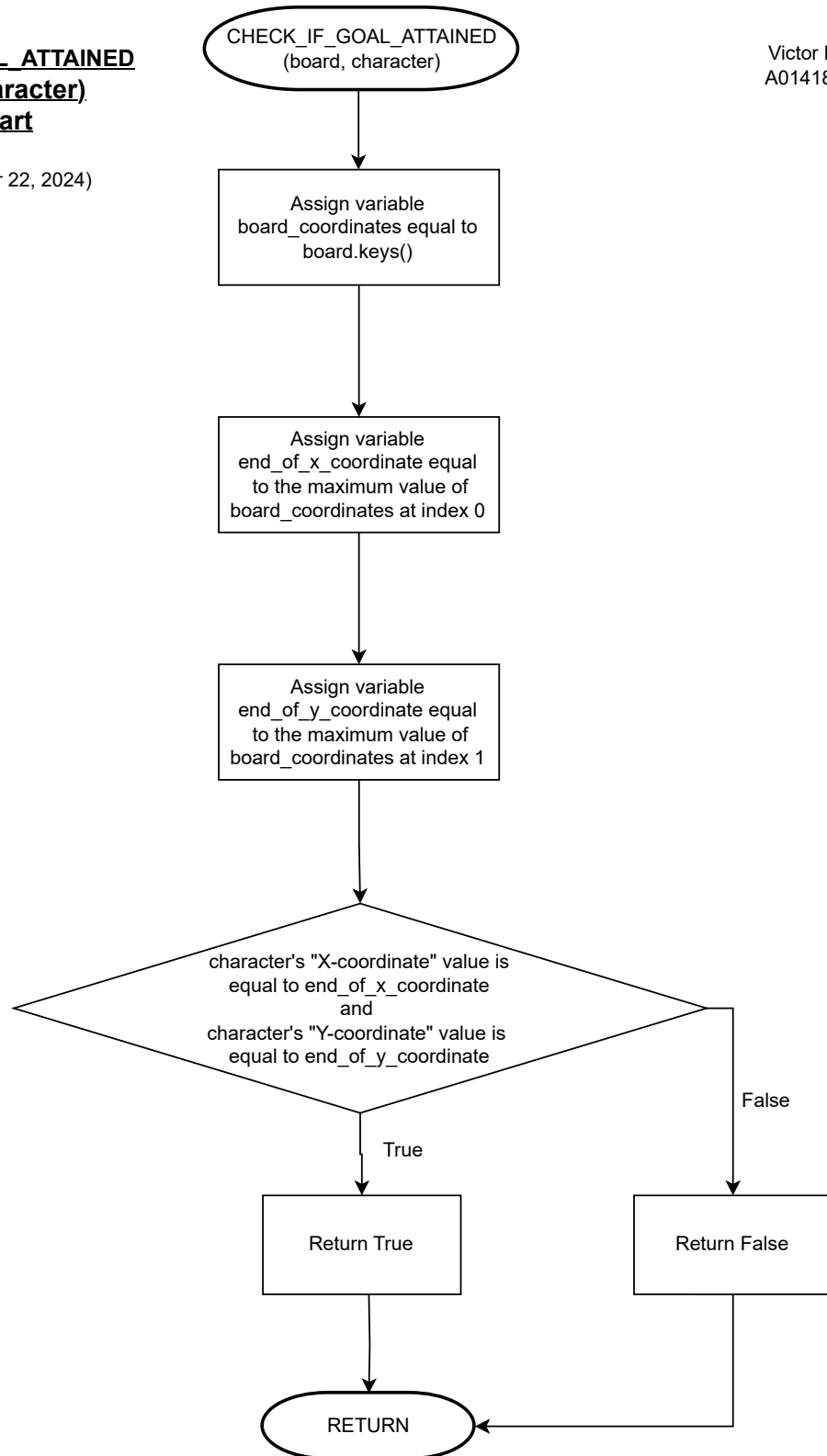
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CHECK_IF_GOAL_ATTAINED
(board, character)
flowchart

(as of November 22, 2024)

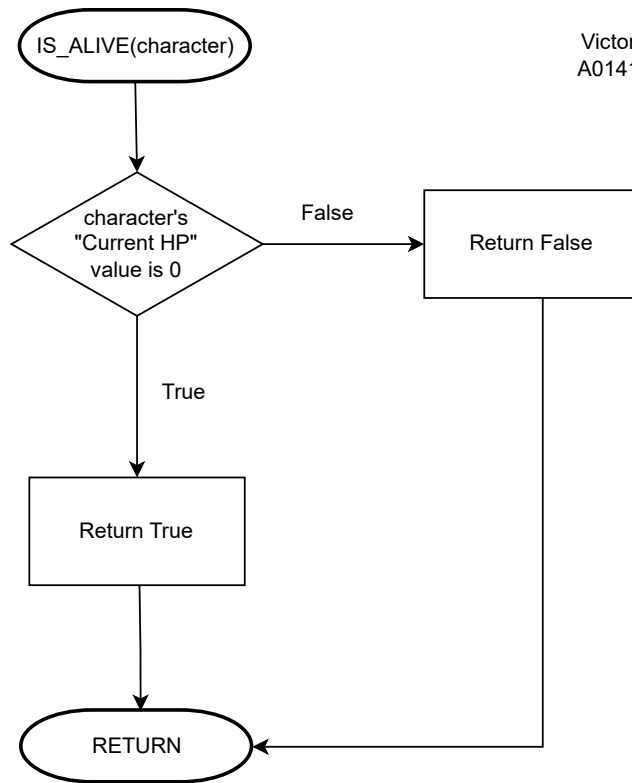
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IS_ALIVE(character).
flowchart

(as of November 22, 2024)

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IS_LEVEL_UP(character)
flowchart

(as of December 2, 2024)

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