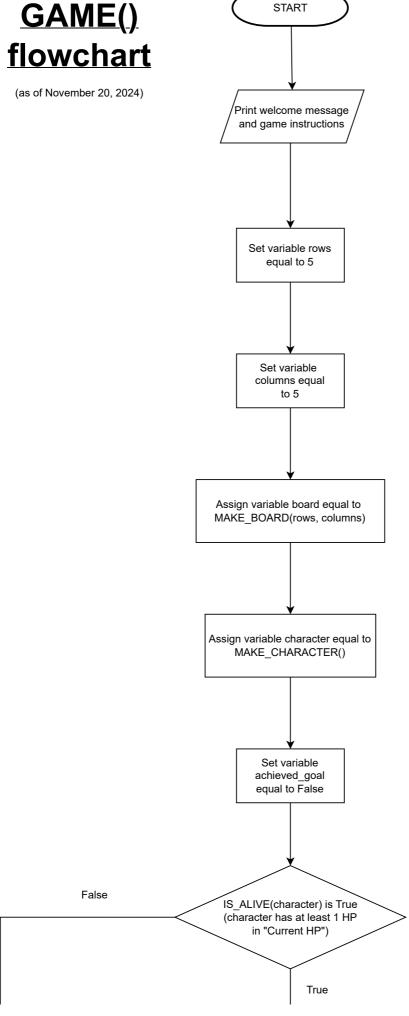
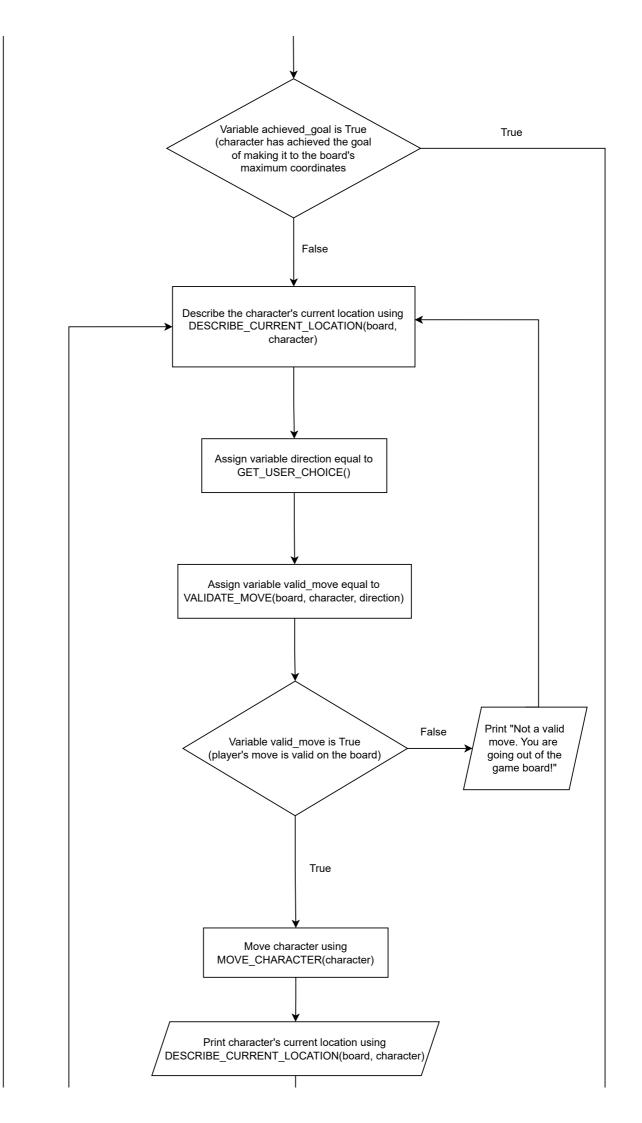
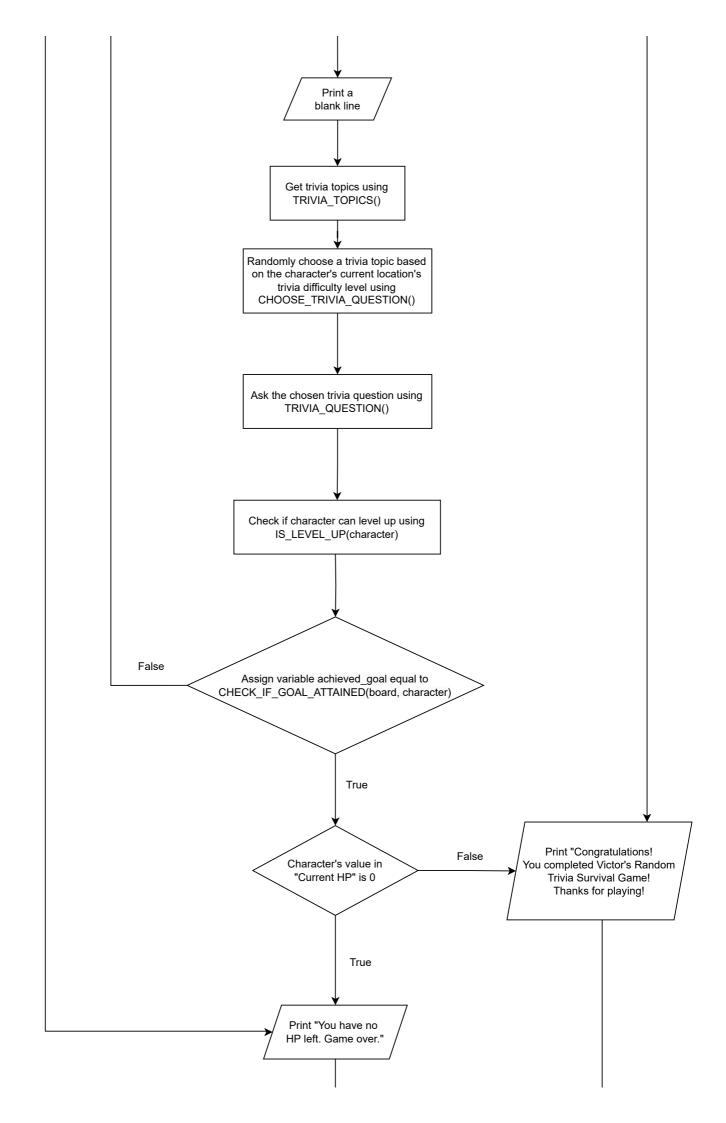
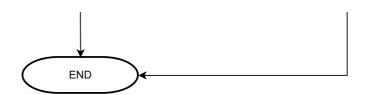
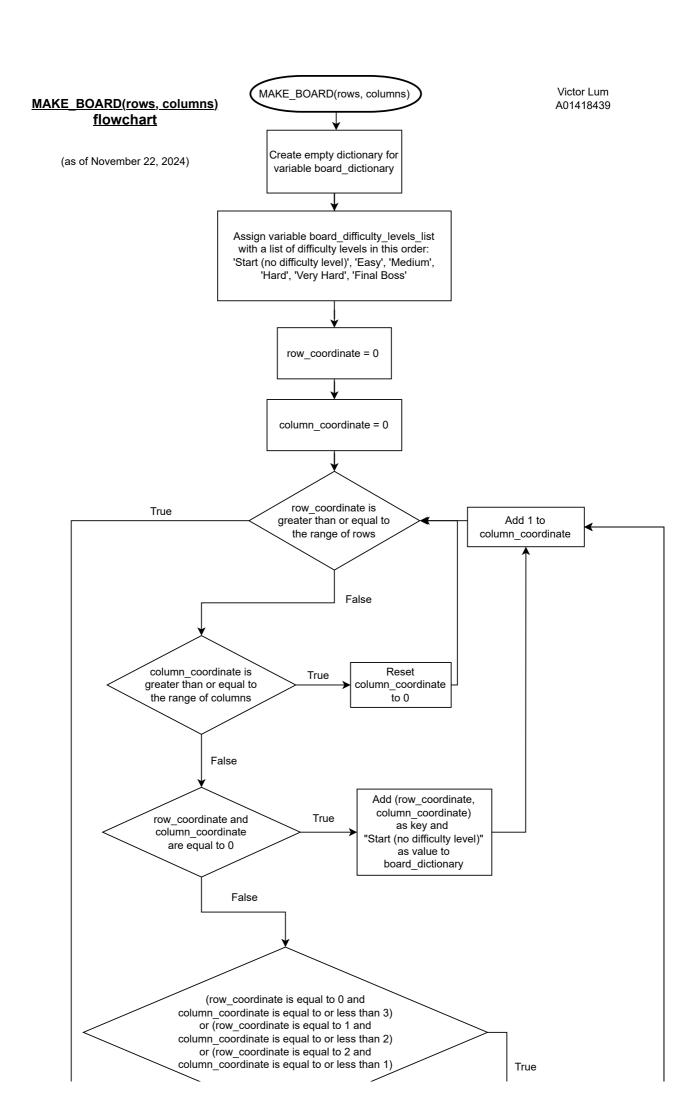
GAME()

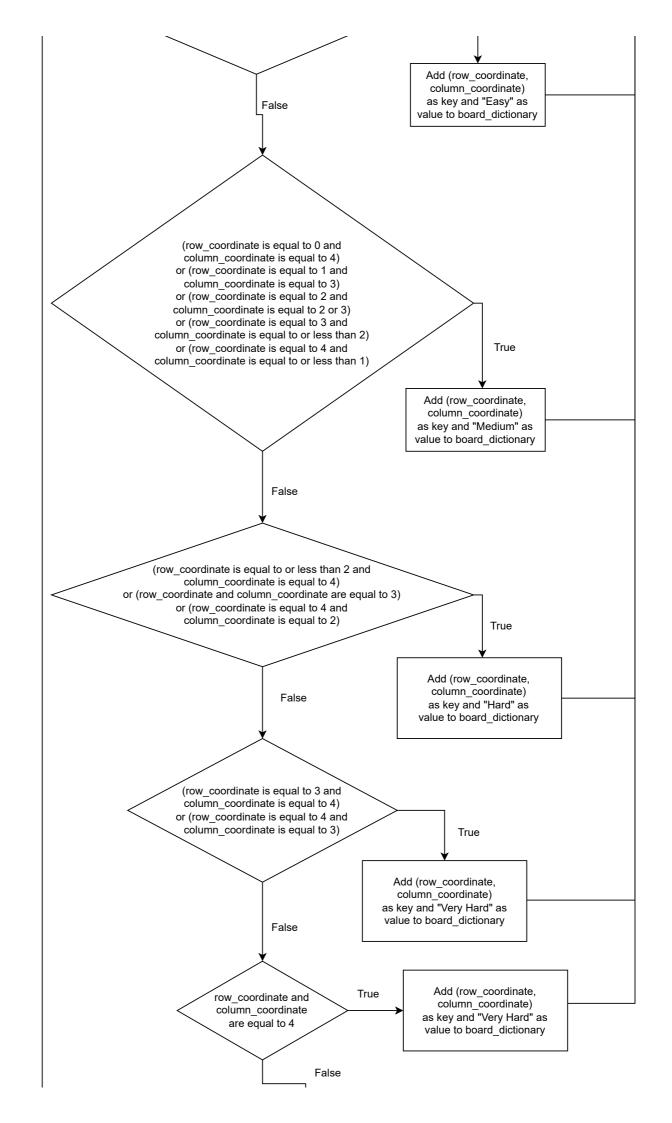




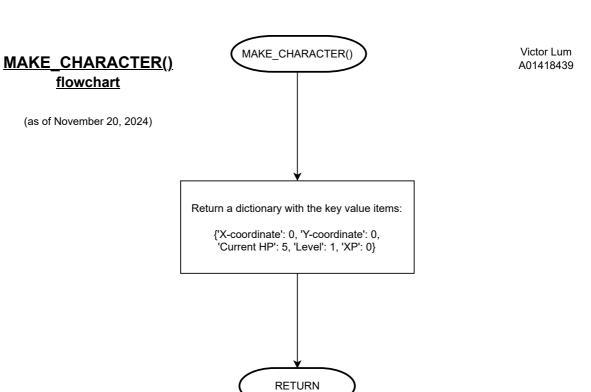










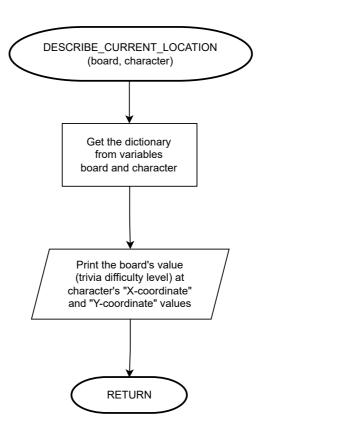


flowchart

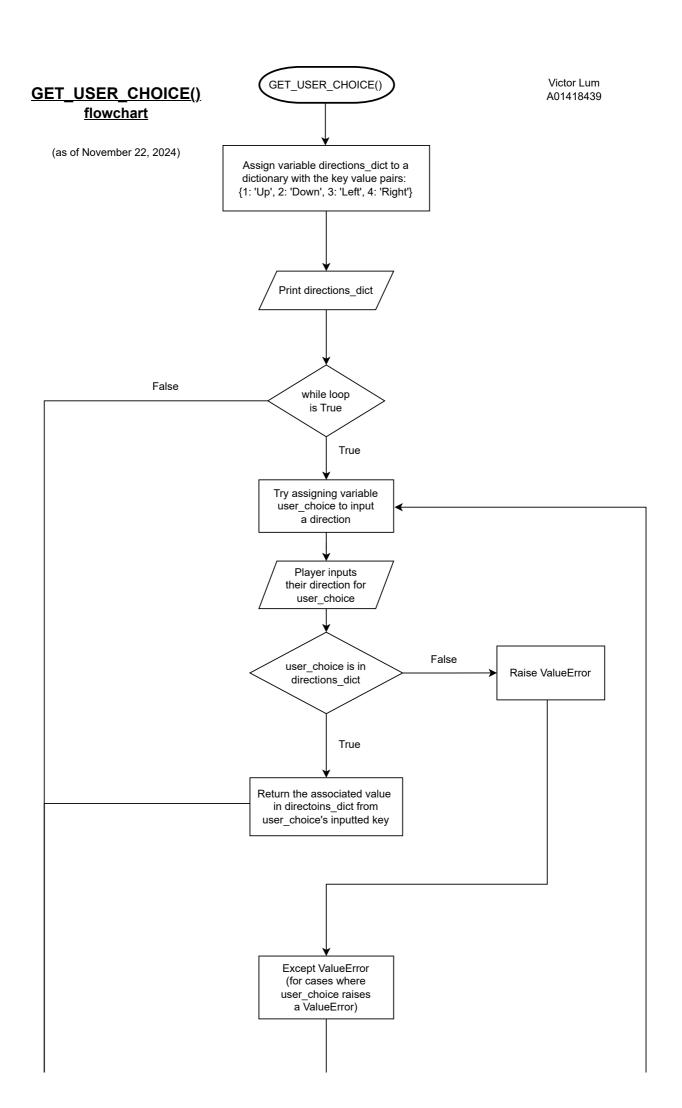
(as of November 20, 2024)

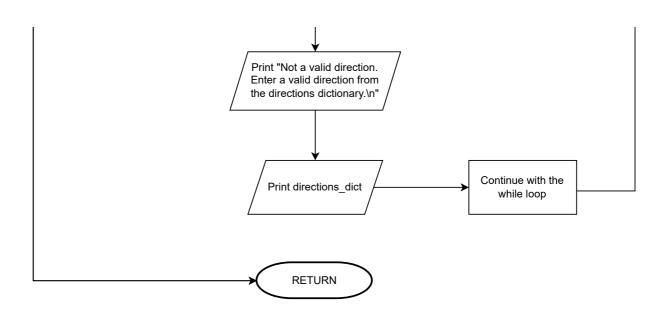
DESCRIBE_CURRENT_LOCATION (board, character) flowchart

(as of November 22, 2024)



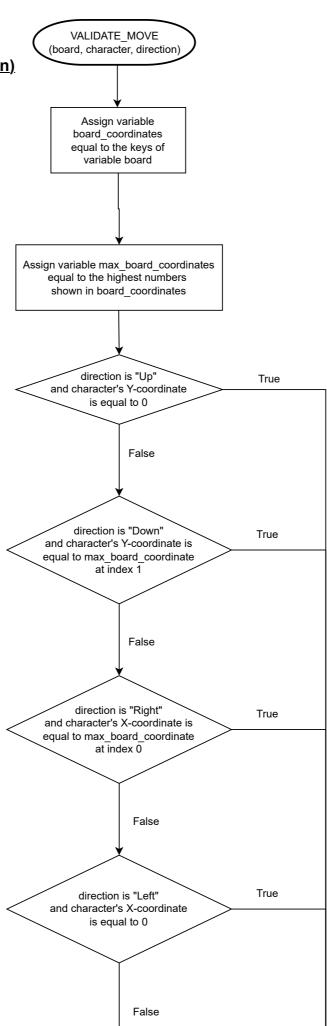
Victor Lum A01418439



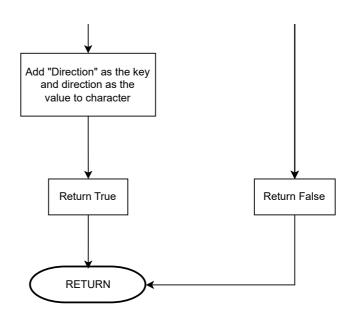


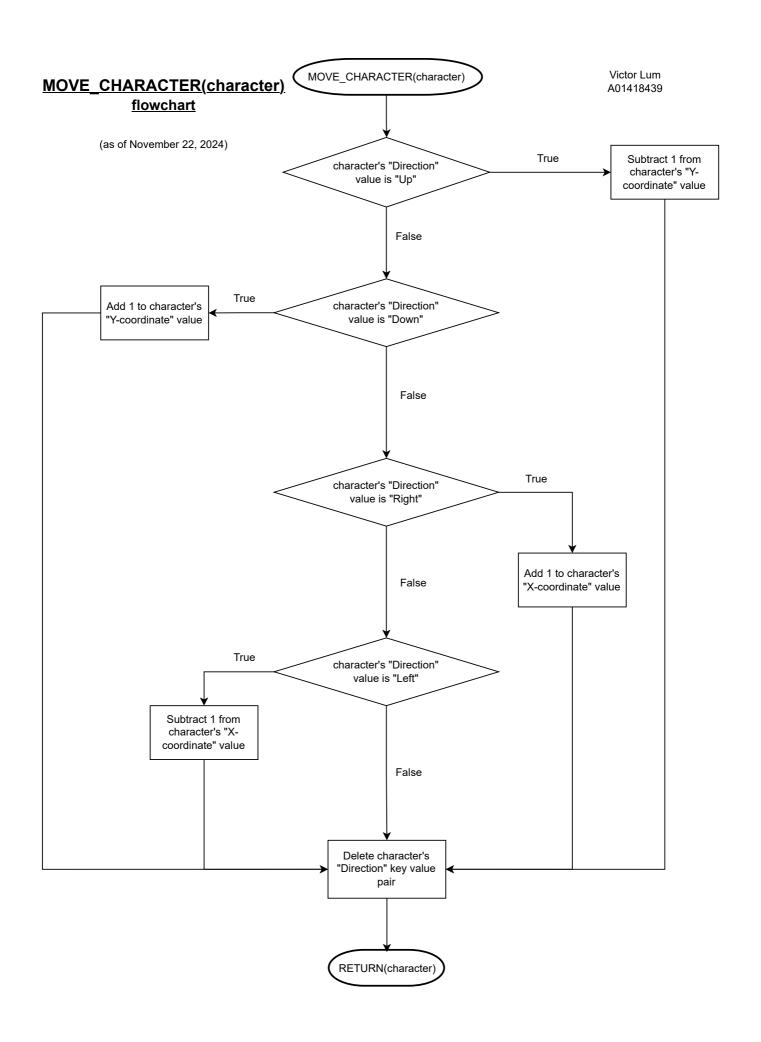
VALIDATE_MOVE (board, character, direction) flowchart

(as of November 22, 2024)



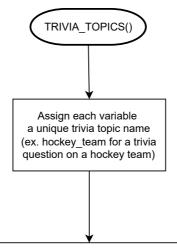
Victor Lum A01418439





TRIVIA_TOPICS()

(as of November 20, 2024)



Assign each variable with a list containing accepted answer(s) at index 0, the question at index 1, Level 2 Hint at index 2, and Level 3 hint at index 3

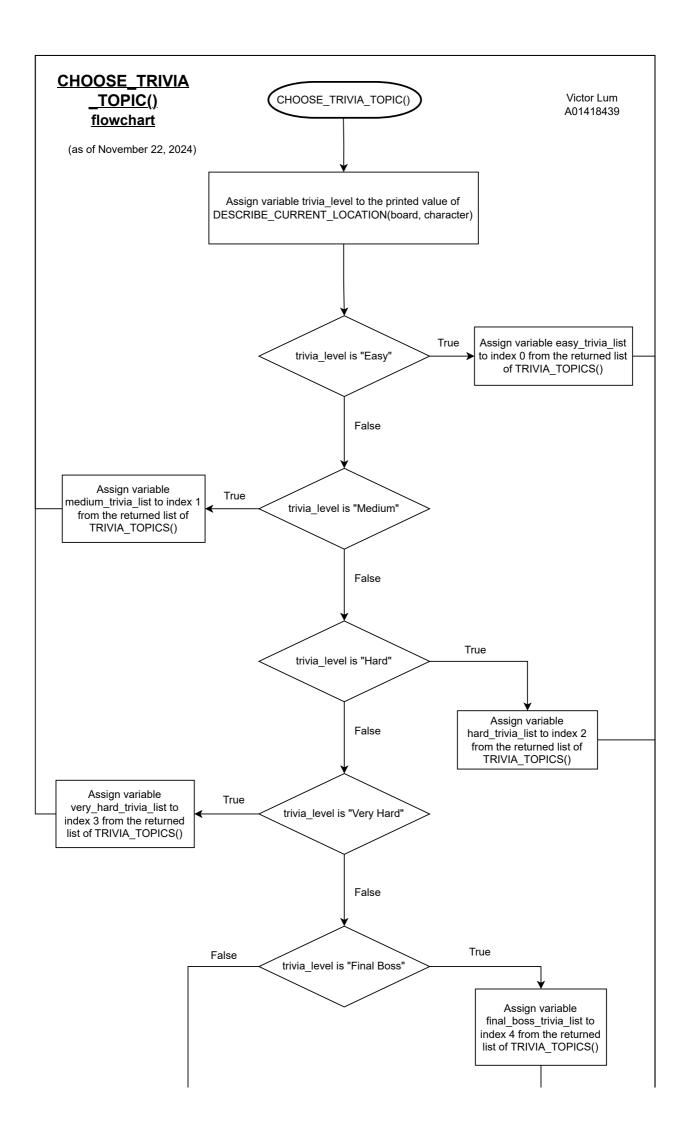
(ex. ['VAN', "What is the three letter (in uppercase) used to represent the Vancouver Canucks, a Canadian NHL (National Hockey League) team?", "Level 2 Hint: it starts with a V.",

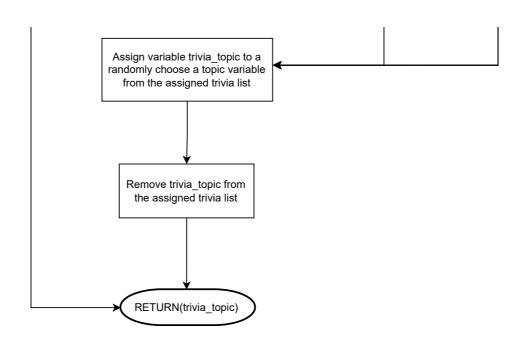
"Level 3 Hint: it starts with a V and ends with an N. What's the missing letter in between V and N?"]

Create variables easy_list, medium_list, hard_list, very_hard_list, final_boss_list that contains a list with 8, 9, 4, 2, and 1 topic name variable(s) respectively (ex. hard_list = [hockey_team])

Assign variable trivia_list to a list containing all trivia difficulty level lists ([easy_list, medium_list, hard_list, very_hard_list, final_boss_list])

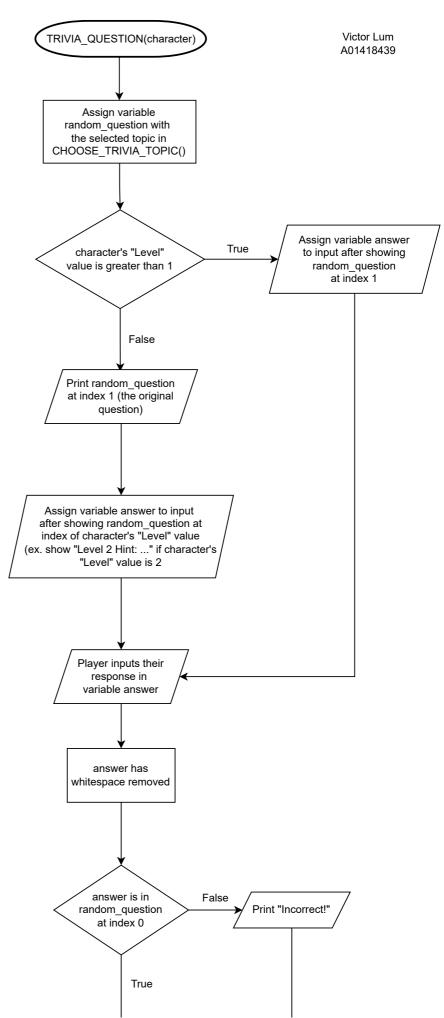
RETURN(trivia_list)

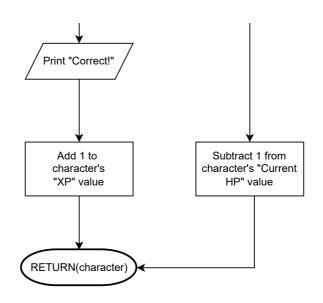




TRIVIA_QUESTION(character) flowchart

(as of November 22, 2024)





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

IS_ALIVE(character) flowchart

(as of November 22, 2024)

