VALIDATE_MOVE
(board, character, direction)
flowchart

(as of November 20, 2024)

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START

Assign variable board_coordinates equal to the keys of variable board

Assign variable max_board_coordinates equal to the highest numbers shown in board_coordinates

direction is "Up" and character's Y-coordinate is equal to 0 — **True**

False

direction is "Down" and character's Y-coordinate is equal to max_board_coordinate at index 1 — **True**

False

direction is "Right" and character's X-coordinate is equal to max_board_coordinate at index 0 — **True**

False

direction is "Left" and character's X-coordinate is equal to 0 — **True**

False

```
                                    │                                        │
                                    ▼                                        │
                    ┌───────────────────────────┐                           │
                    │  Add "Direction" as the key │                          │
                    │  and direction as the       │                          │
                    │  value to character         │                          │
                    └───────────────────────────┘                           │
                                    │                                        │
                                    ▼                                        ▼
                    ┌───────────────────┐              ┌───────────────────┐
                    │    Return True     │              │    Return False    │
                    └───────────────────┘              └───────────────────┘
                                    │                                        │
                                    ▼                                        │
                         ╭───────────────╮                                  │
                         │      END       │◄─────────────────────────────────┘
                         ╰───────────────╯
```