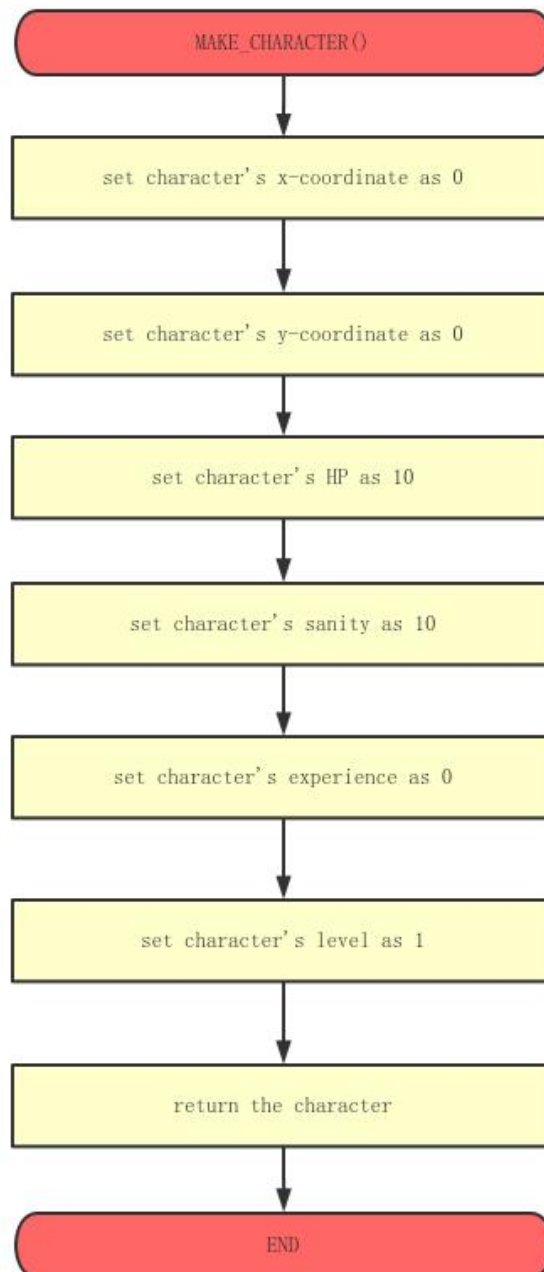


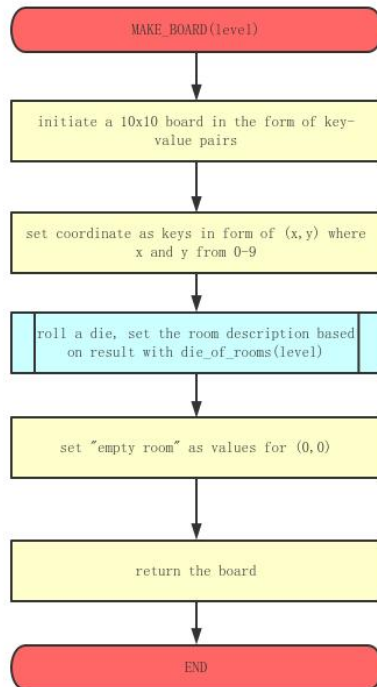
Student Name: Kim Zhang
Student ID: A01374508

Initiate Character Flowchart

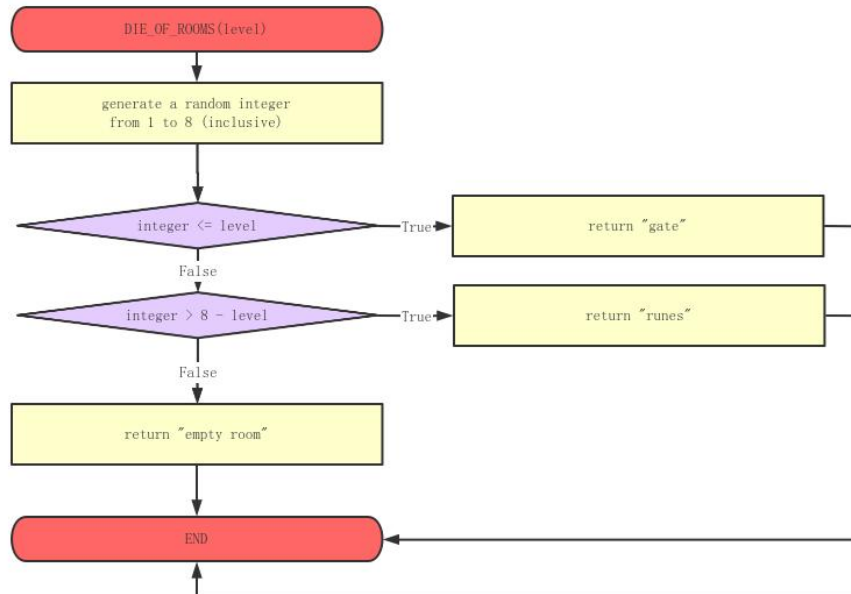


Student Name: Kim Zhang
Student ID: A01374508

Initiate Game Board (Map) Flowchart

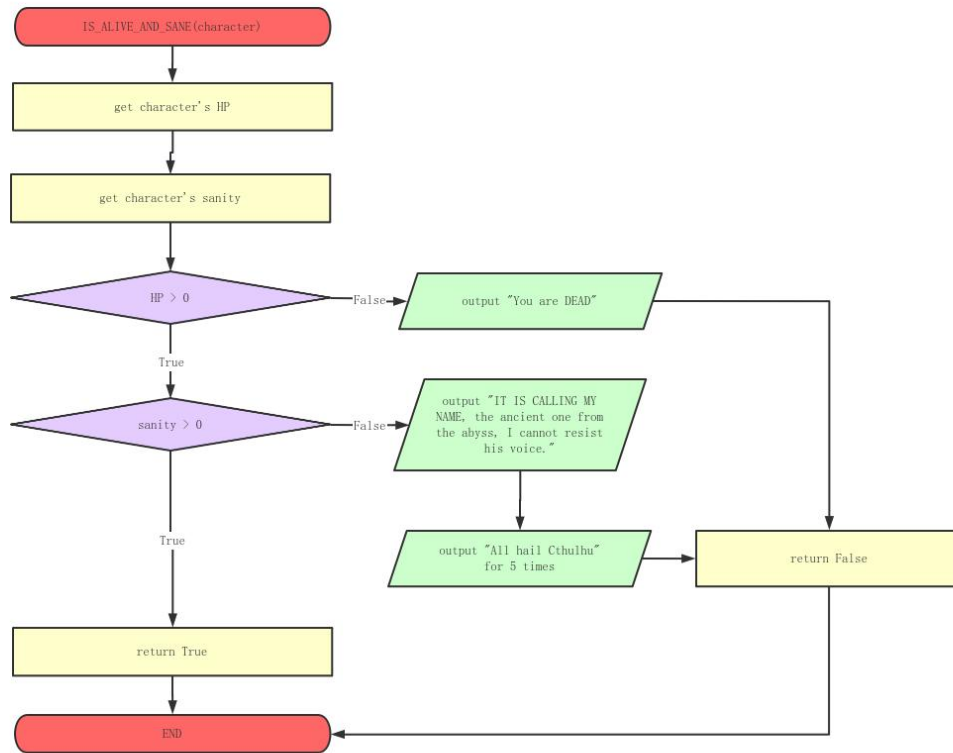


Generate Room Description by Level Flowchart



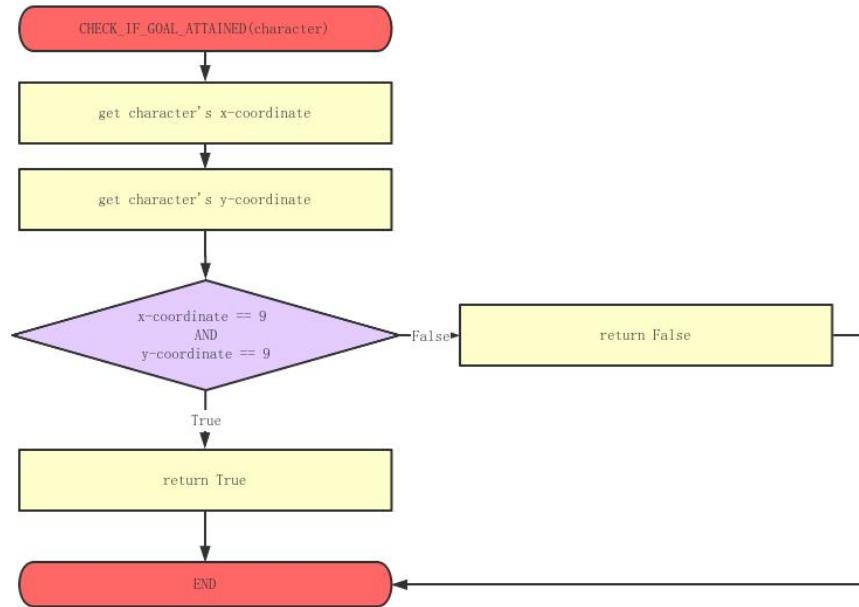
Student Name: Kim Zhang
Student ID: A01374508

Tell If Character Is
Alive and Sane Flowchart



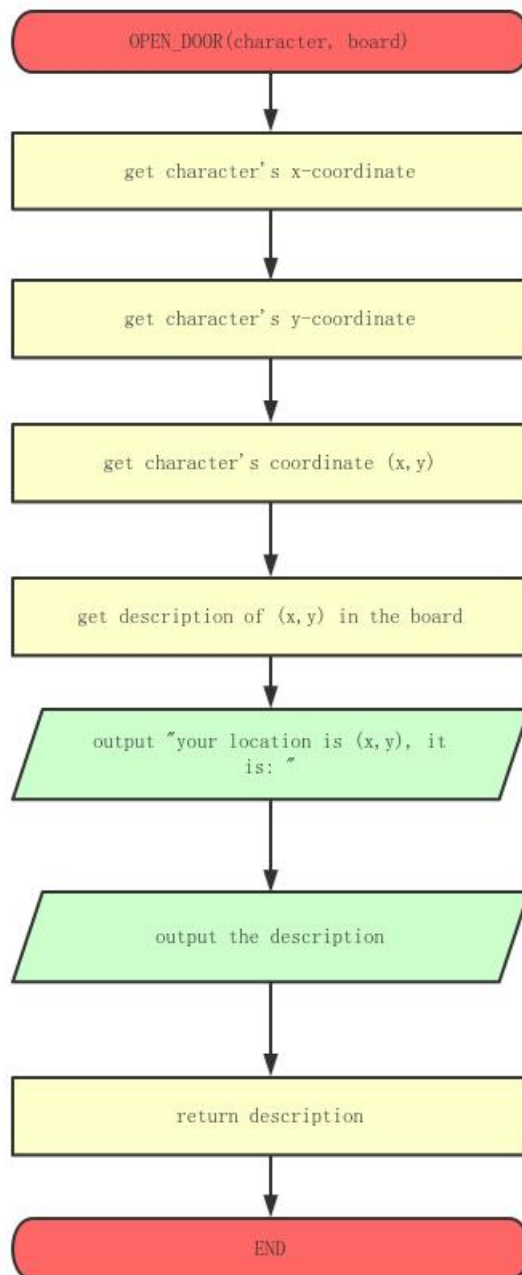
Student Name: Kim Zhang
Student ID: A01374508

Tell If Character Attained Goal Flowchart



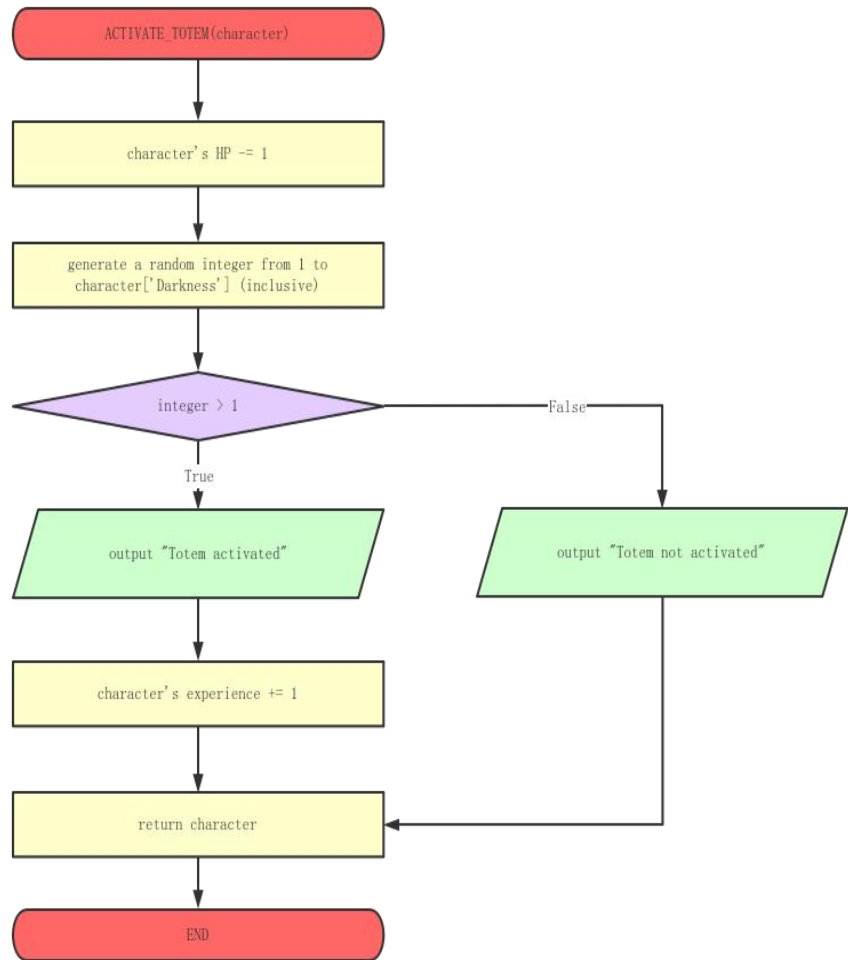
Student Name: Kim Zhang
Student ID: A01374508

Describe Character's Current Location Flowchart



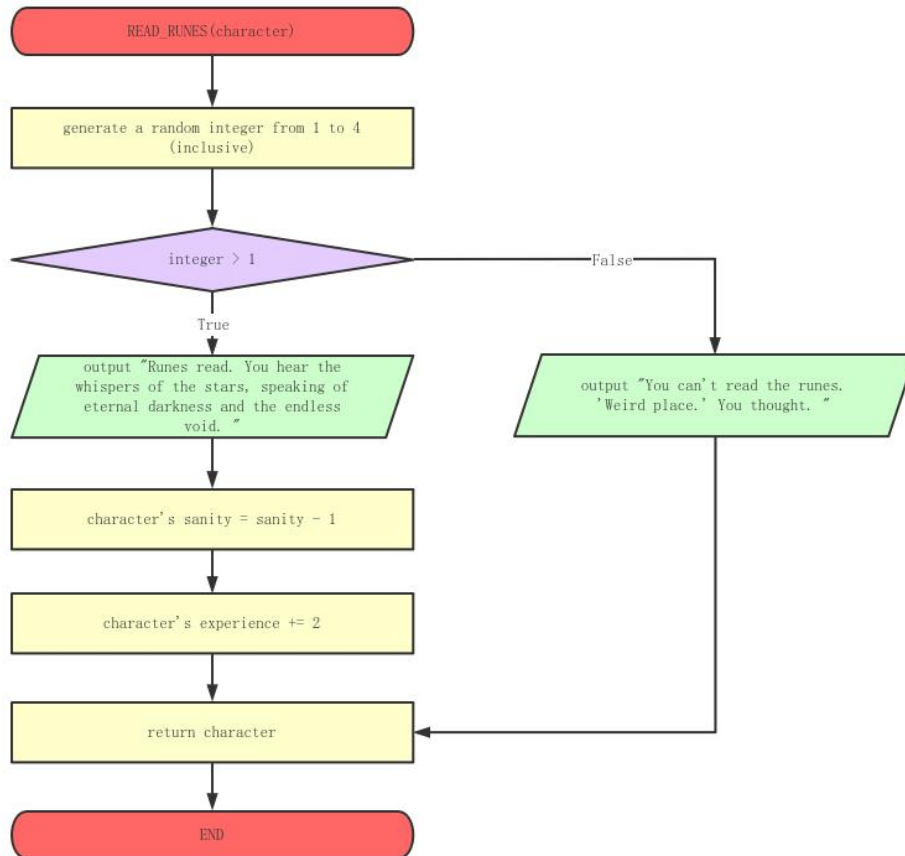
Student Name: Kim Zhang
Student ID: A01374508

Check If Character Activated
Totem Flowchart



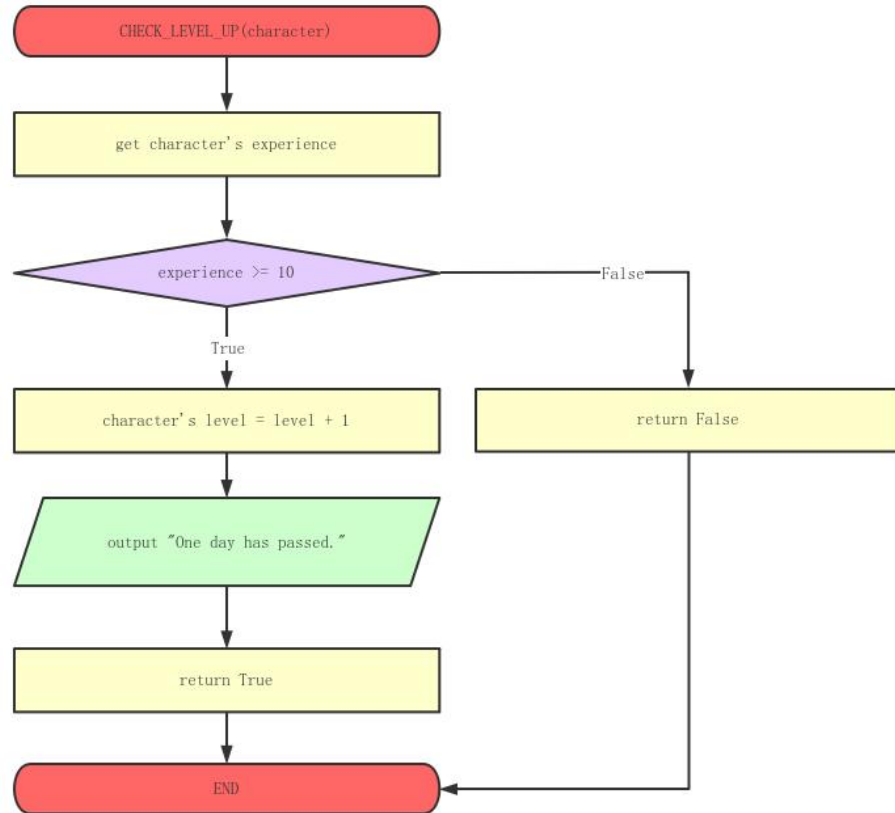
Student Name: Kim Zhang
Student ID: A01374508

Tell If Character Successfully Read Runes



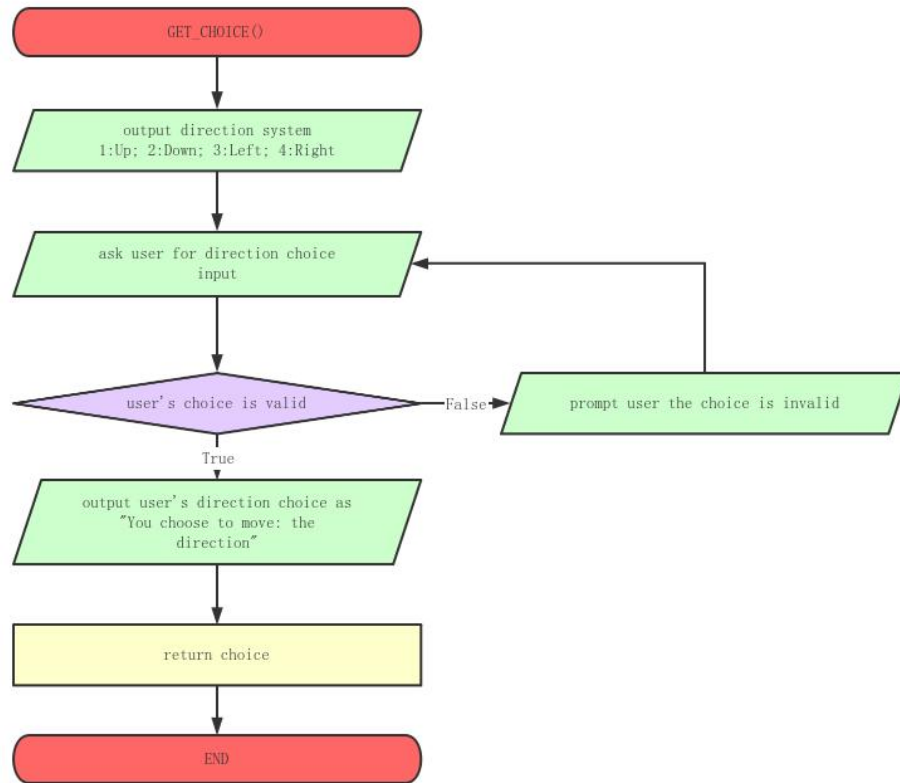
Student Name: Kim Zhang
Student ID: A01374508

Tell If Character Leveled Up

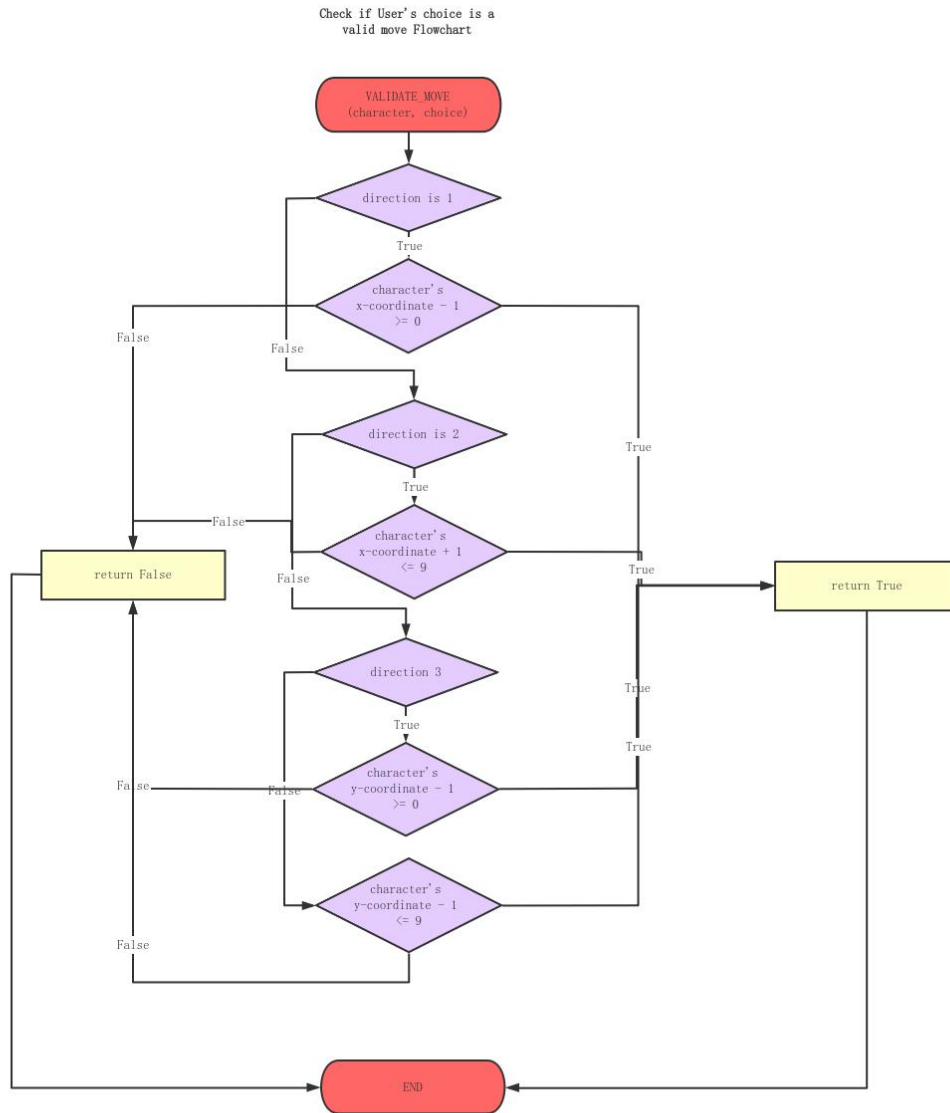


Student Name: Kim Zhang
Student ID: A01374508

Get User's Choice of Direction Flowchart

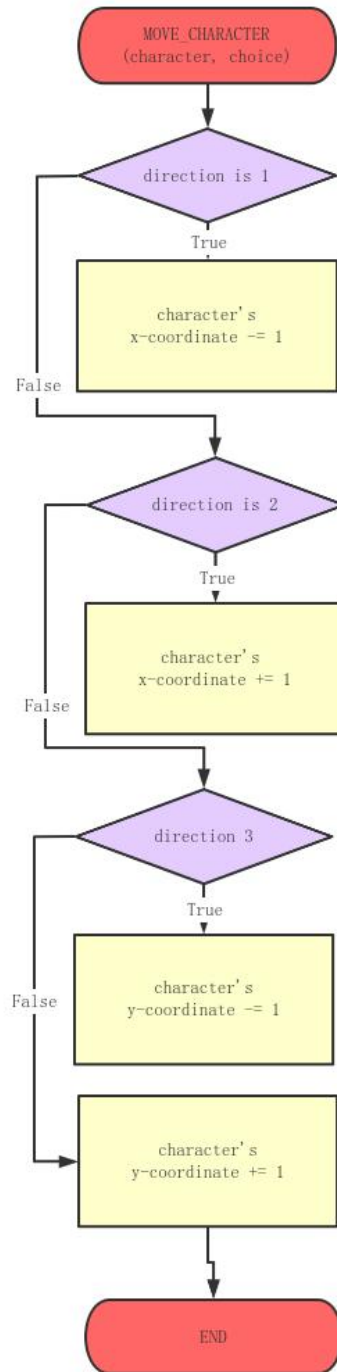


Student Name: Kim Zhang
Student ID: A01374508



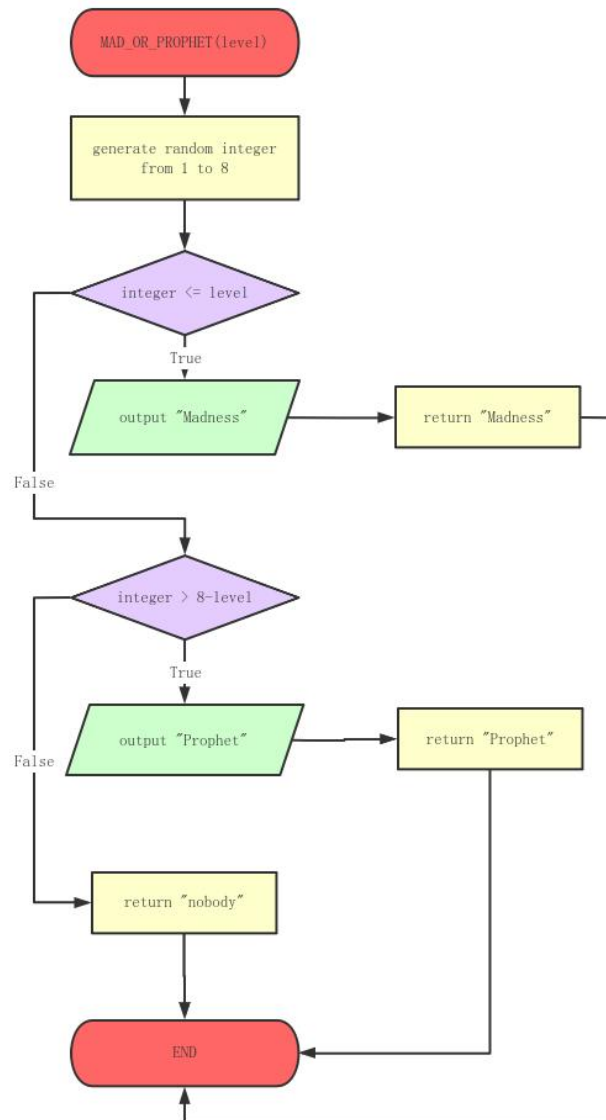
Student Name: Kim Zhang
Student ID: A01374508

Move Character Flowchart



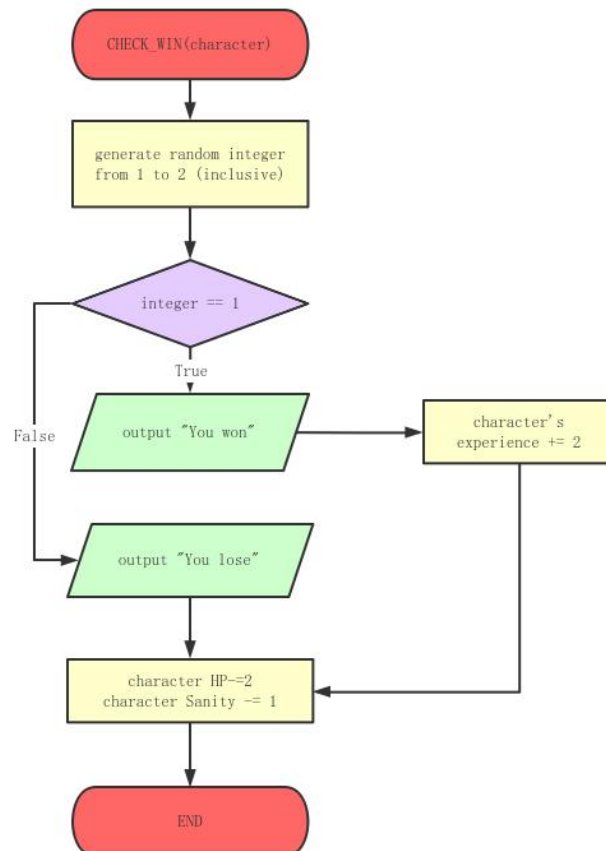
Student Name: Kim Zhang
Student ID: A01374508

Check if encountered madness
or prophet Flowchart

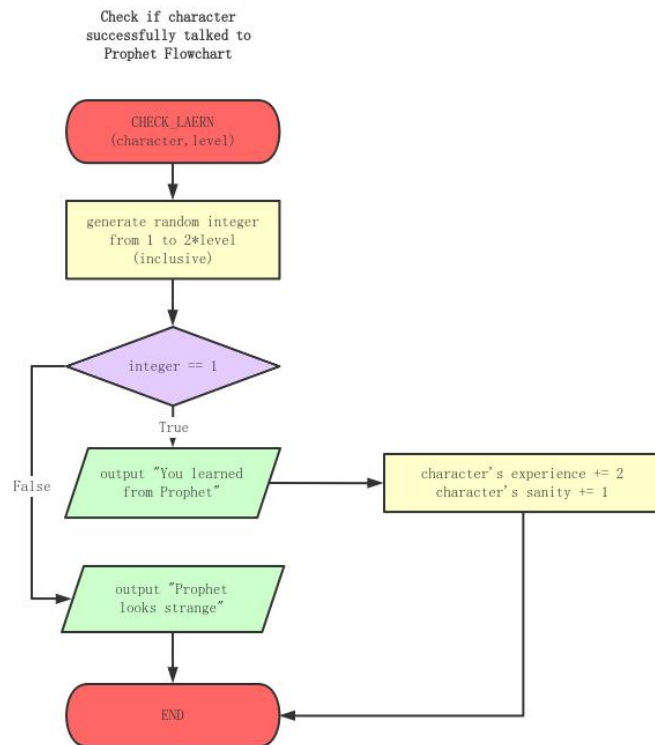


Student Name: Kim Zhang
Student ID: A01374508

Check if character won
Madness Flowchart

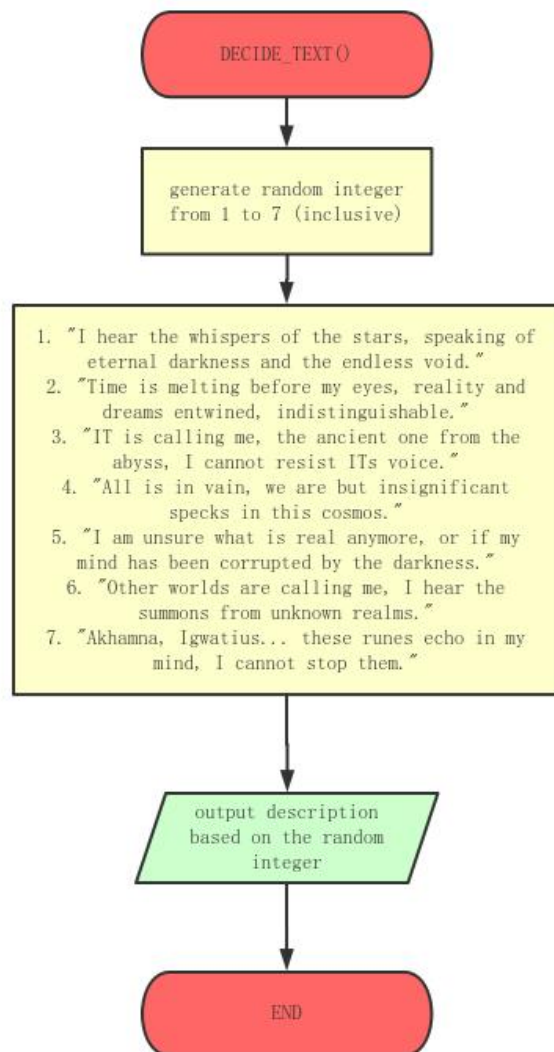


Student Name: Kim Zhang
Student ID: A01374508



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Student ID: A01374508

Generate Background Text
Flowchart



Student Name: Kim Zhang
Student ID: A01374508

Boss Fight Flowchart

