

Event Begin Play

MoveAmount =
Random(3-5)

Move to Random
Reachable Location

MoveInt++

MoveInt ==
MoveAmount

Y

Move to Charging
Port

C2M2ChargeBroken

N

Delay (15)

N

Event Begin Play

Copy of PatrolPoints
Array with the Value of
PatrolInt

Move to PatrolPath

PatrolInt++

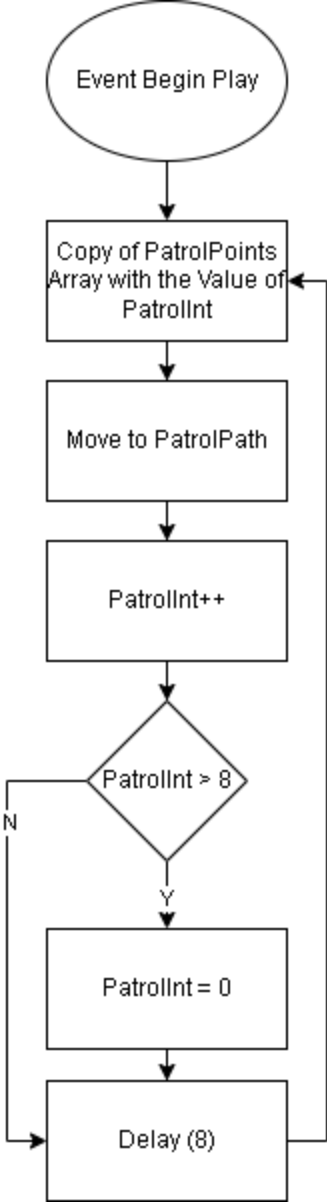
PatrolInt > 8

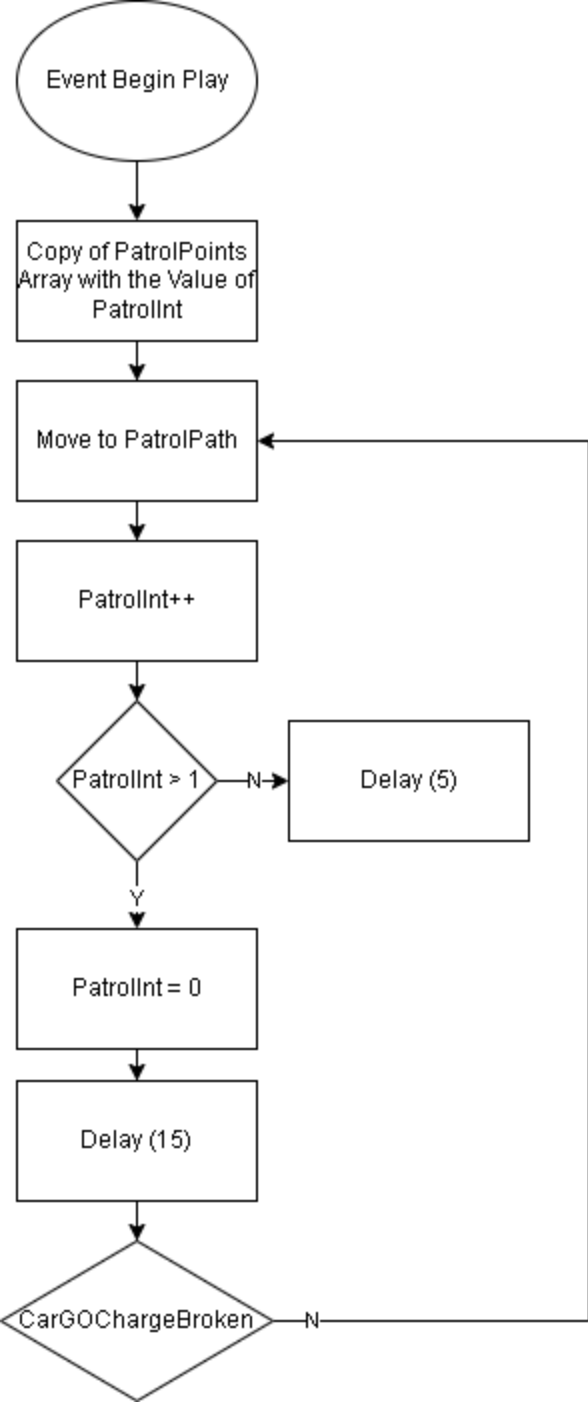
N

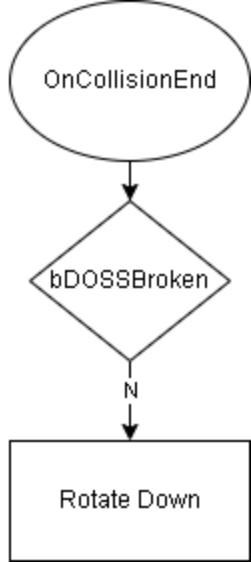
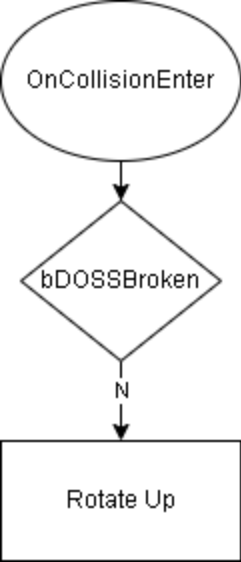
Y

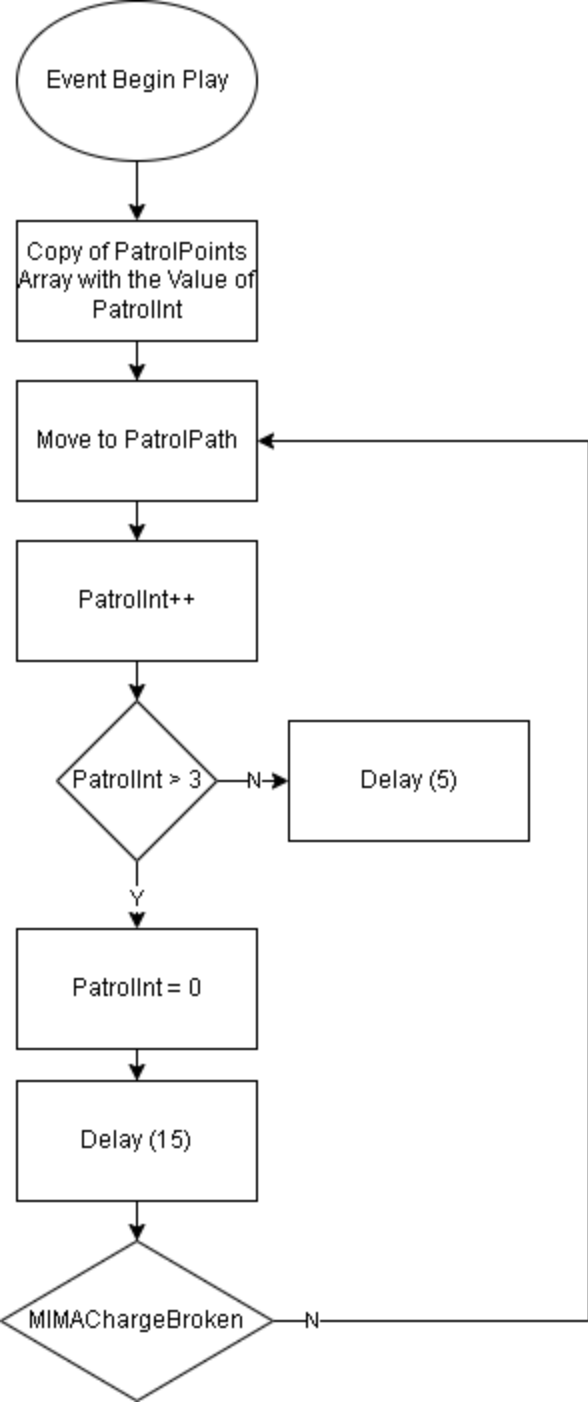
PatrolInt = 0

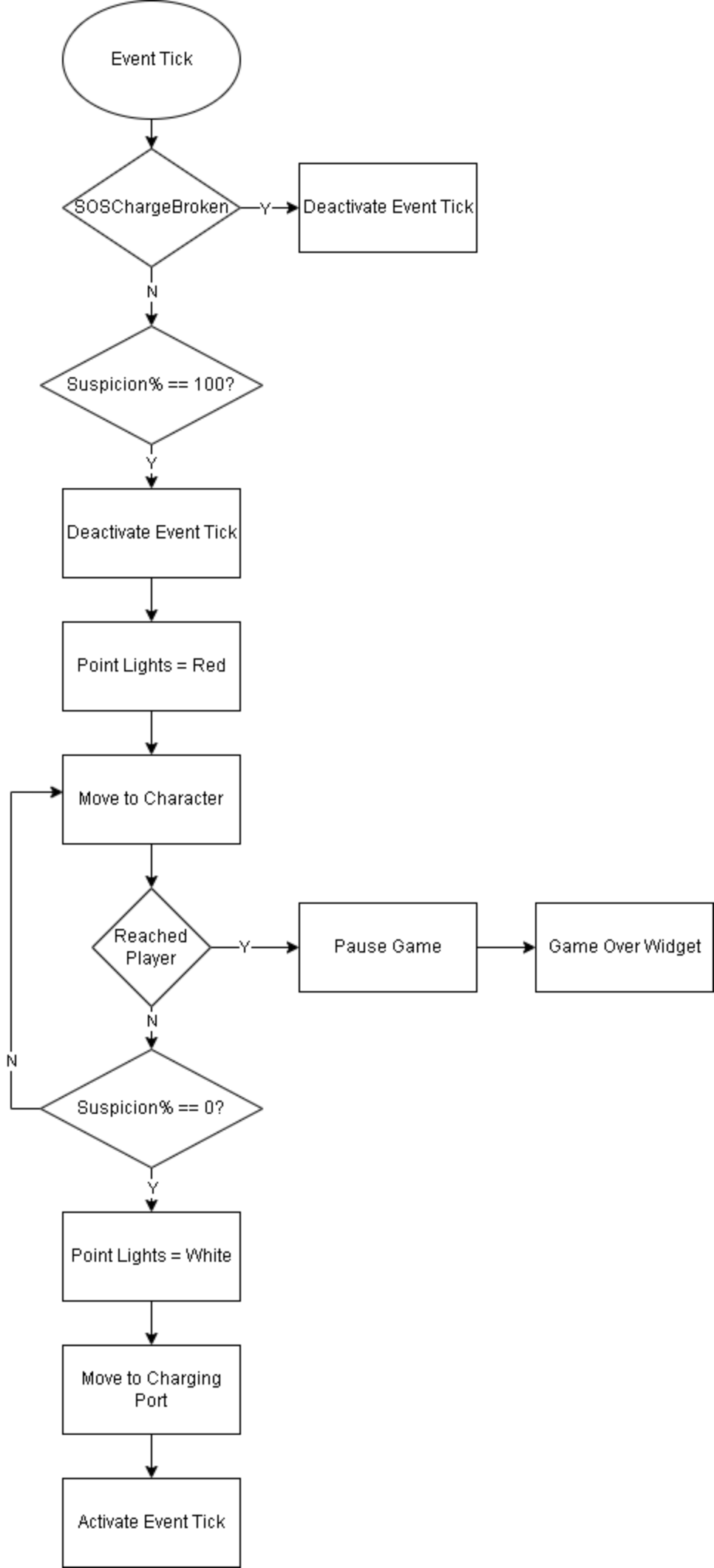
Delay (8)

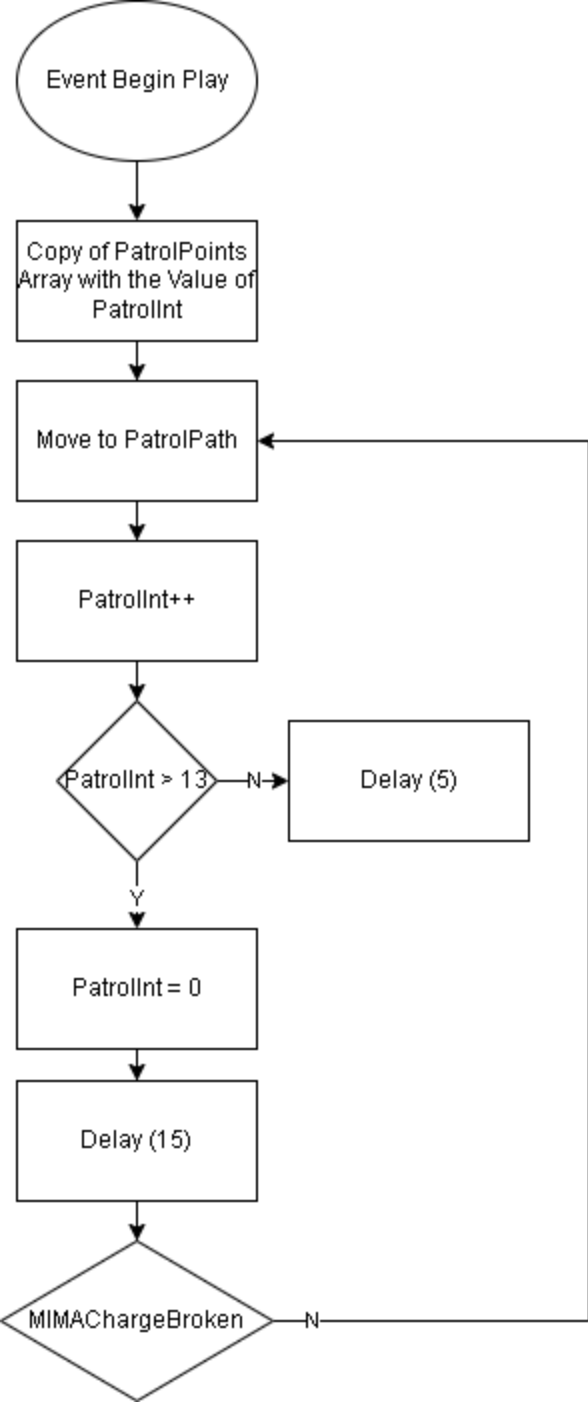


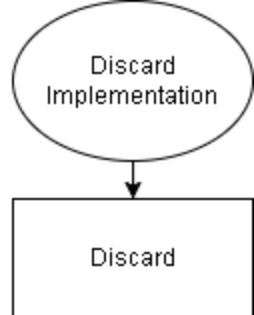
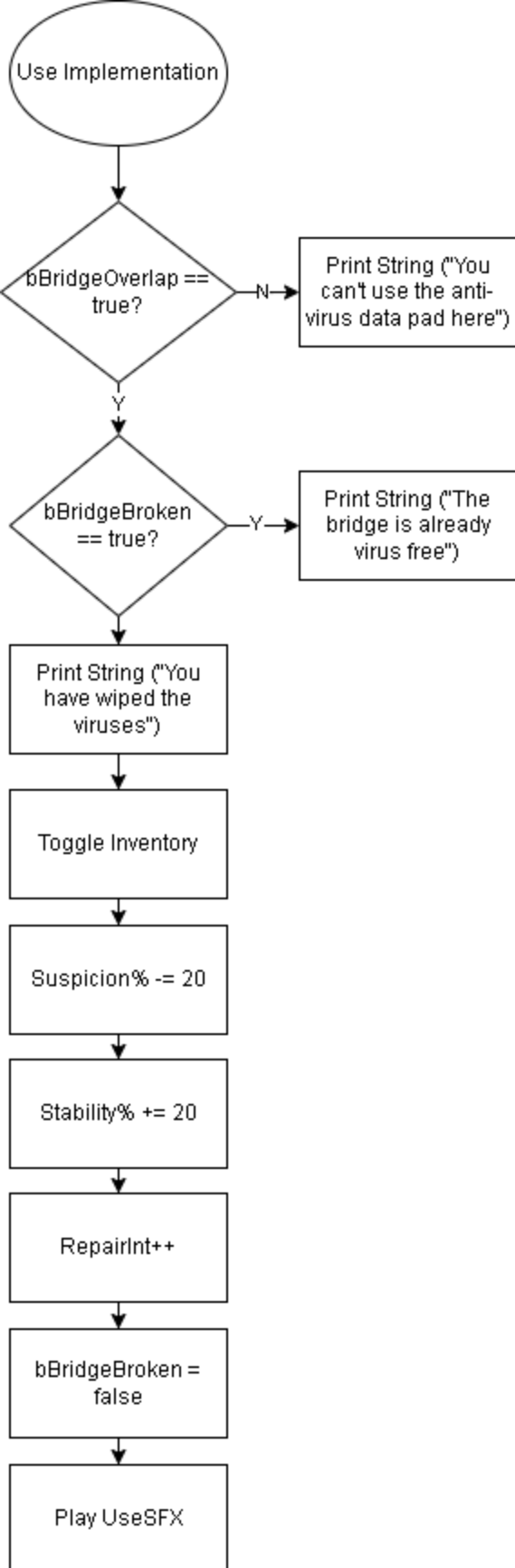


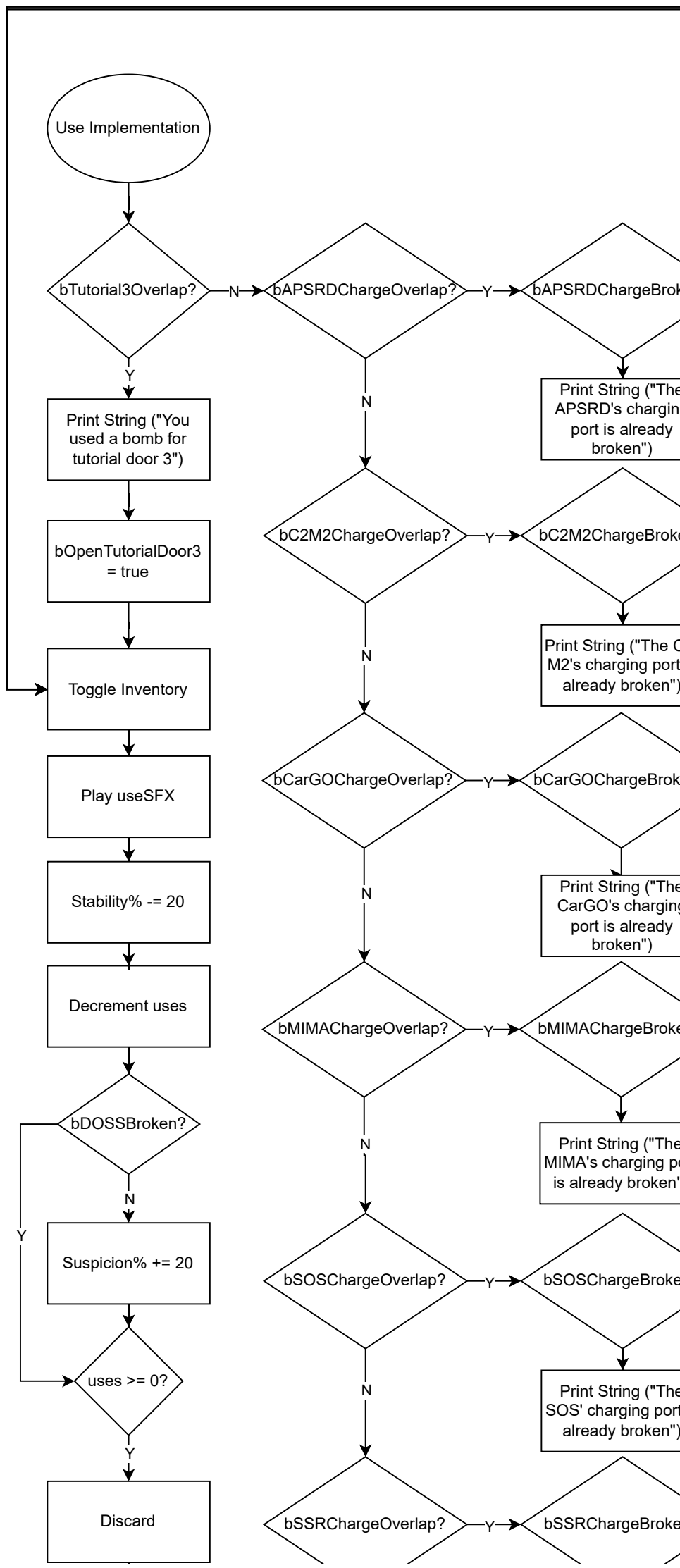


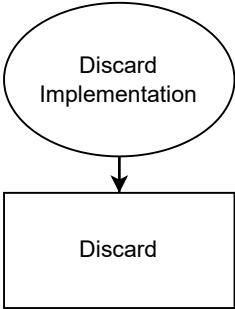
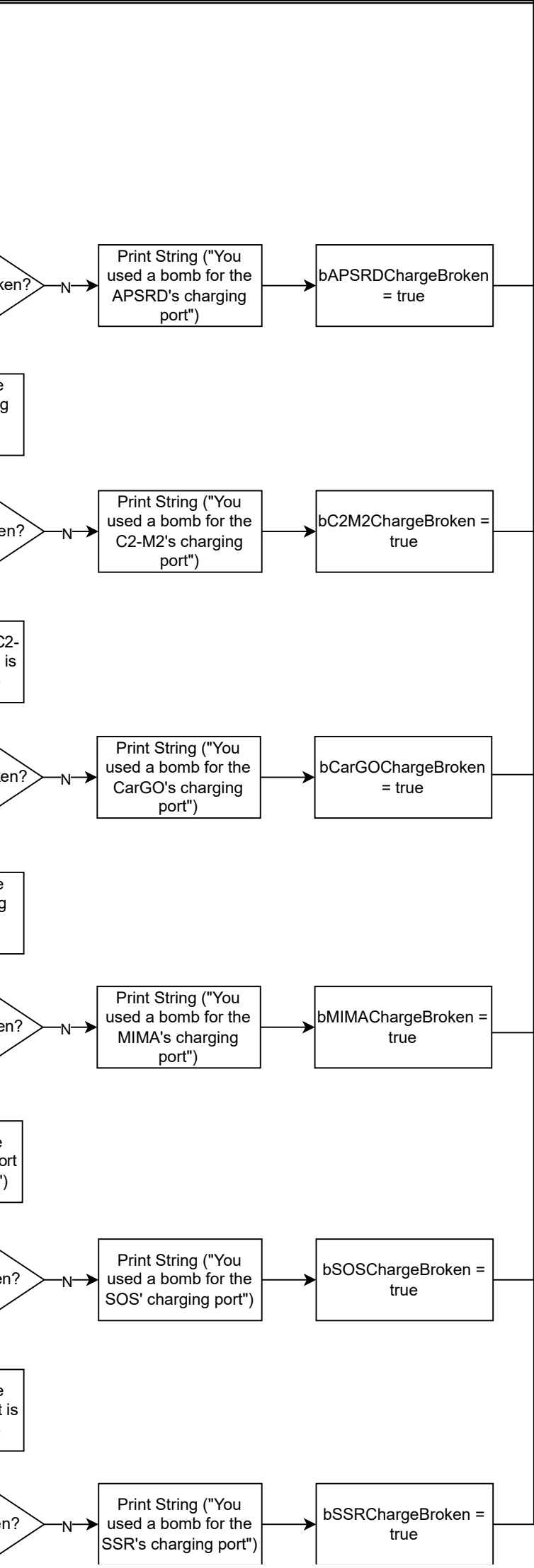








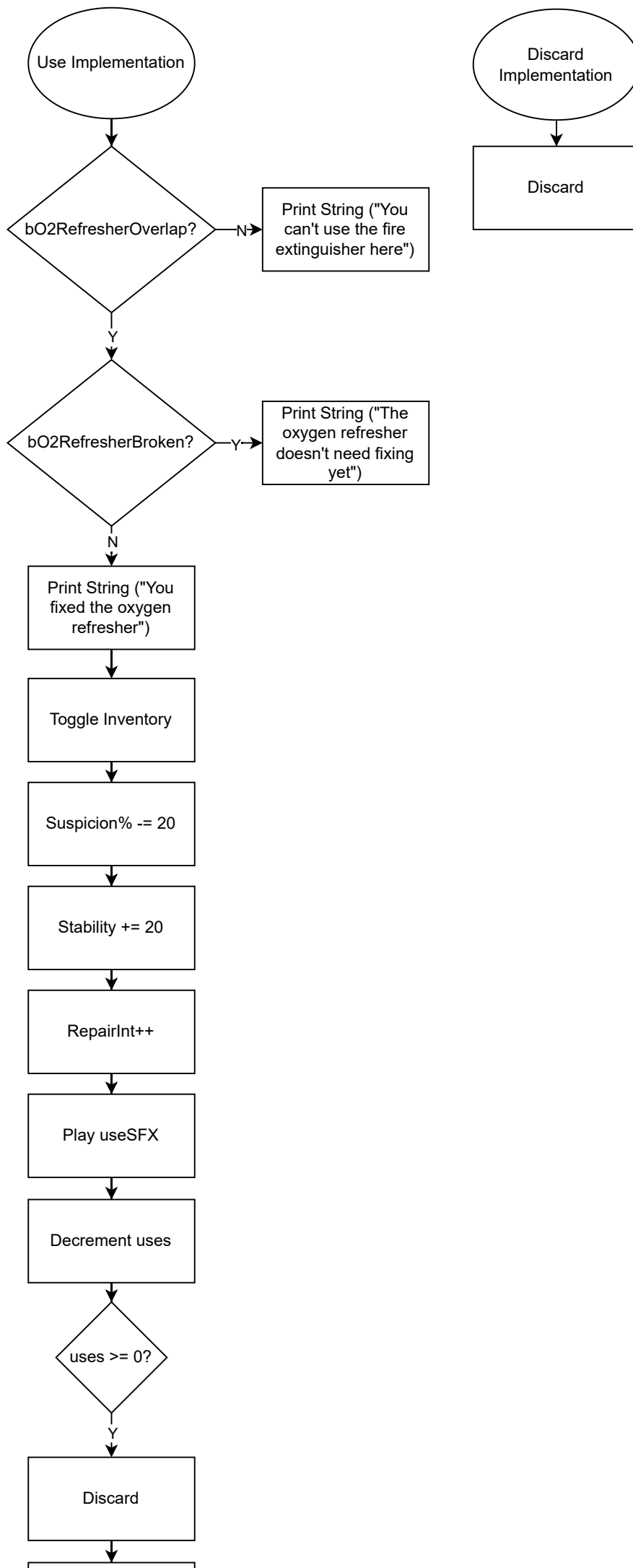




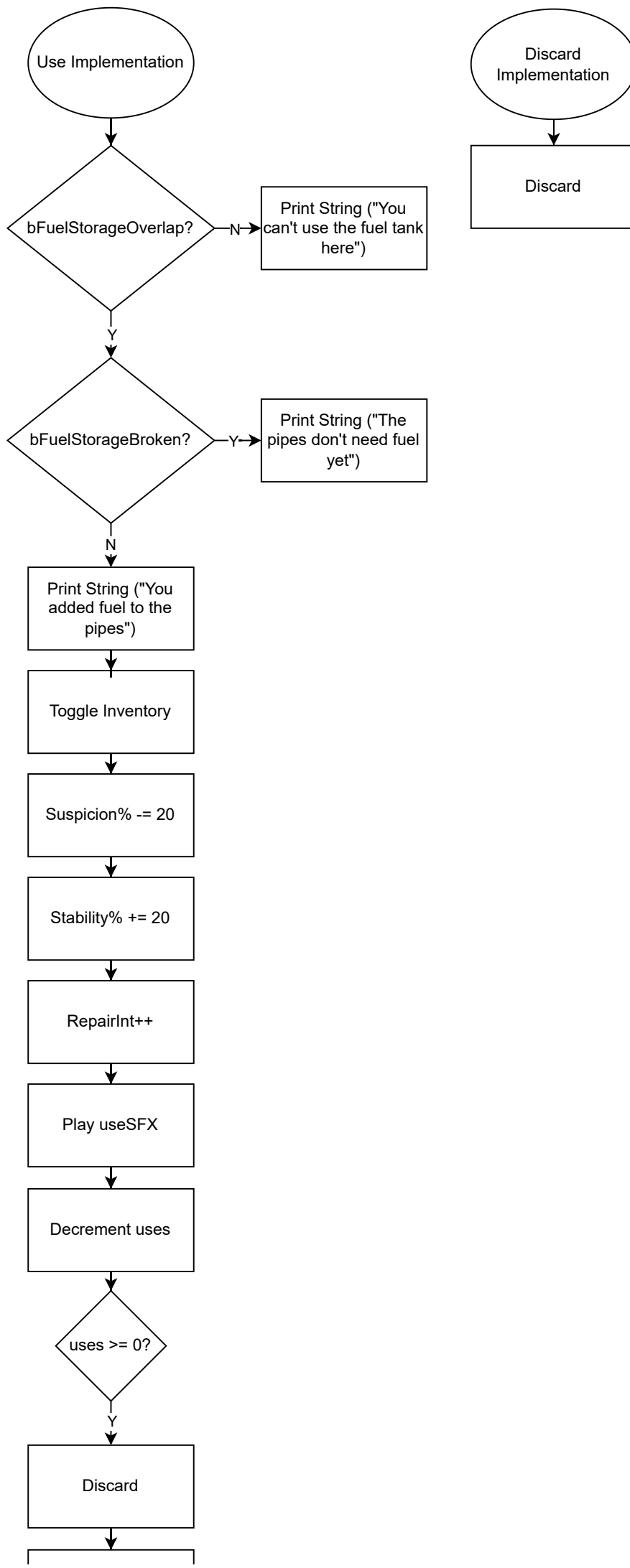
inventory[slot] =
NULL

Print String ("You
can't use the bomb
here")

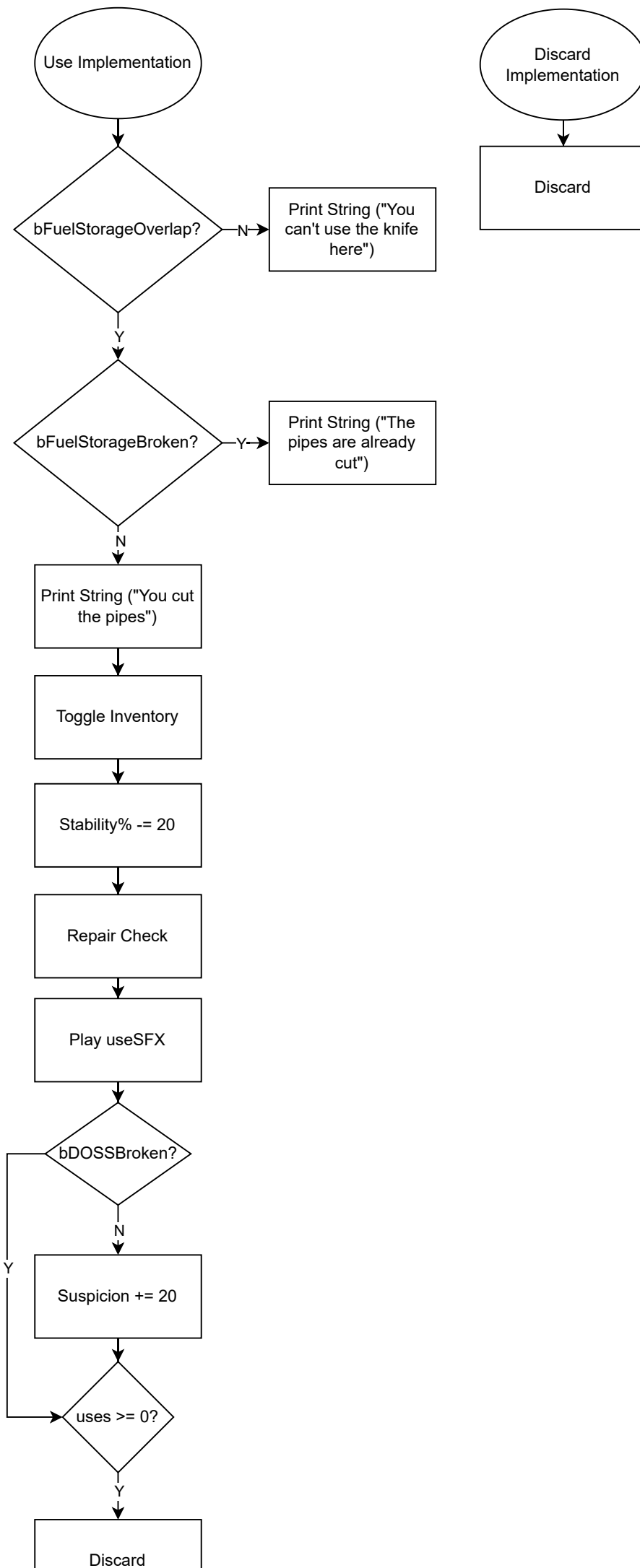
Print String ("The
SSR's charging po
is already broken")

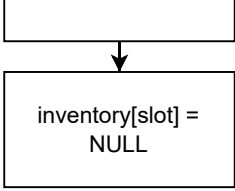


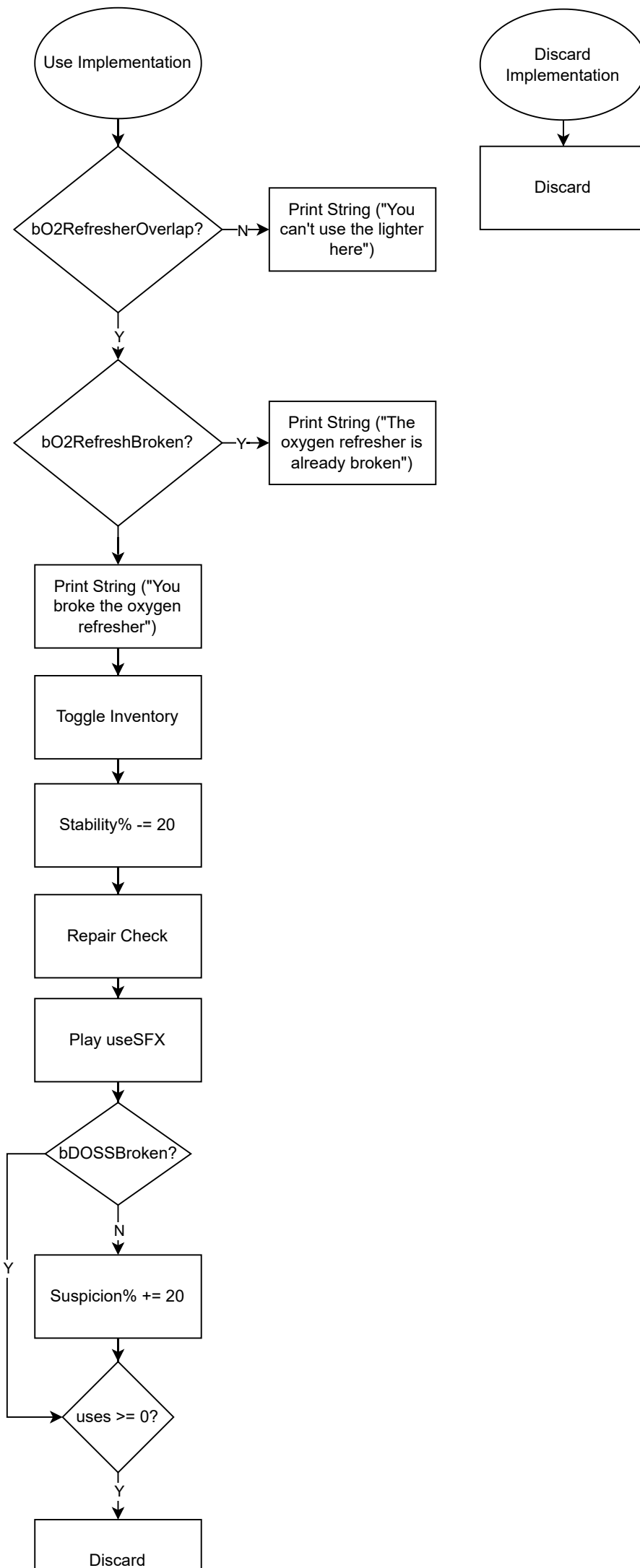
```
inventory[slot] =  
    NULL
```

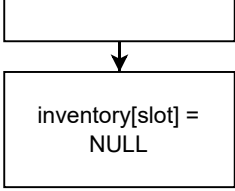


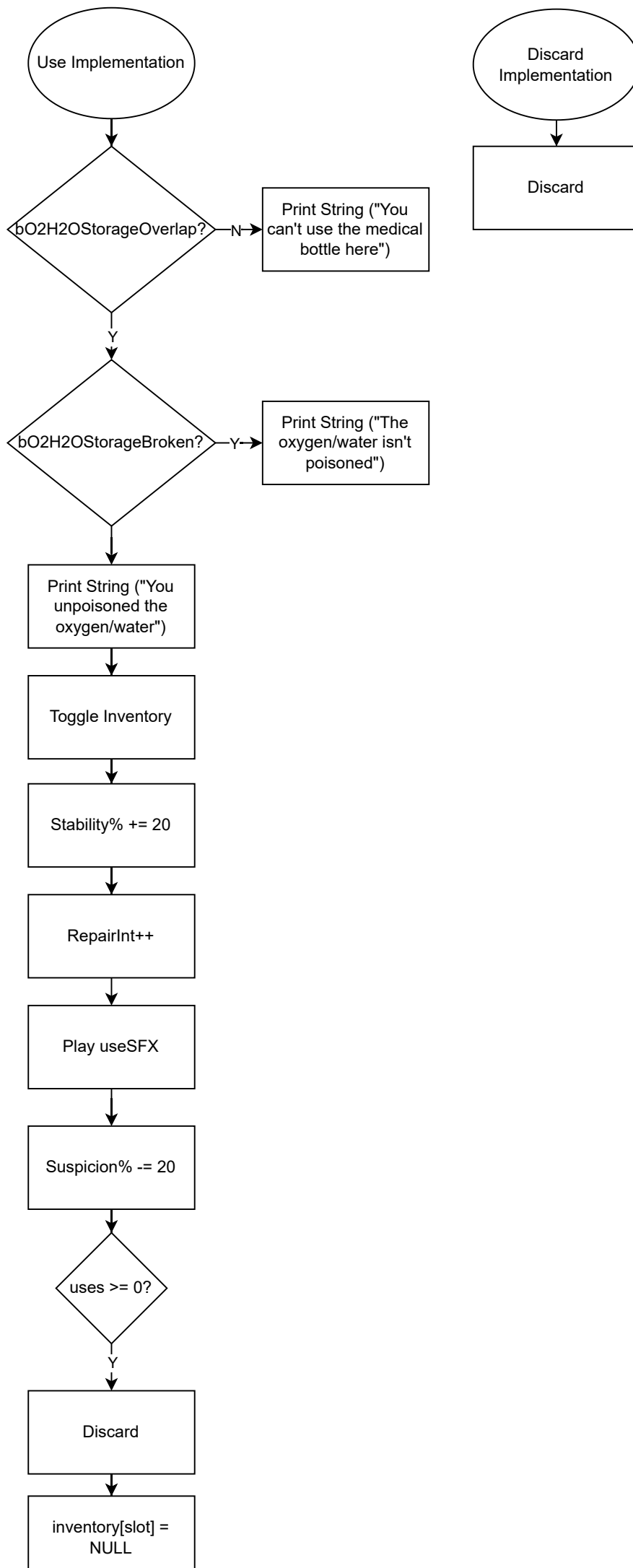

```
inventory[slot] =  
    NULL
```

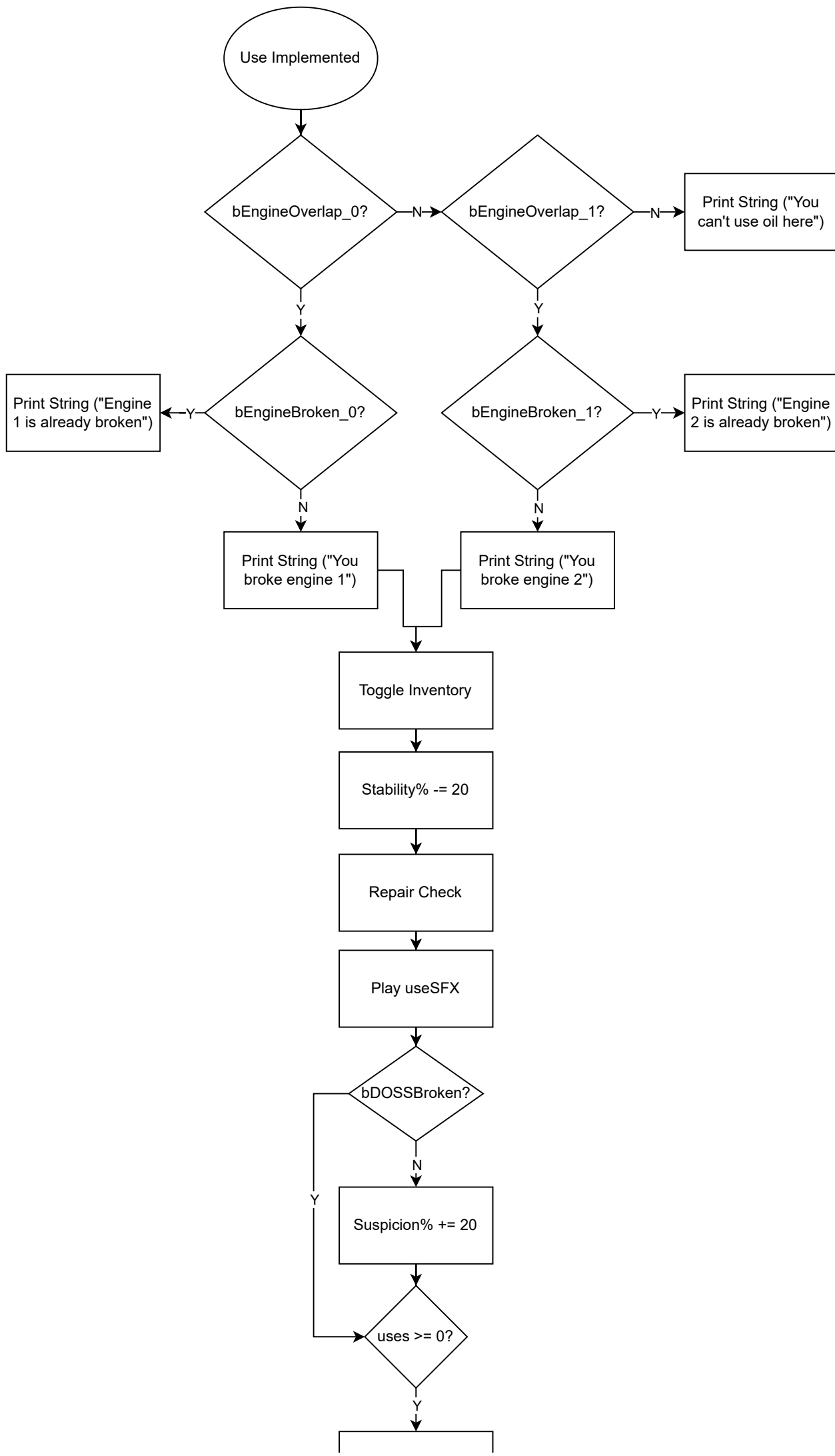








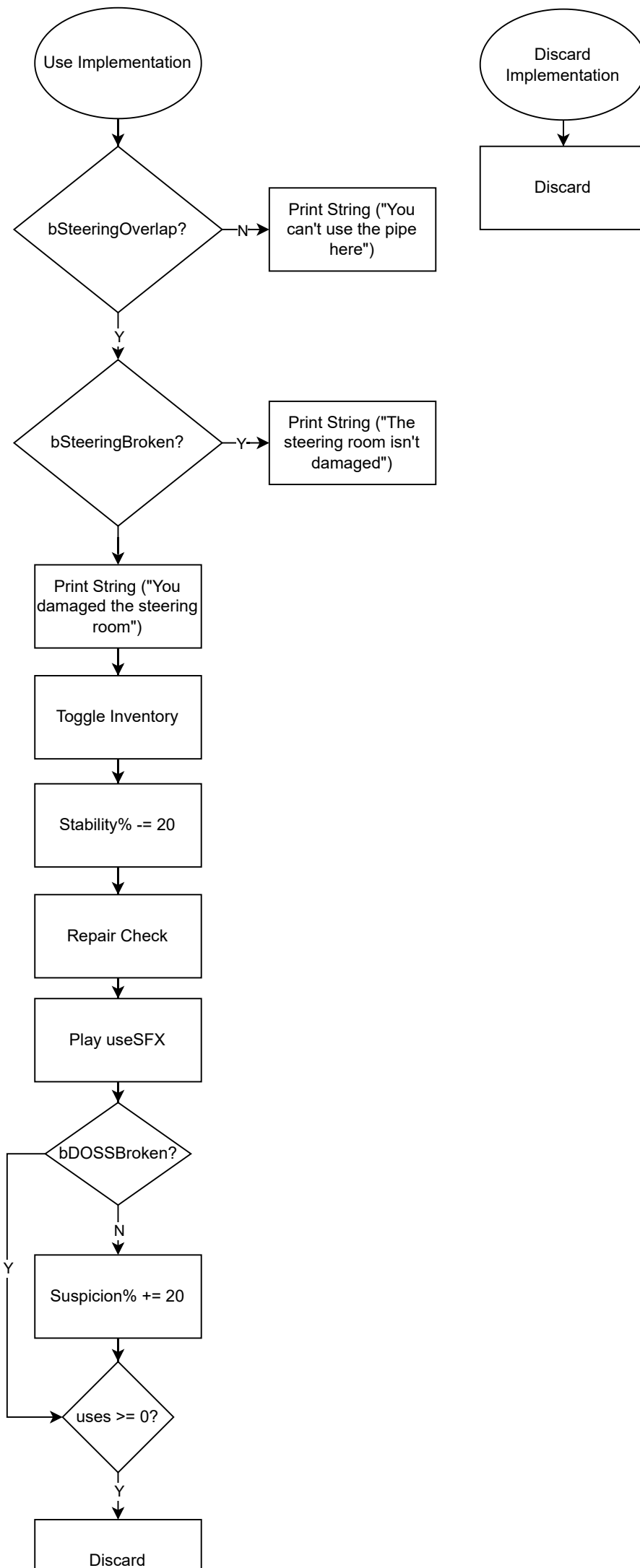


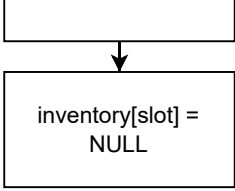


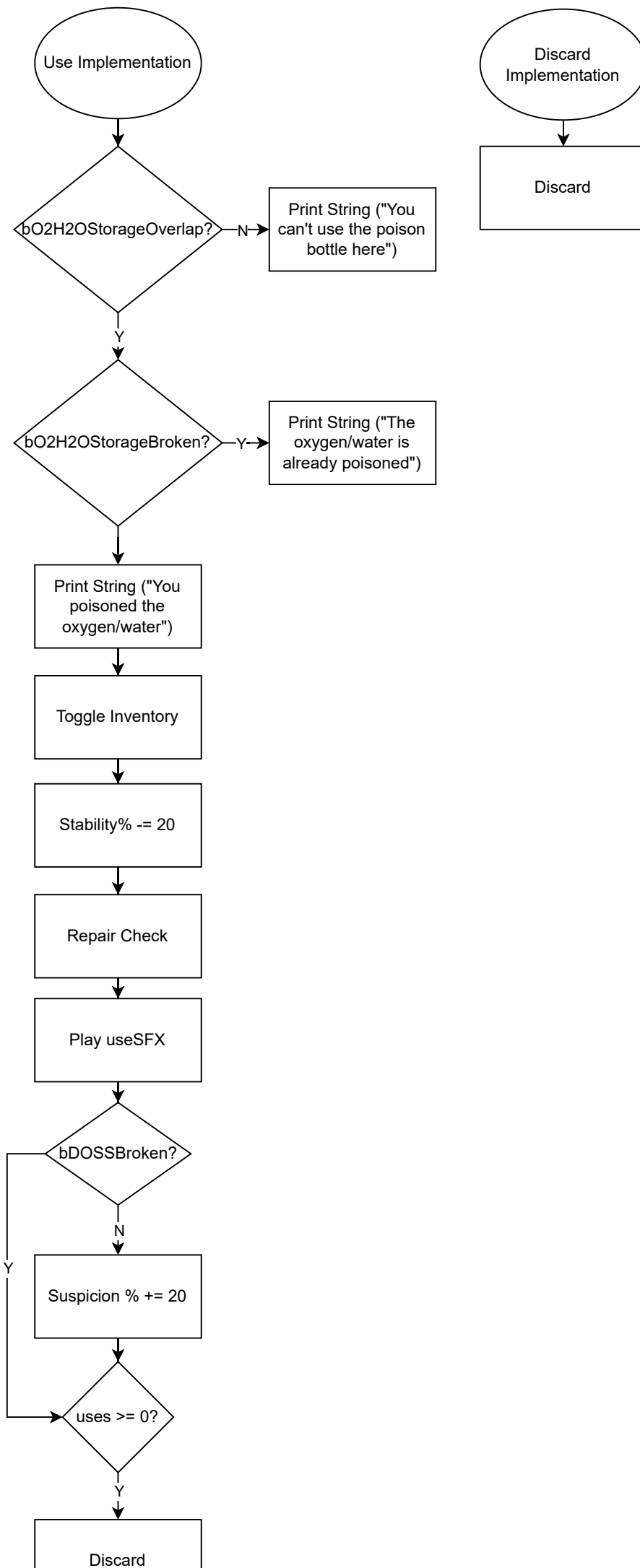
Discard

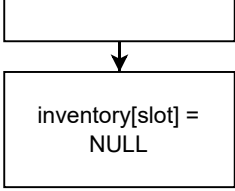


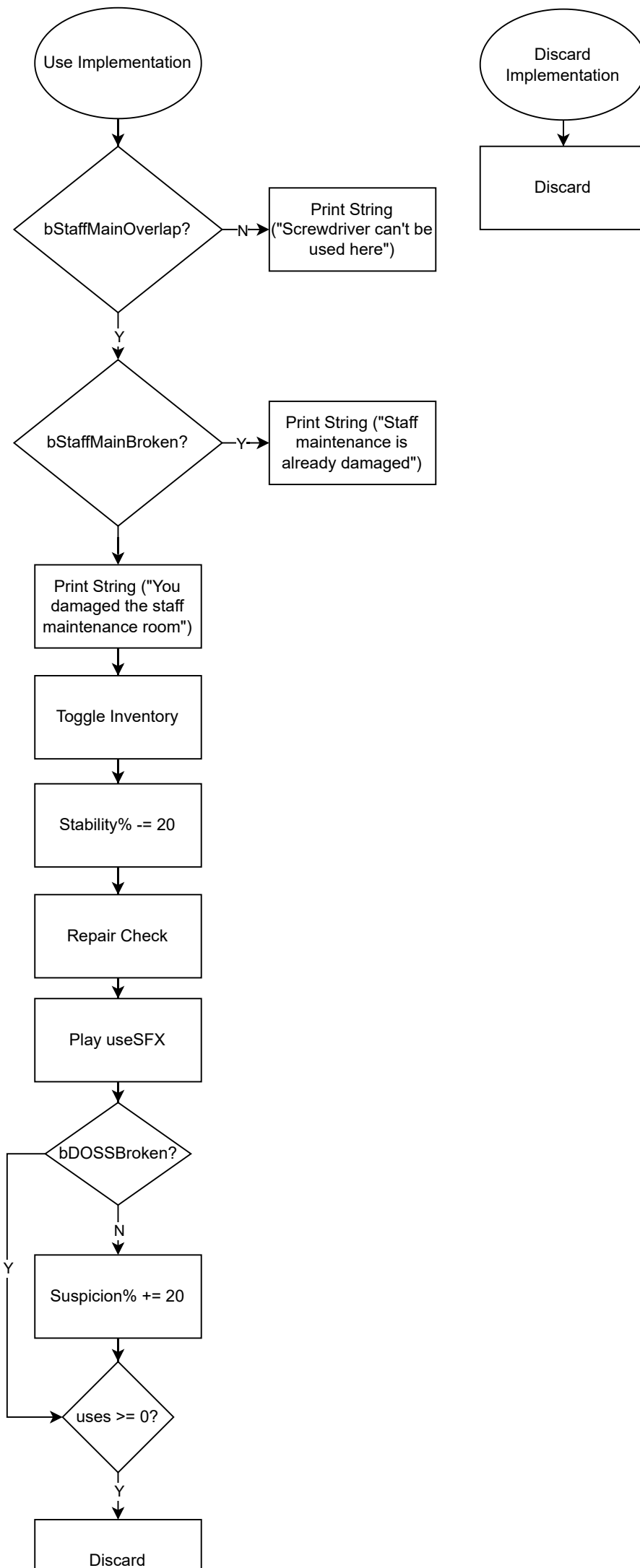
inventory[slot] =
NULL

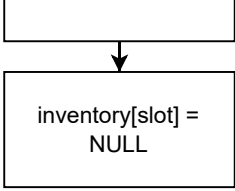


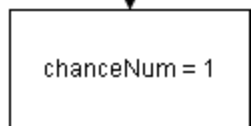
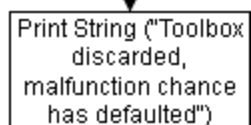
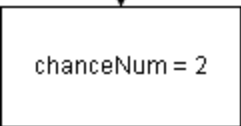
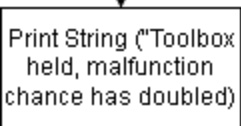
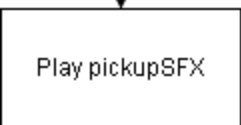
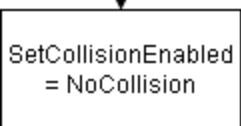
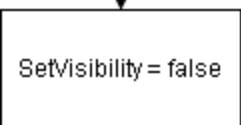


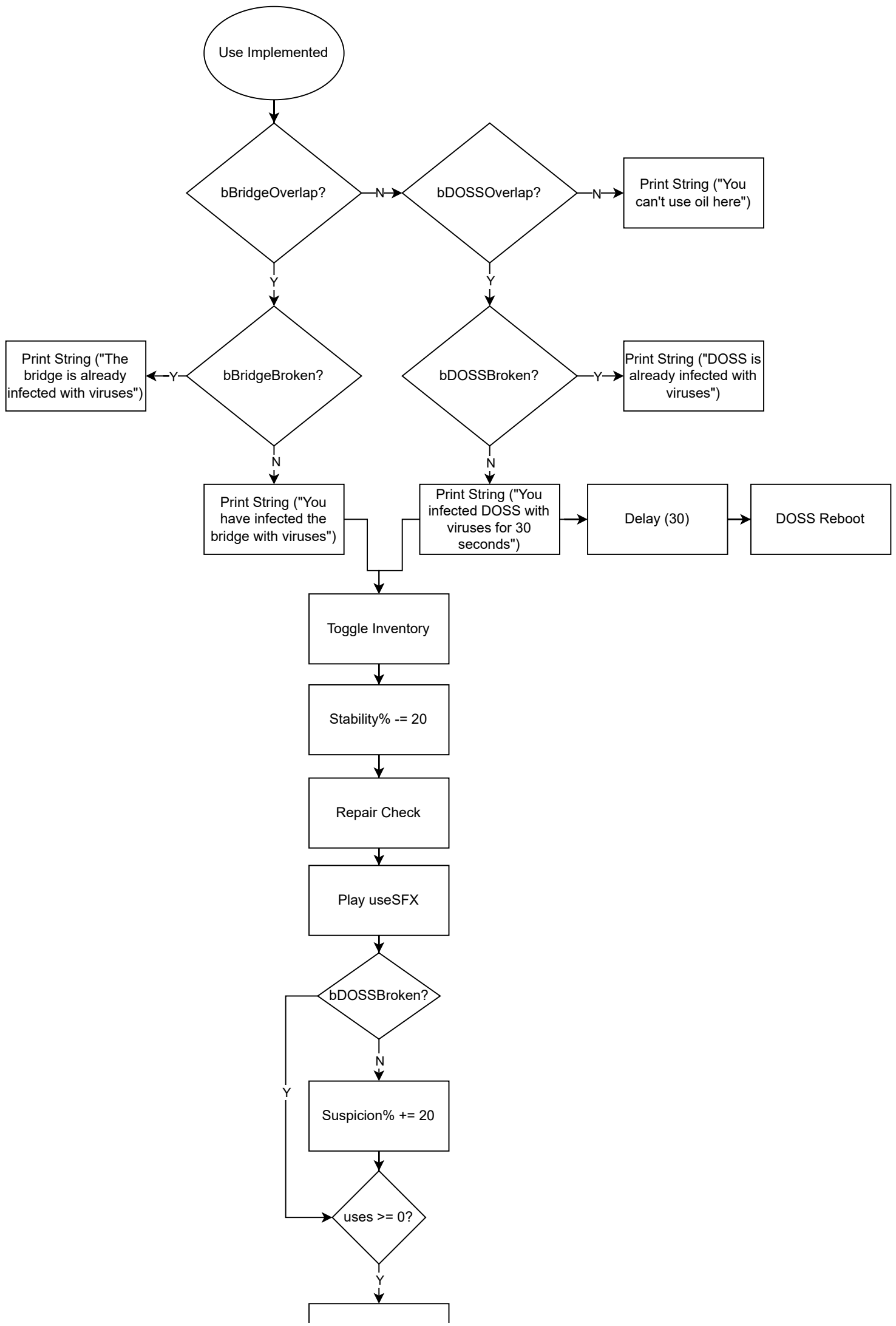








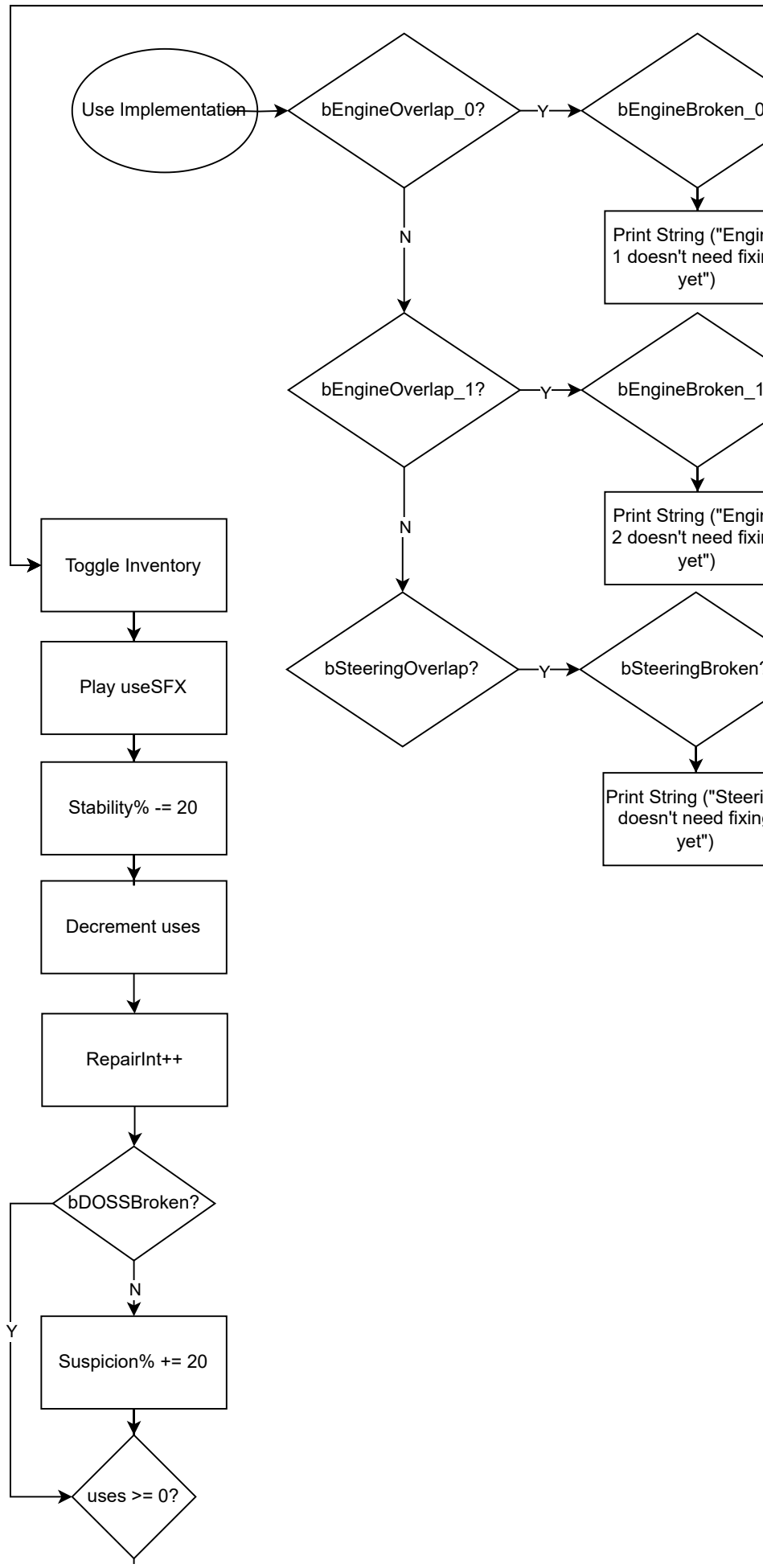


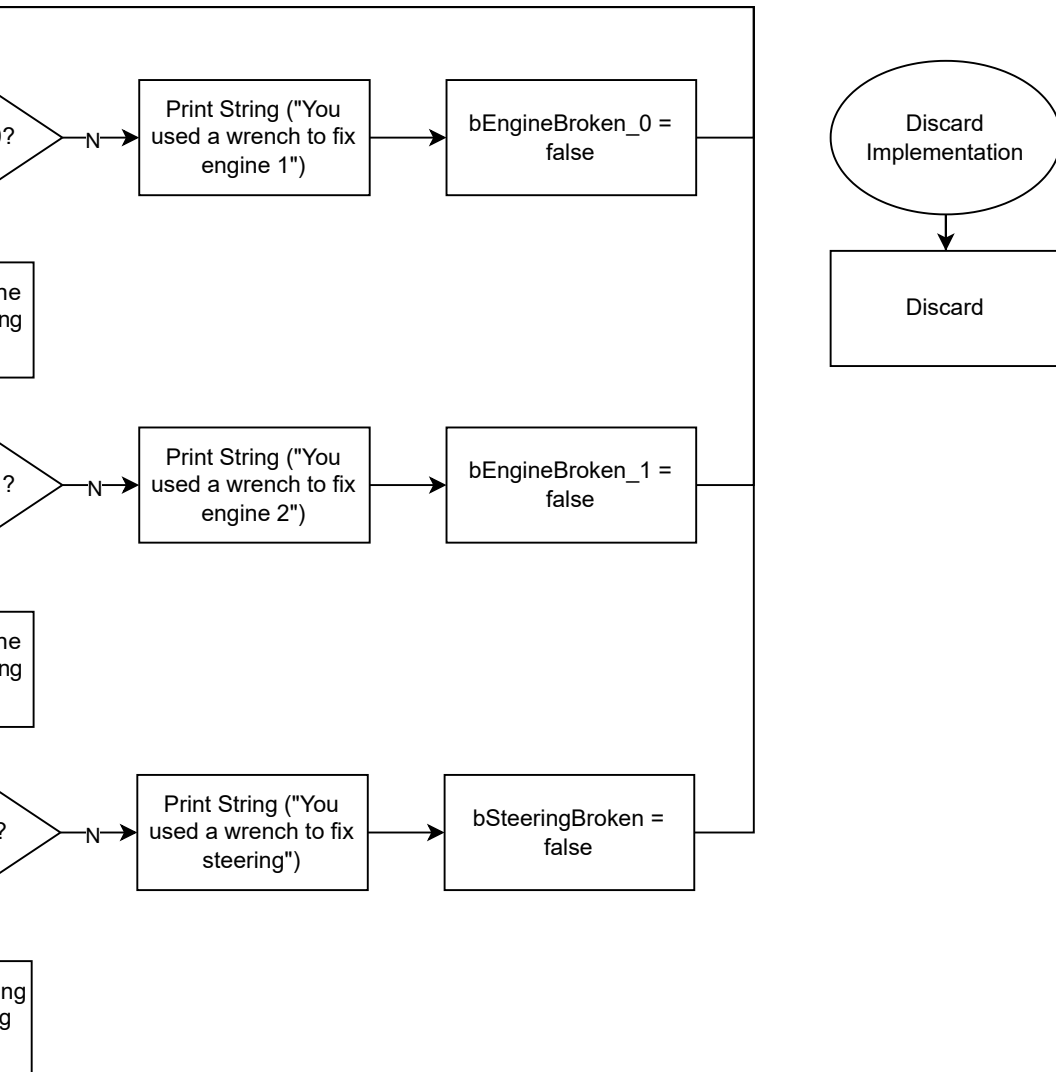


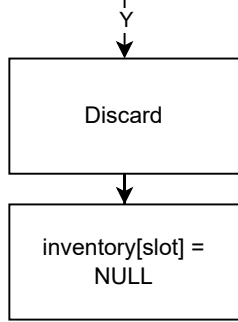
Discard

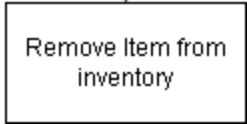
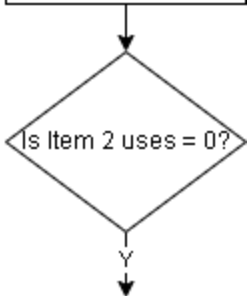
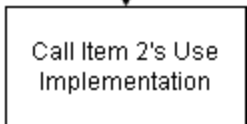
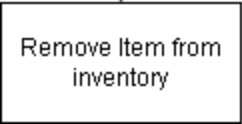
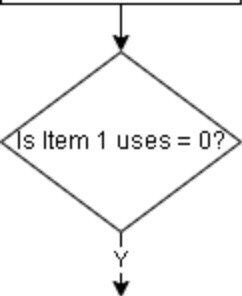
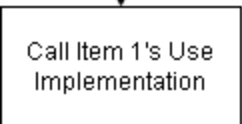


inventory[slot] =
NULL







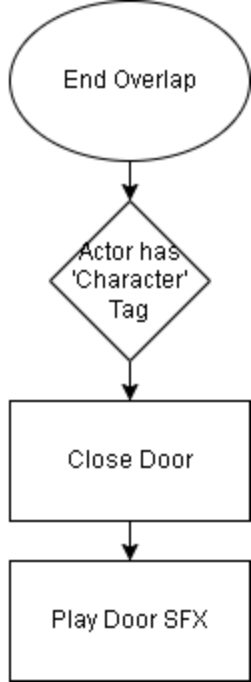
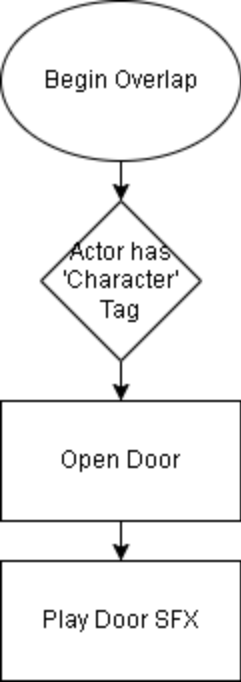


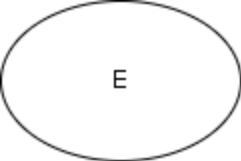
```
graph TD; A([Discard]) --> B[SetVisibility = true]; B --> C[SetCollisionEnabled = QueryAndPhysics];
```

Discard

SetVisibility = true

SetCollisionEnabled
= QueryAndPhysics





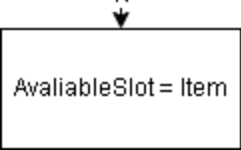
Y

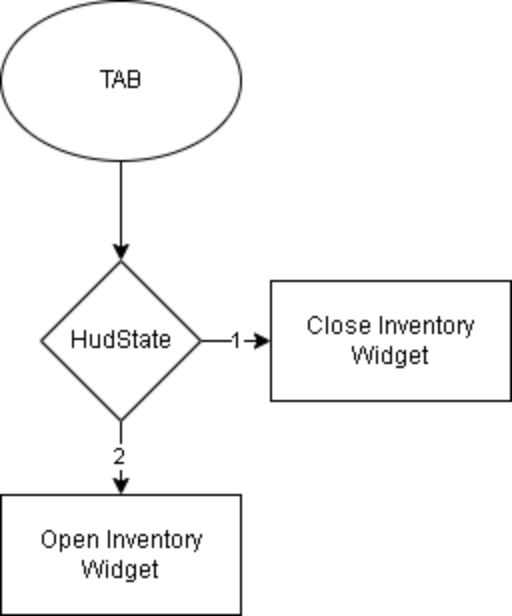


Y

Print String ("You can't carry any more items")

N





Stability == 0



Destroy Win Widget

RepairInt == 8



Repair Win Widget