

EventBeginPlay

Update Broken Array

Check Broken Values

Any True?
Y

Set Location to
Broken Room

Delay (90)

APSRDChargeBroken?
N

Move to Location

Delay (10)

Repair Broken Room

Move Back to
Charging Port

Event Begin Play

MoveAmount =
Random(3-5)

Move to Random
Reachable Location

MoveInt++

MoveInt ==
MoveAmount

Move to Charging
Port

C2M2ChargeBroken

Delay (15)

Event Begin Play

Copy of PatrolPoints
Array with the Value of
Patrollnt

Move to PatrolPath

Patrollnt++

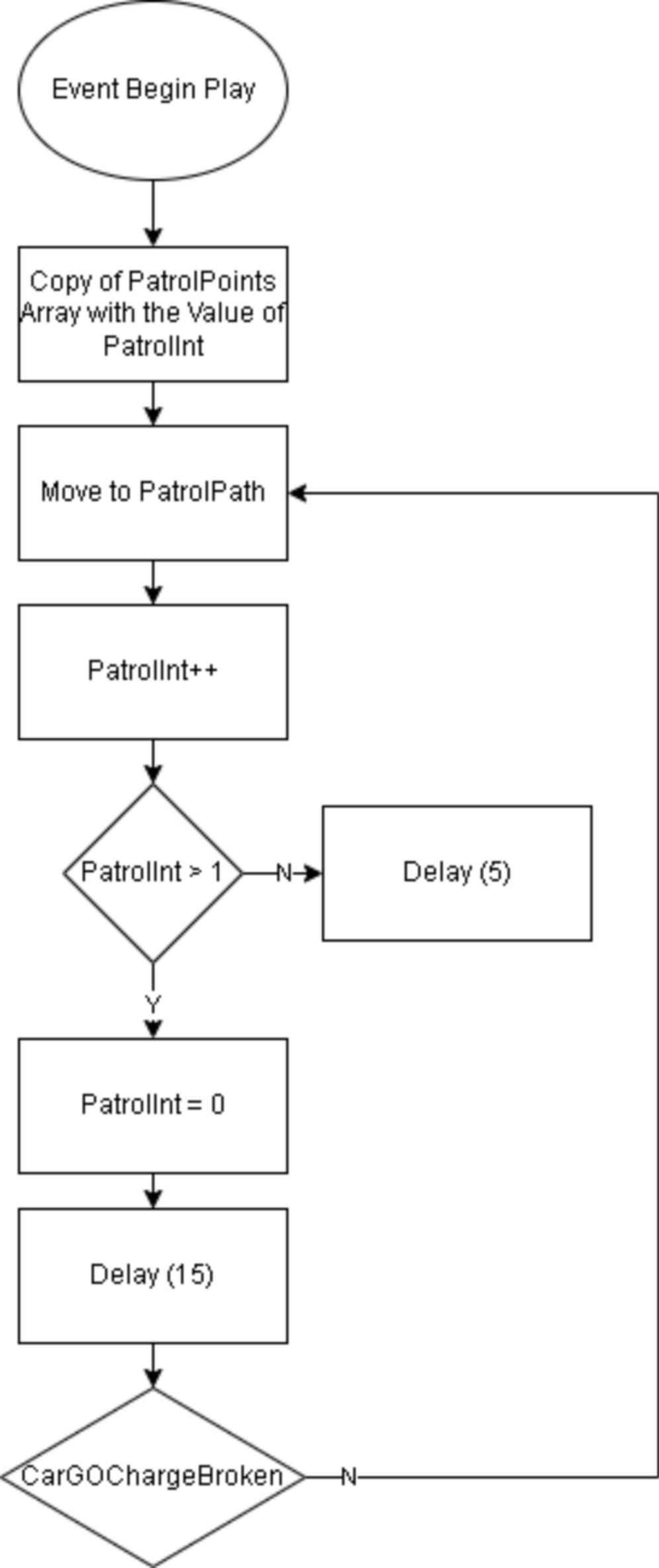
Patrollnt > 8

N

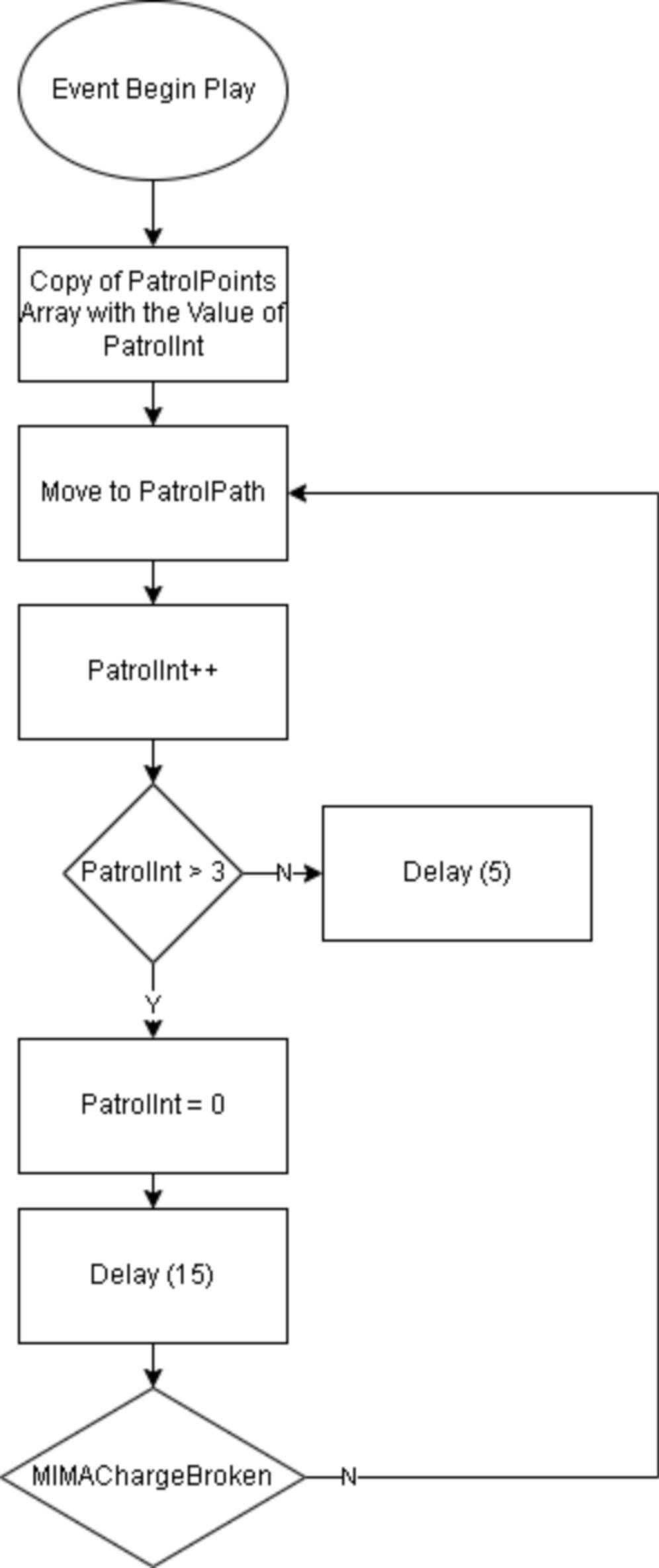
Y

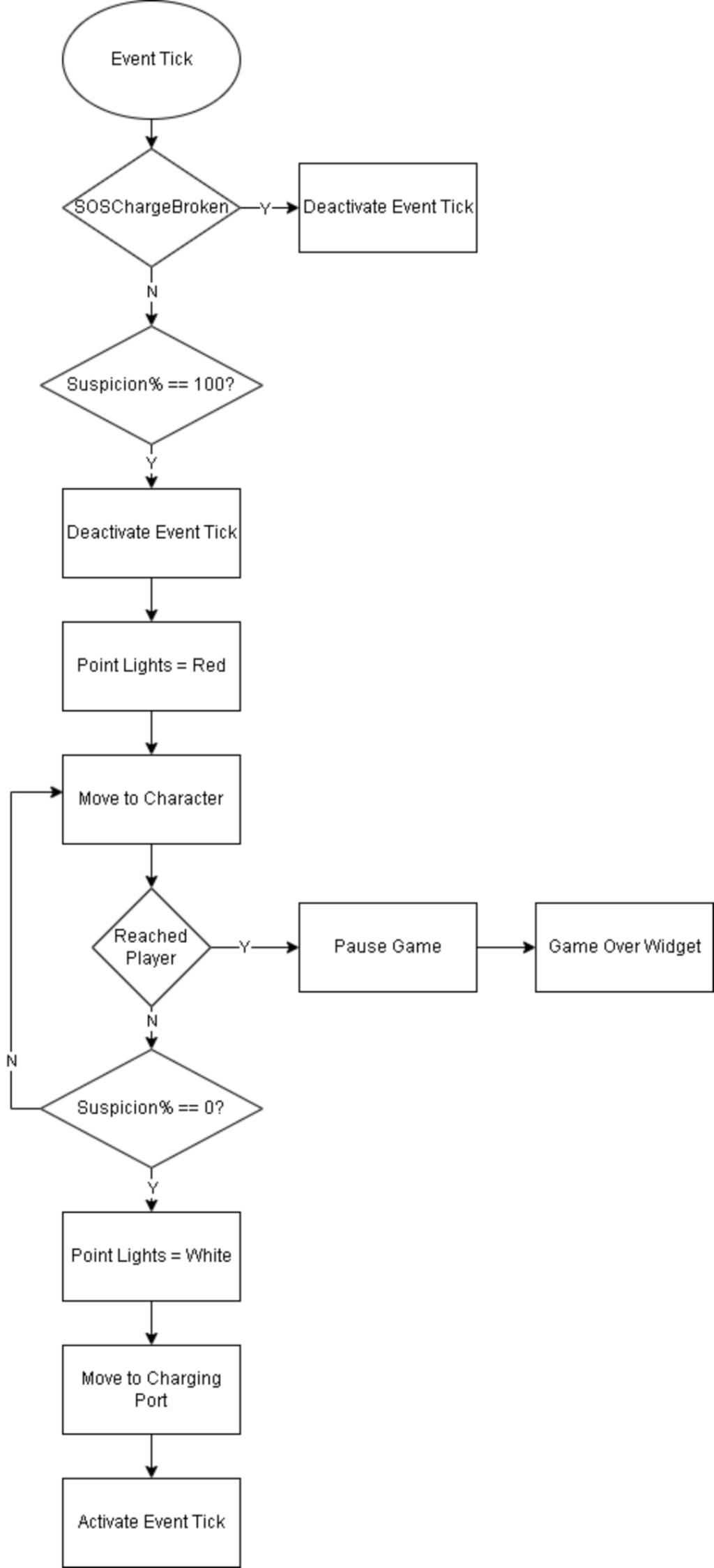
Patrollnt = 0

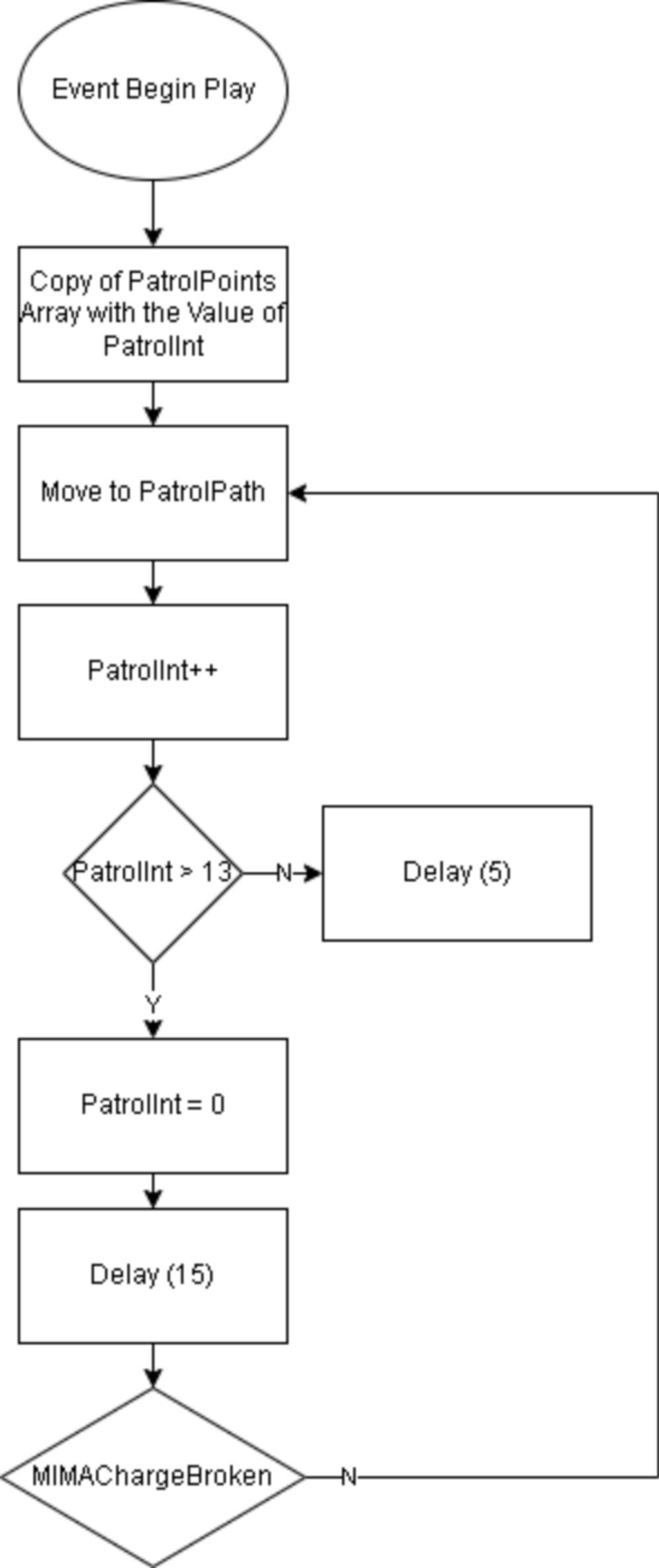
Delay (8)

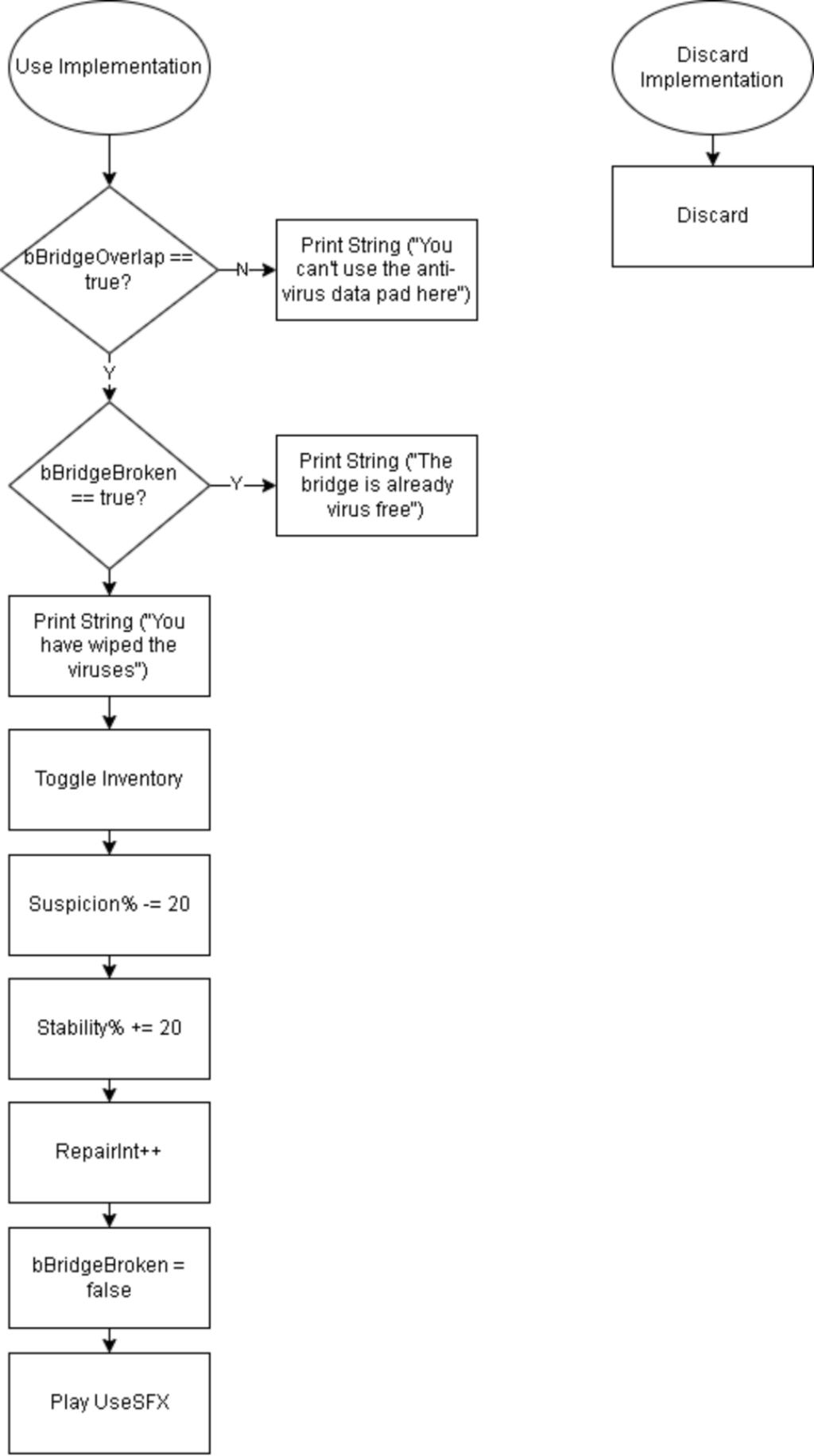


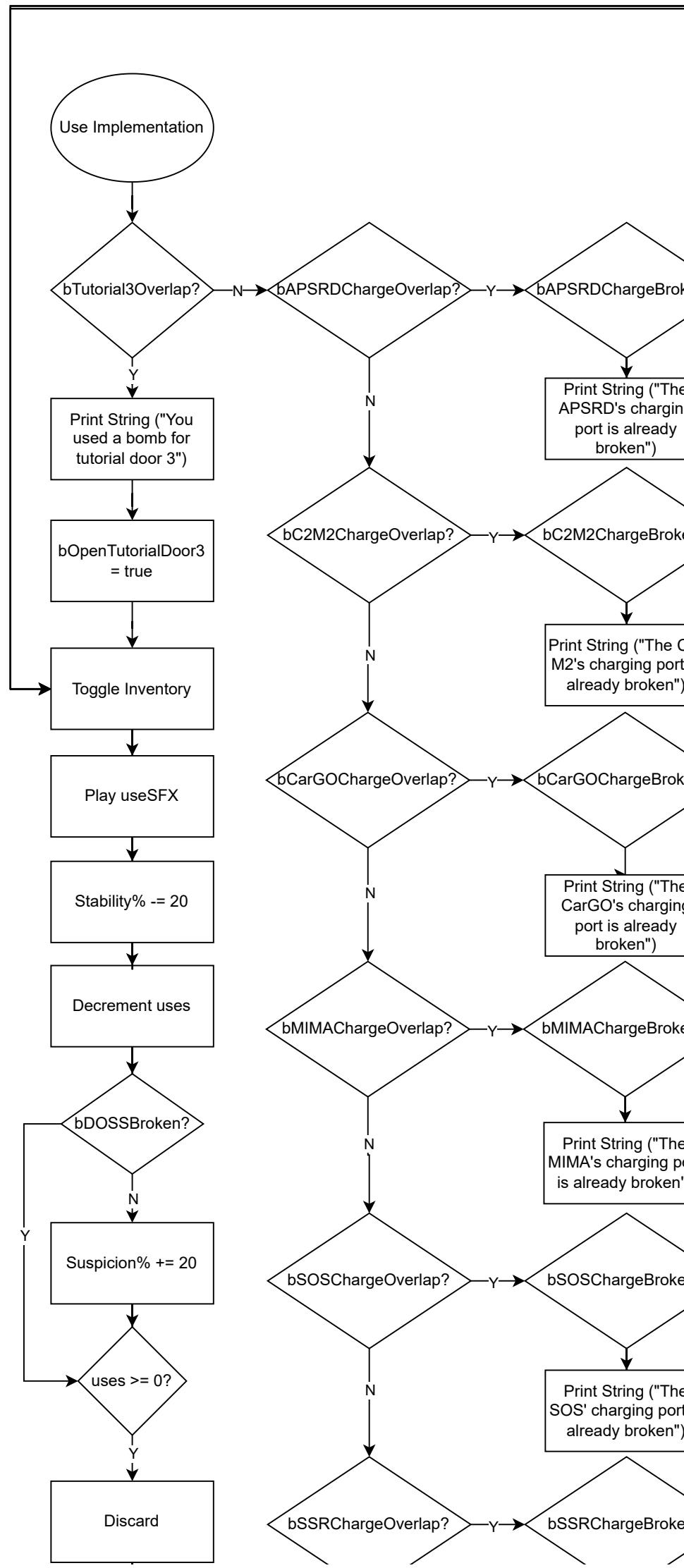


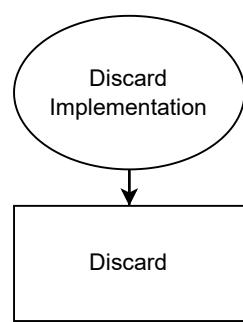
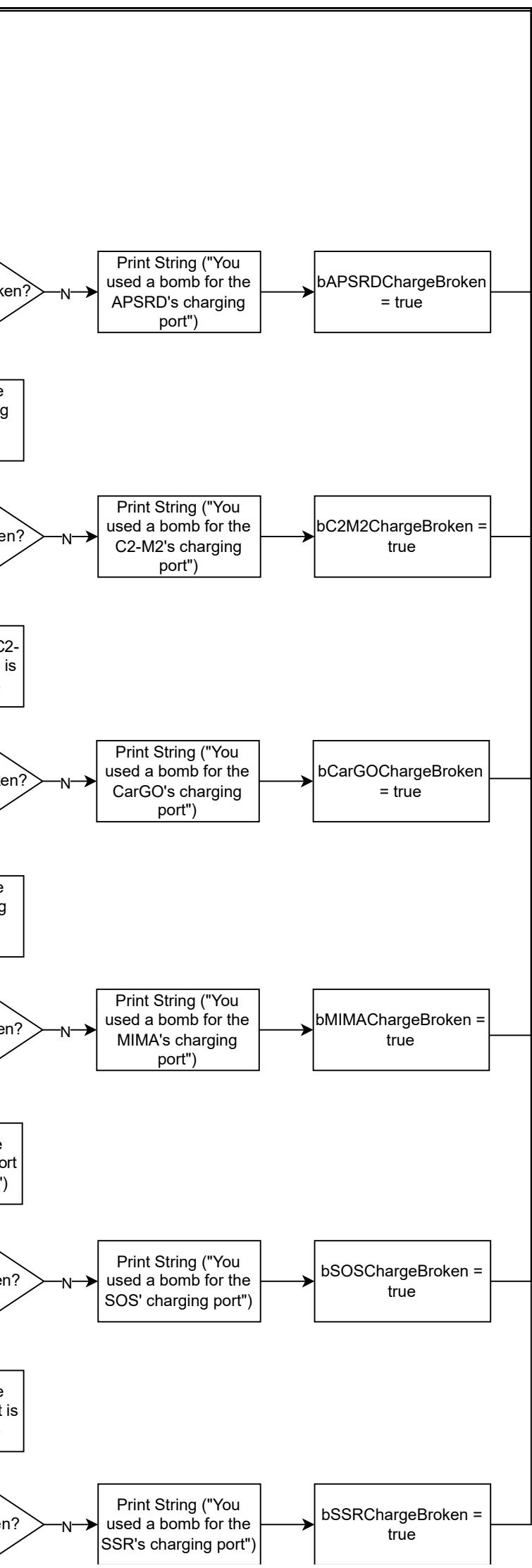








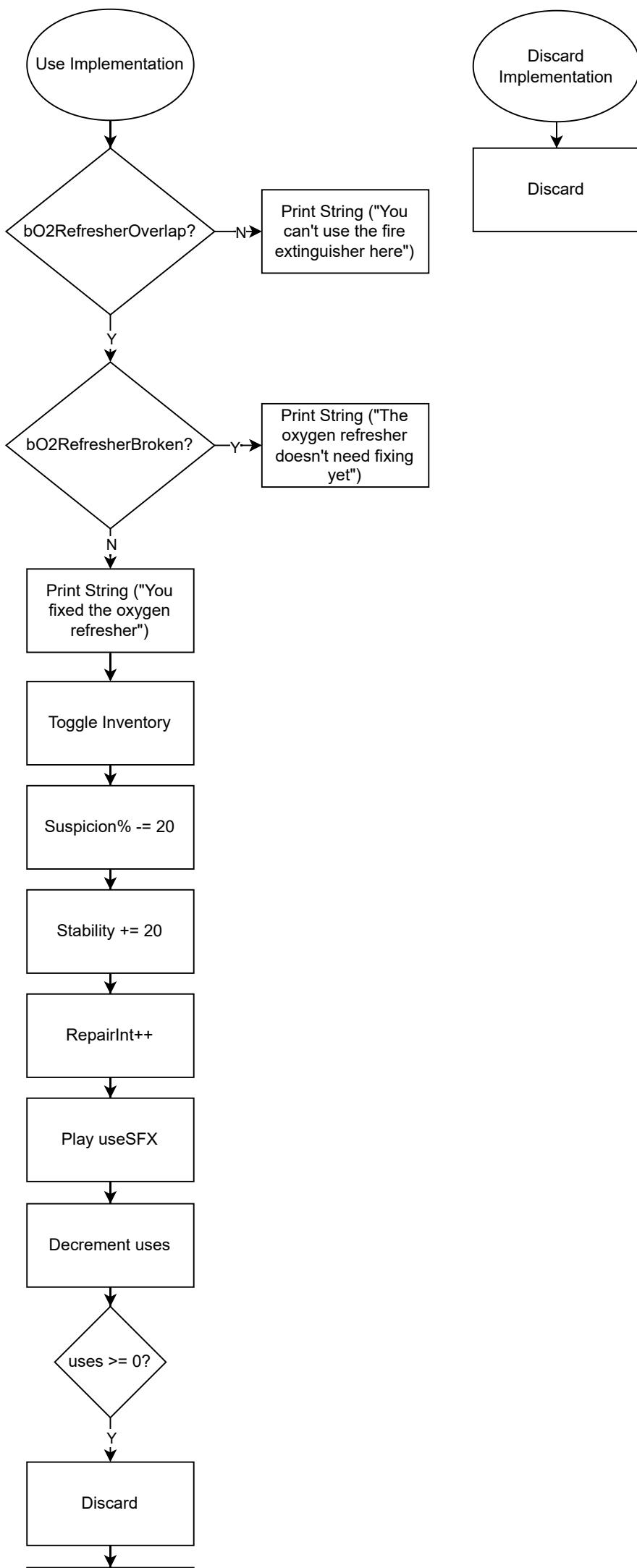




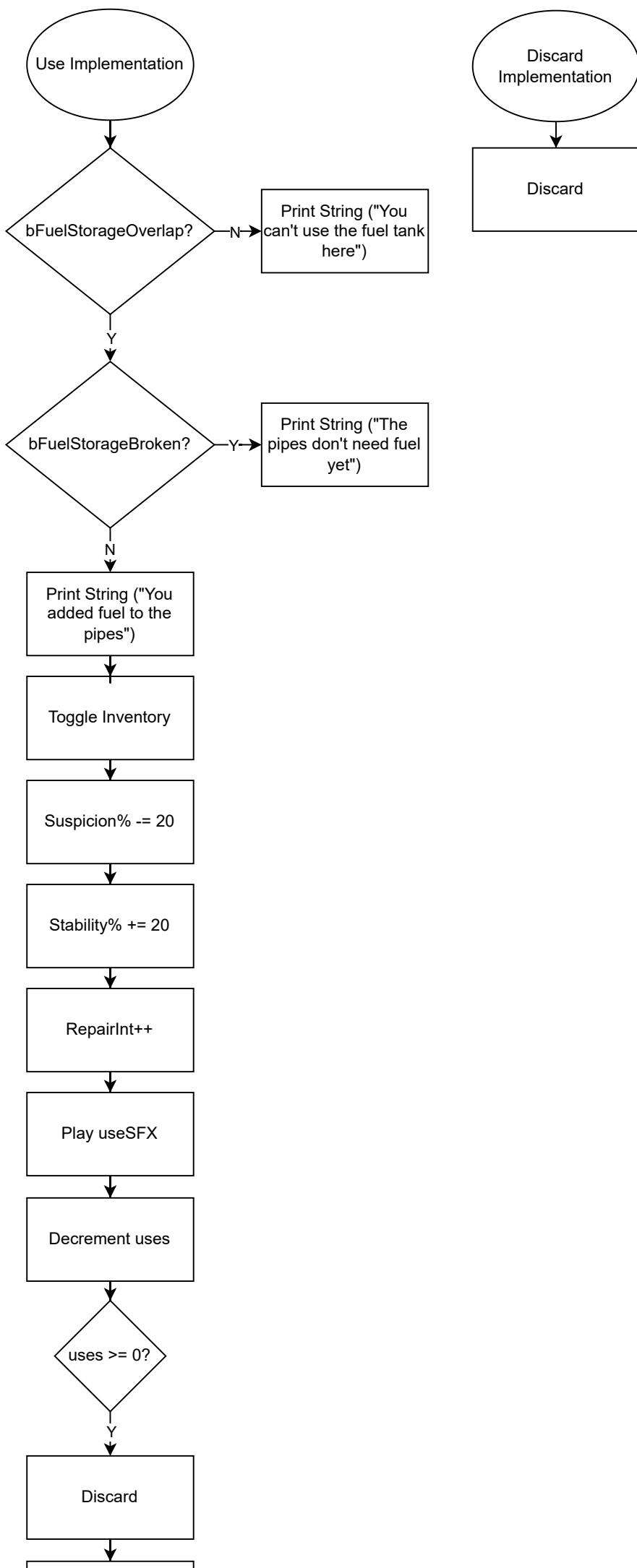
```
inventory[slot] =  
NULL
```

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

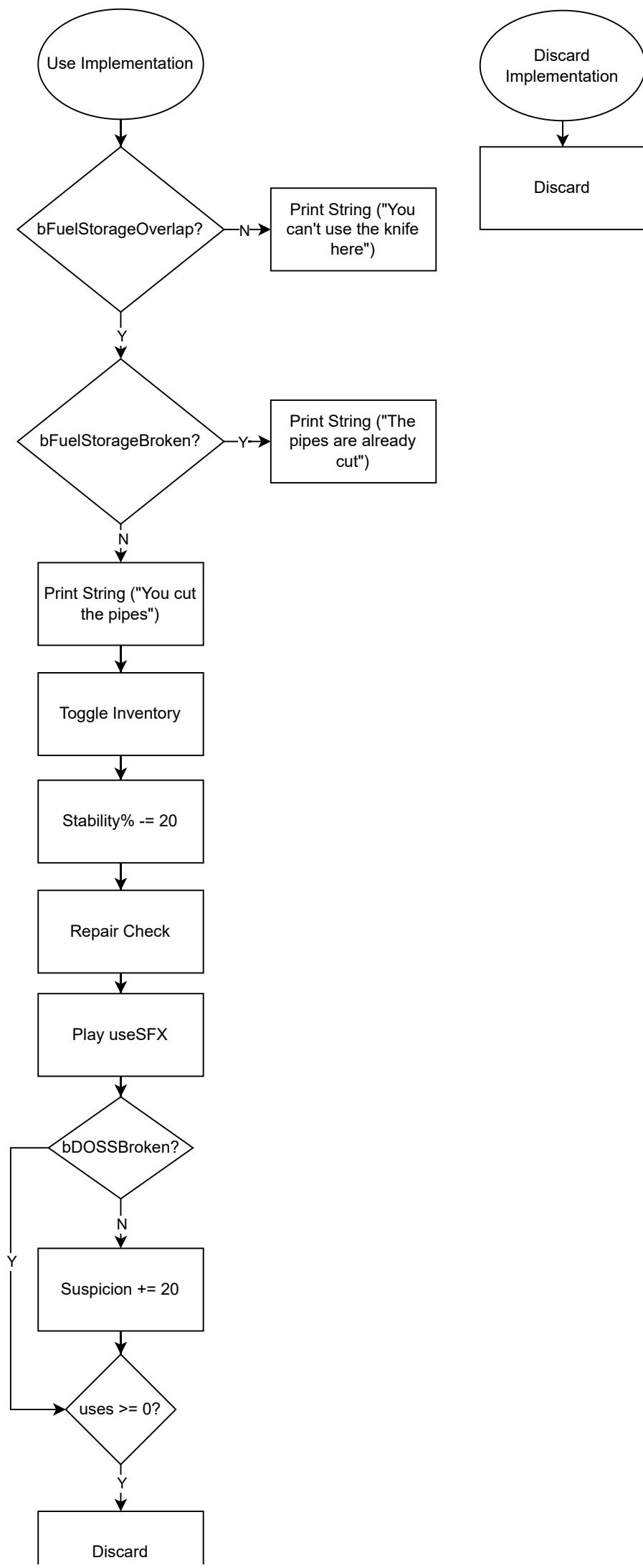
```
Print String ("The  
SSR's charging po  
is already broken")
```

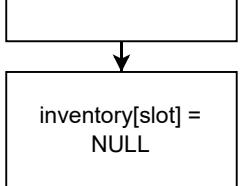



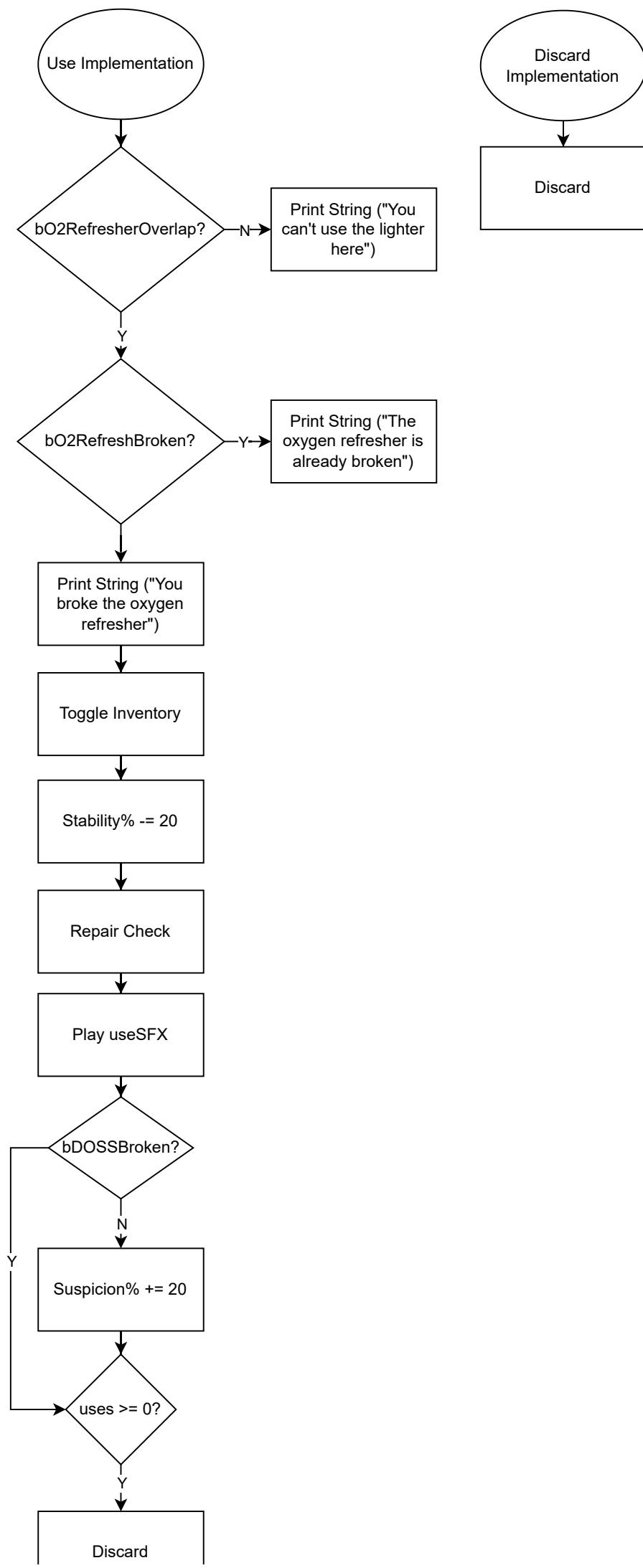
```
inventory[slot] =  
    NULL
```

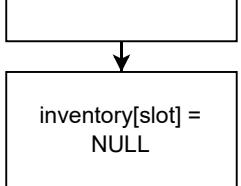


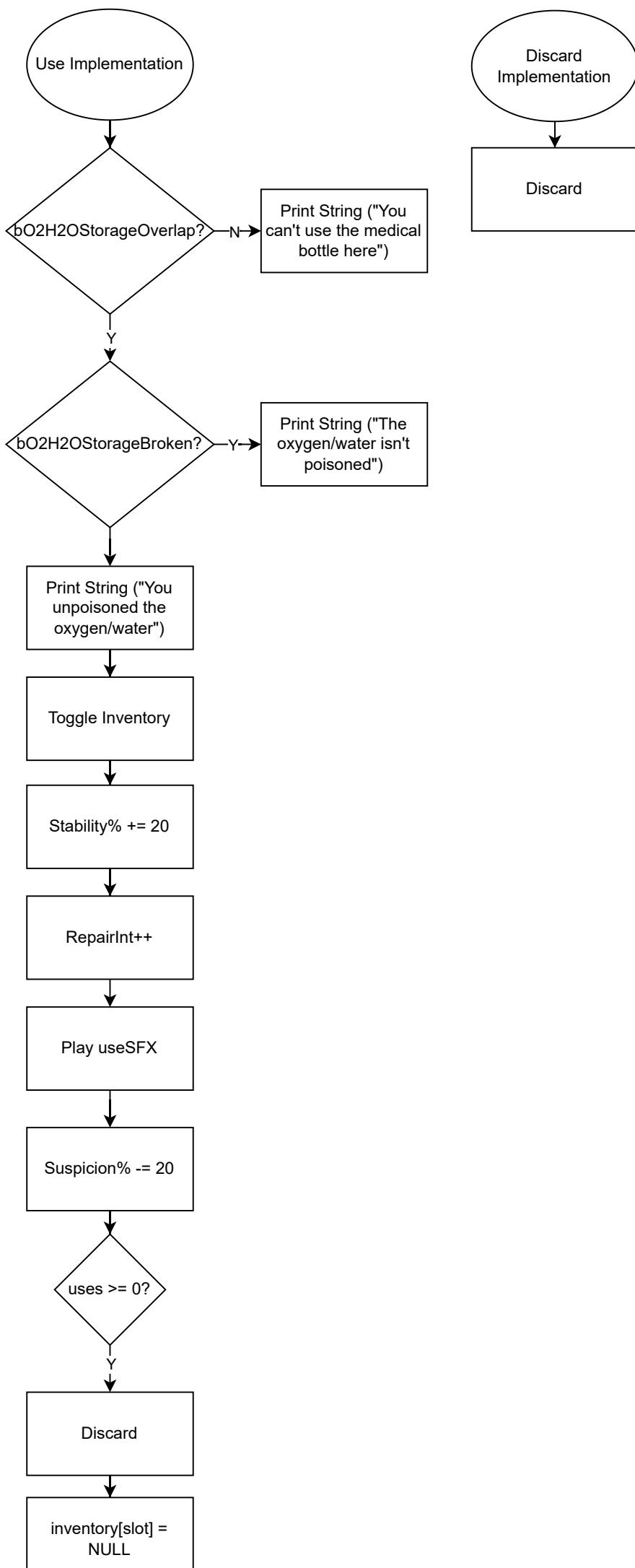
```
inventory[slot] =  
    NULL
```

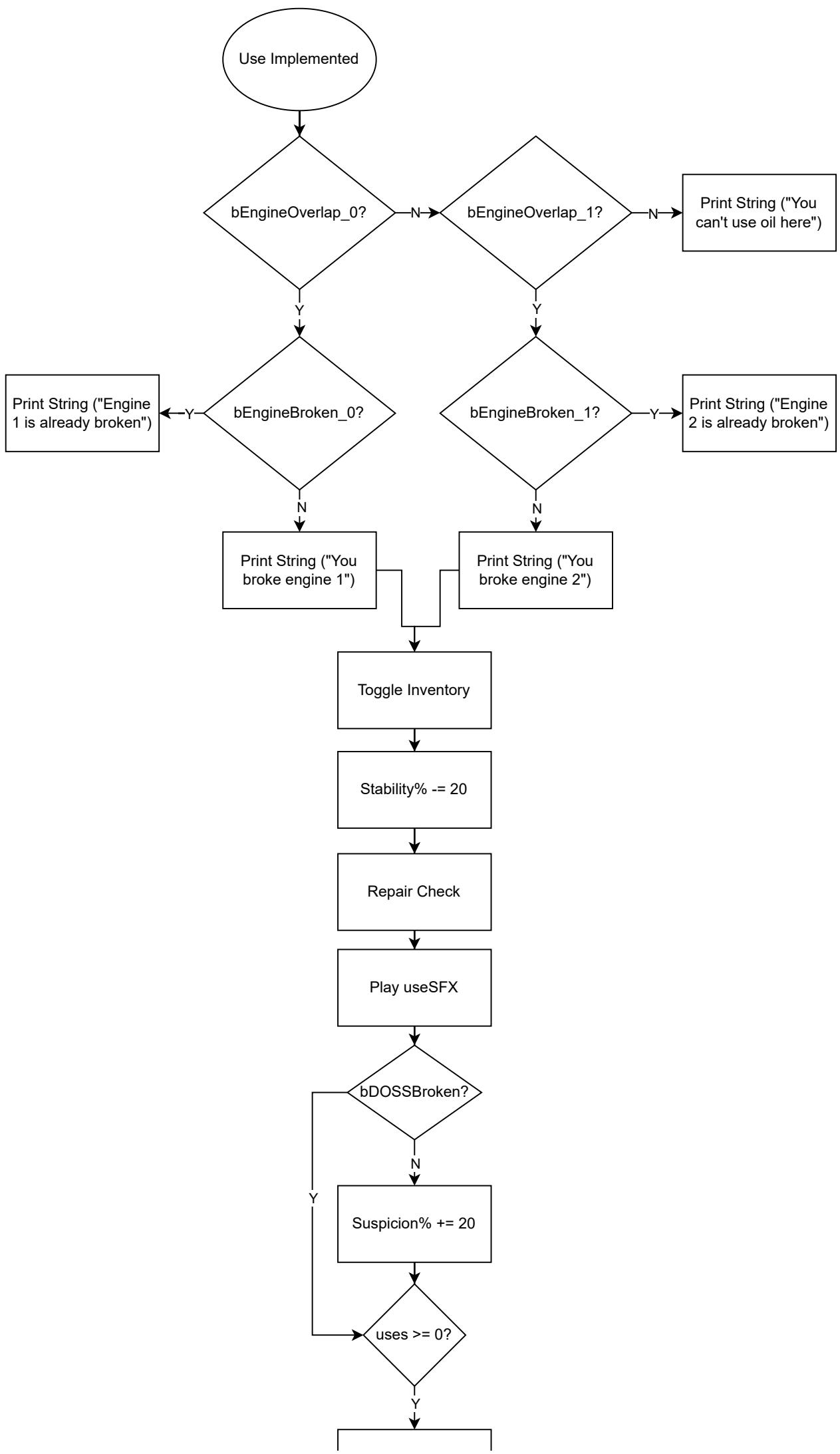


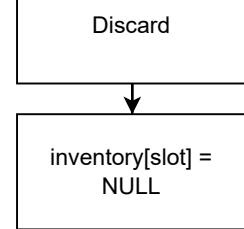


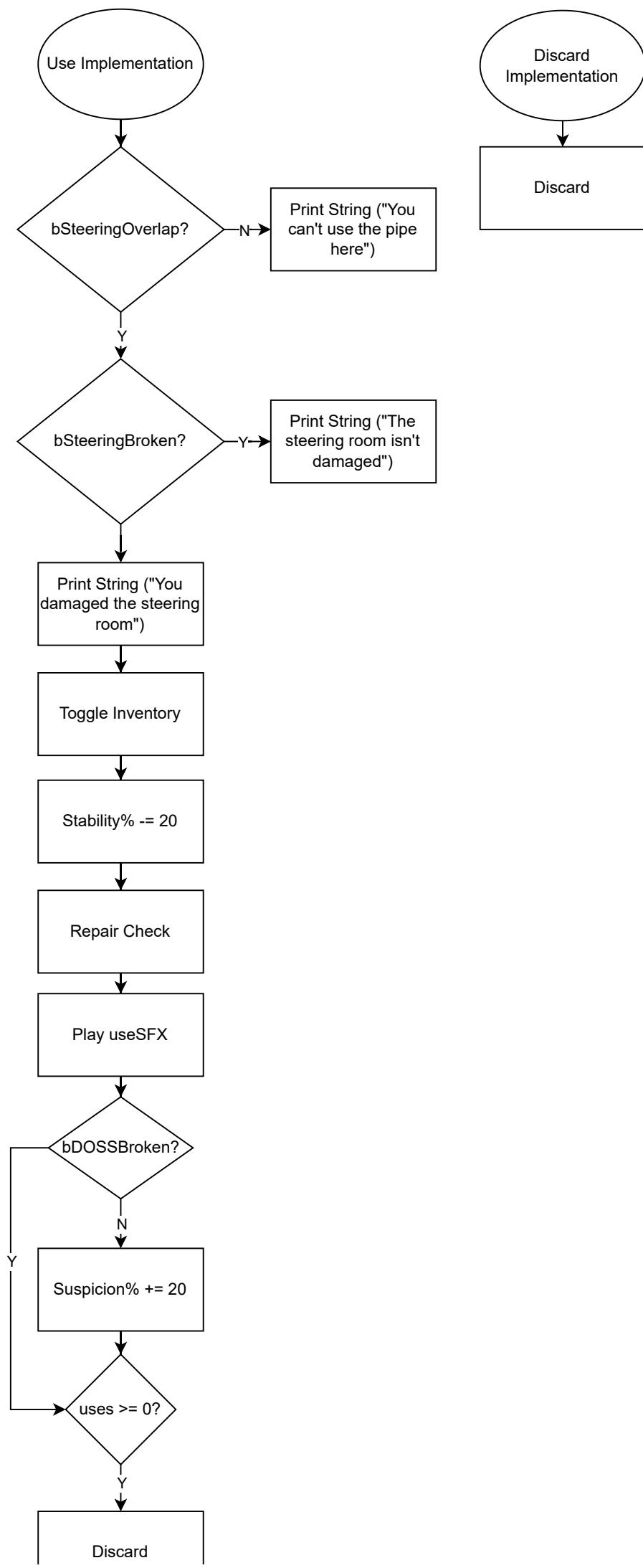


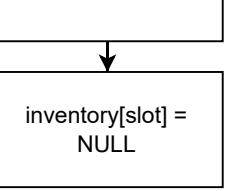


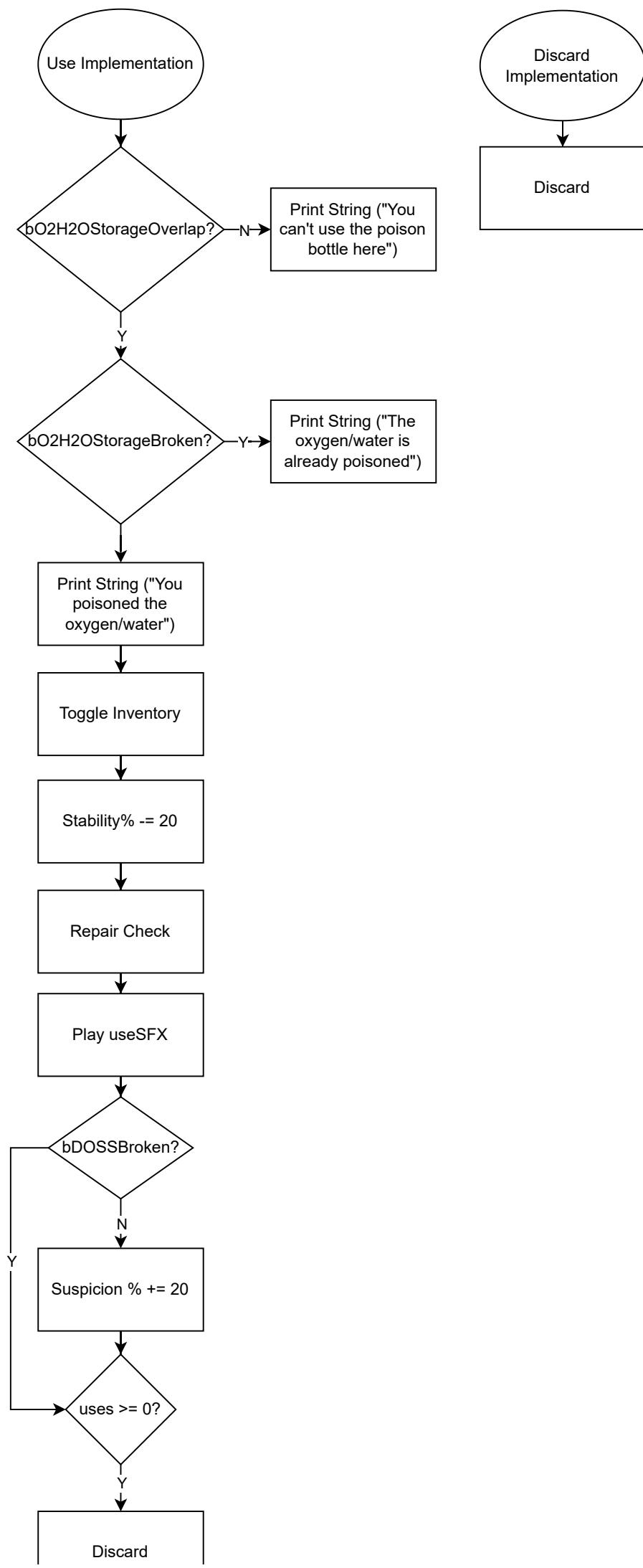


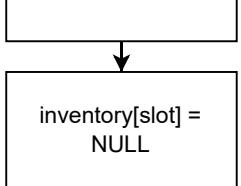


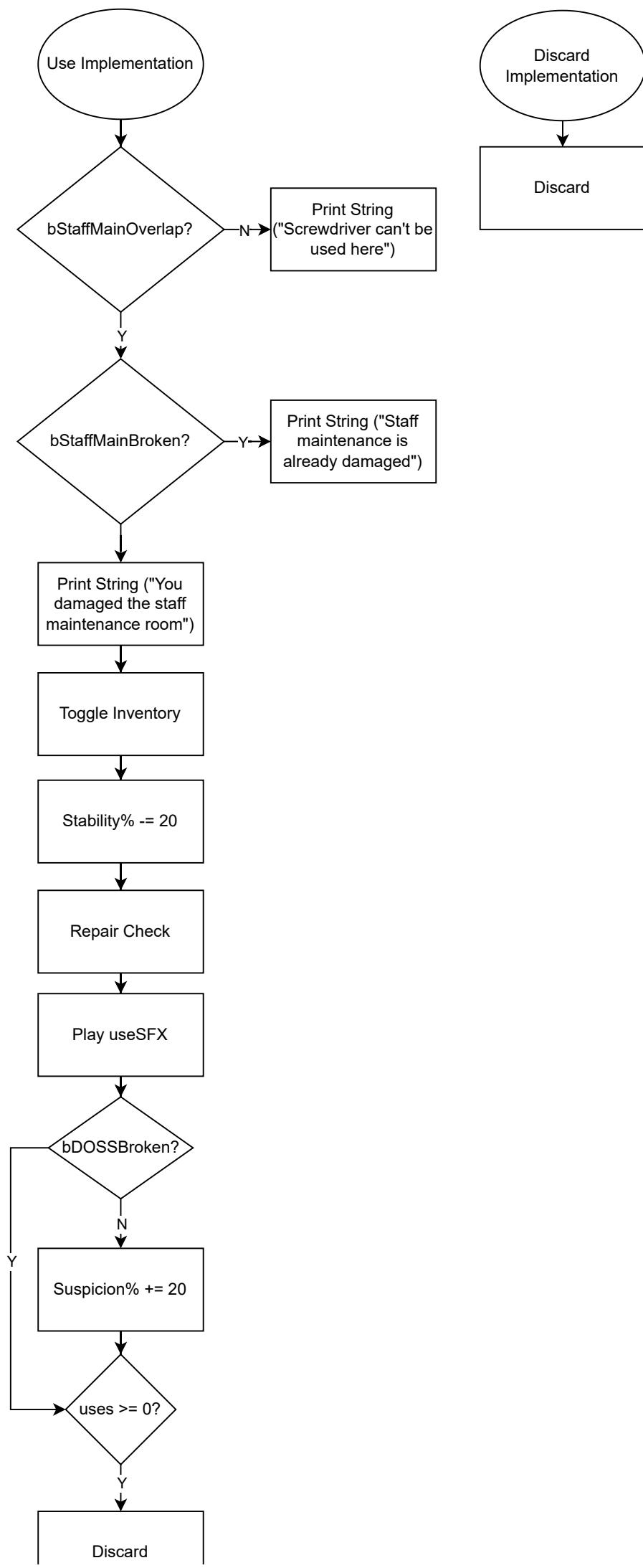


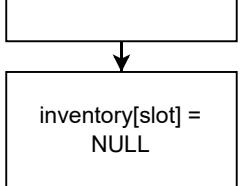


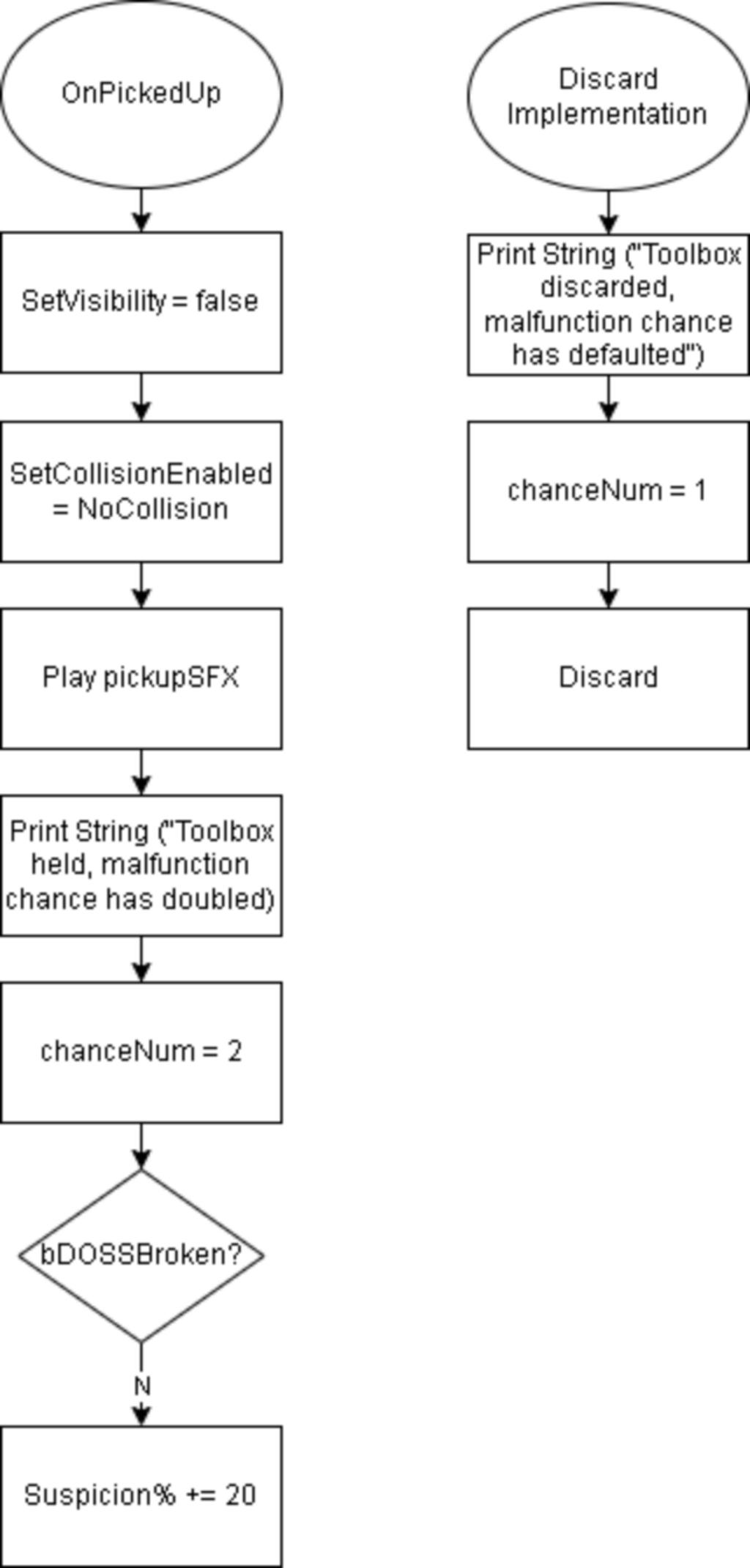


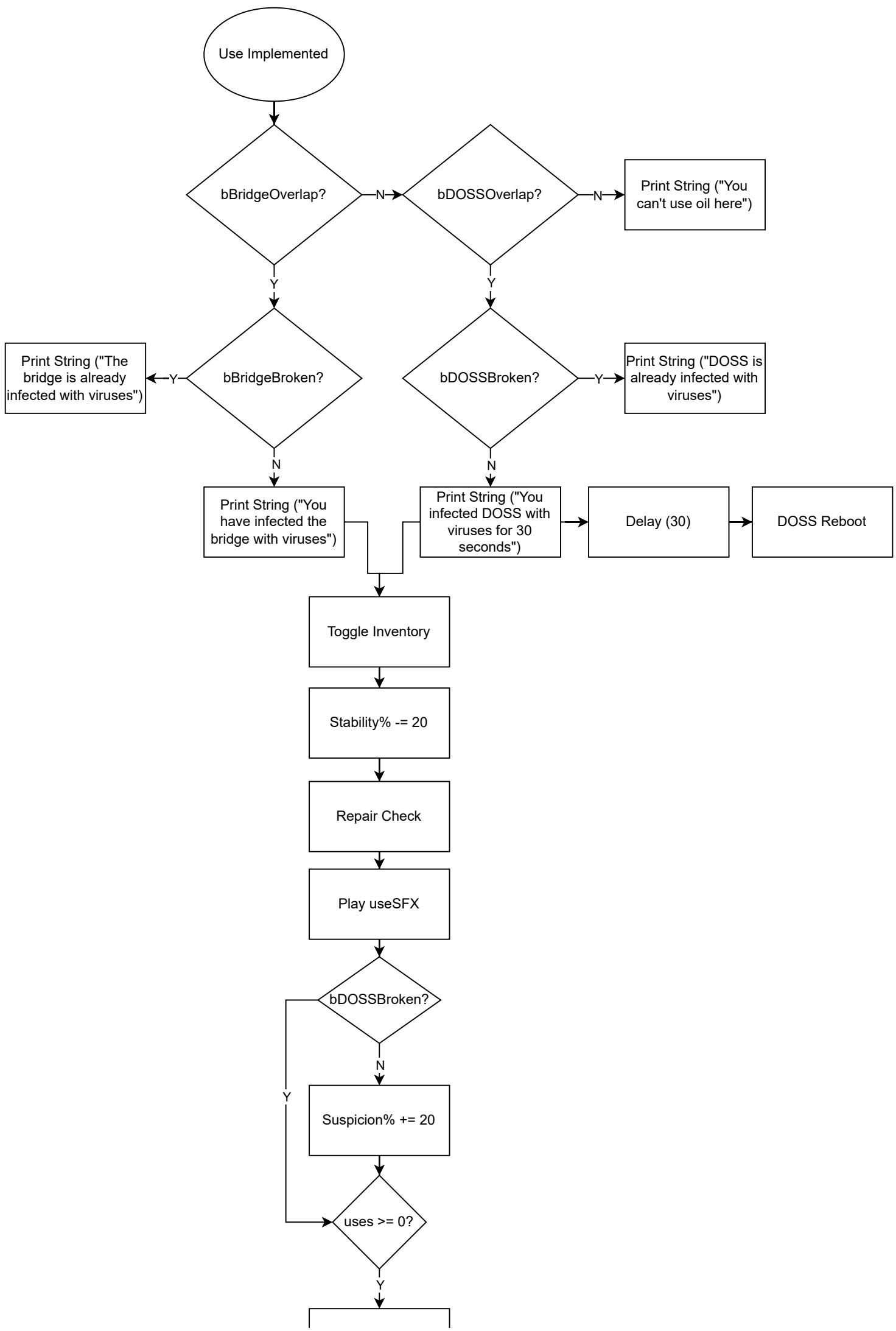


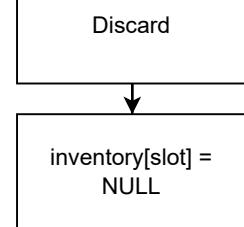


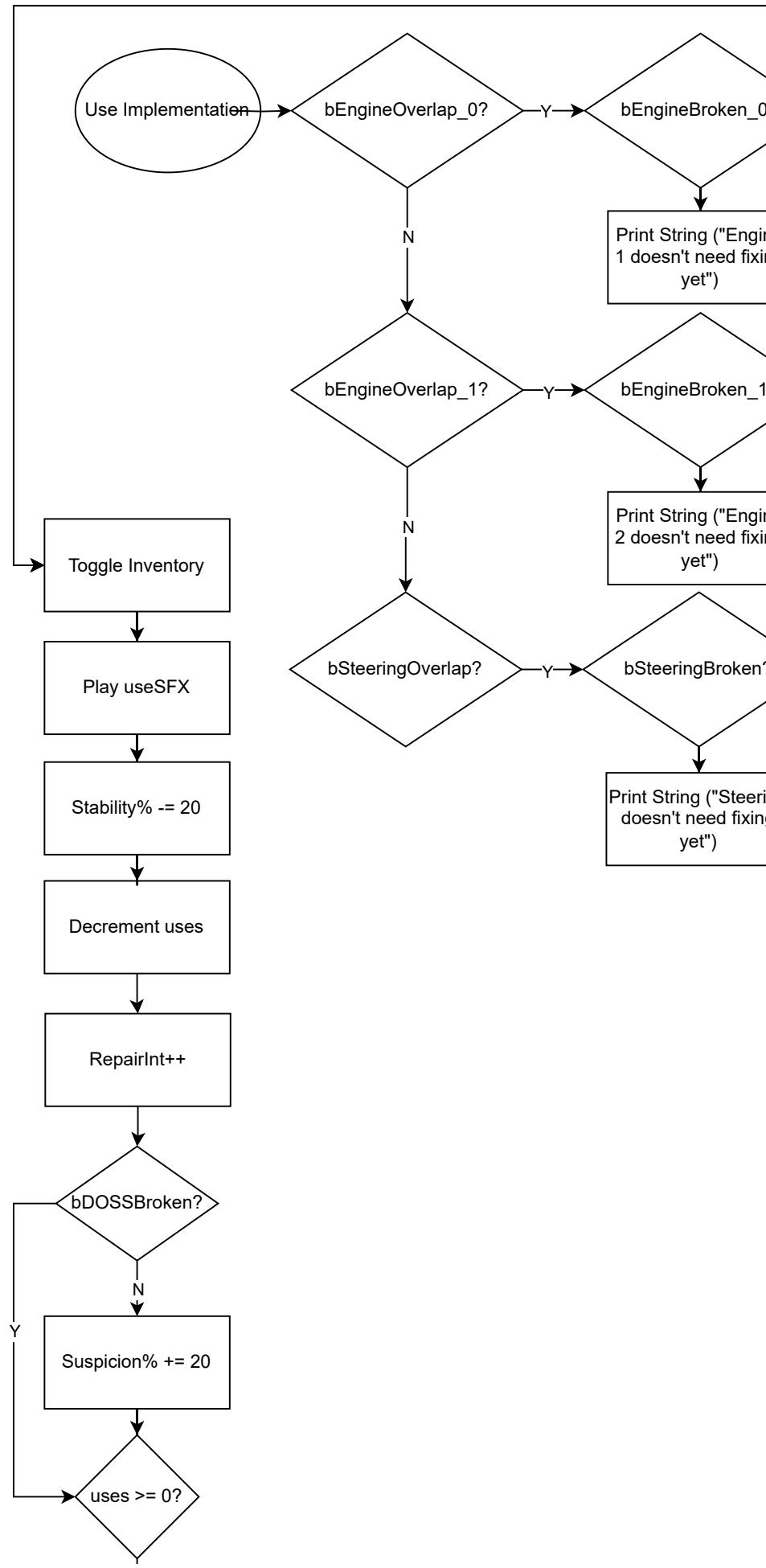


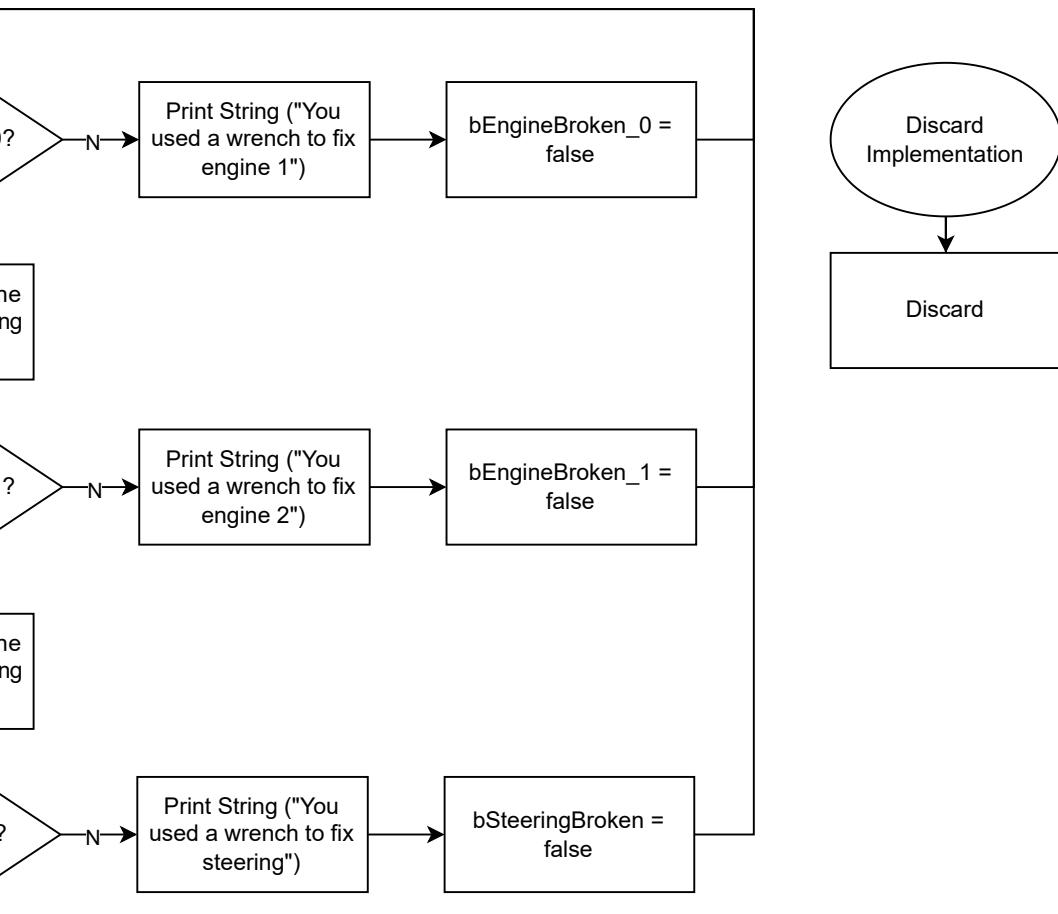


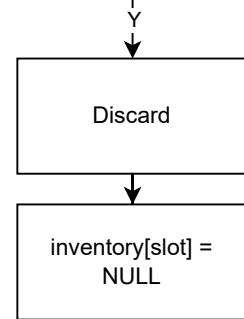








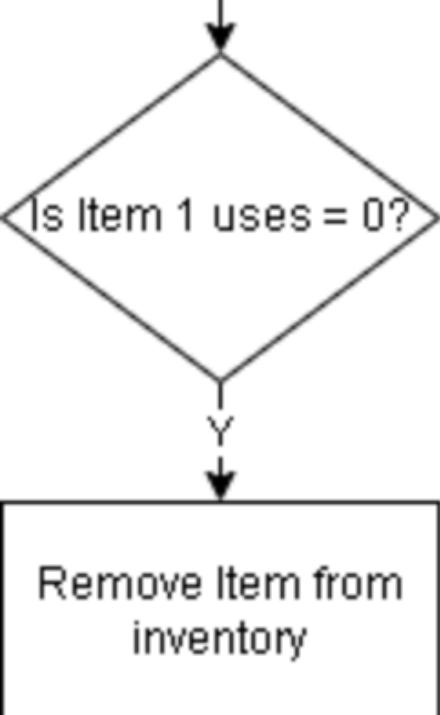




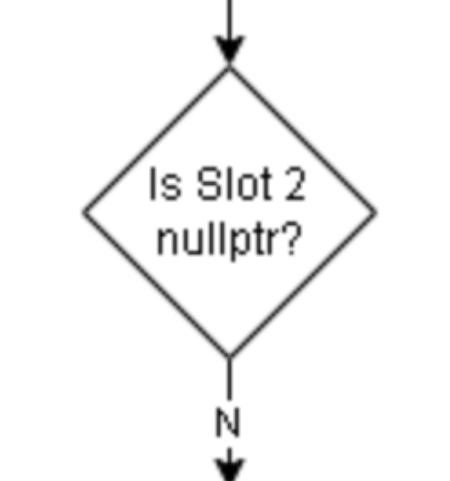
Button 1



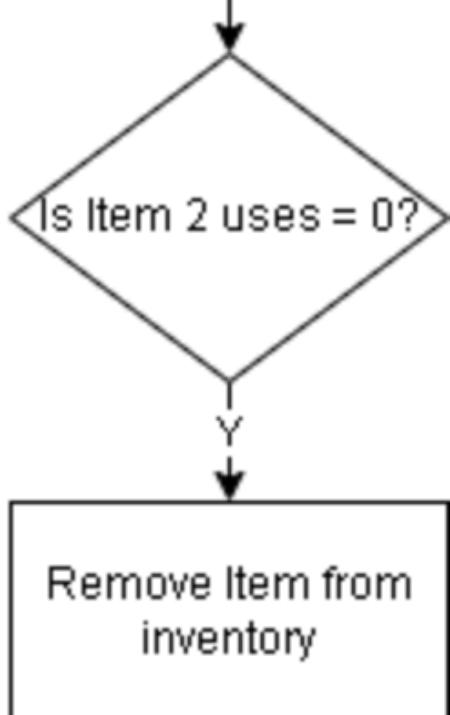
Call Item 1's Use Implementation



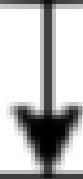
Button 2



Call Item 2's Use Implementation



Discard

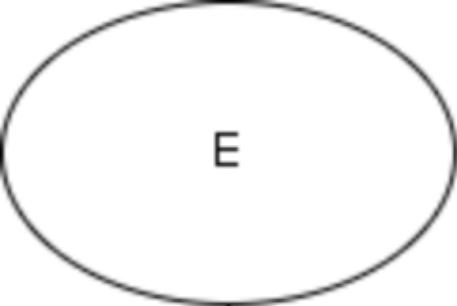


`SetVisibility = true`

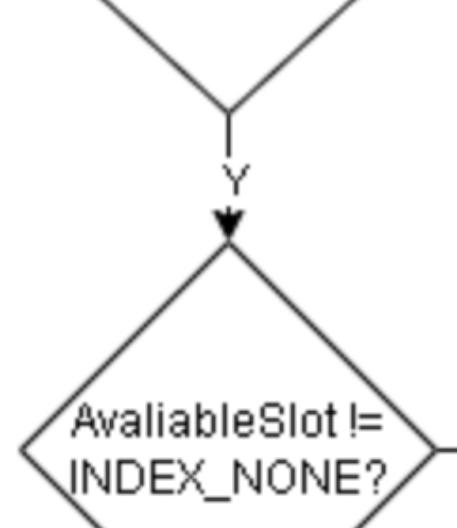


`SetCollisionEnabled
= QueryAndPhysics`





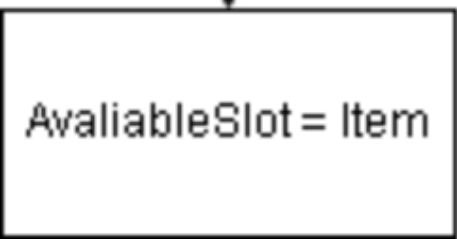
Y



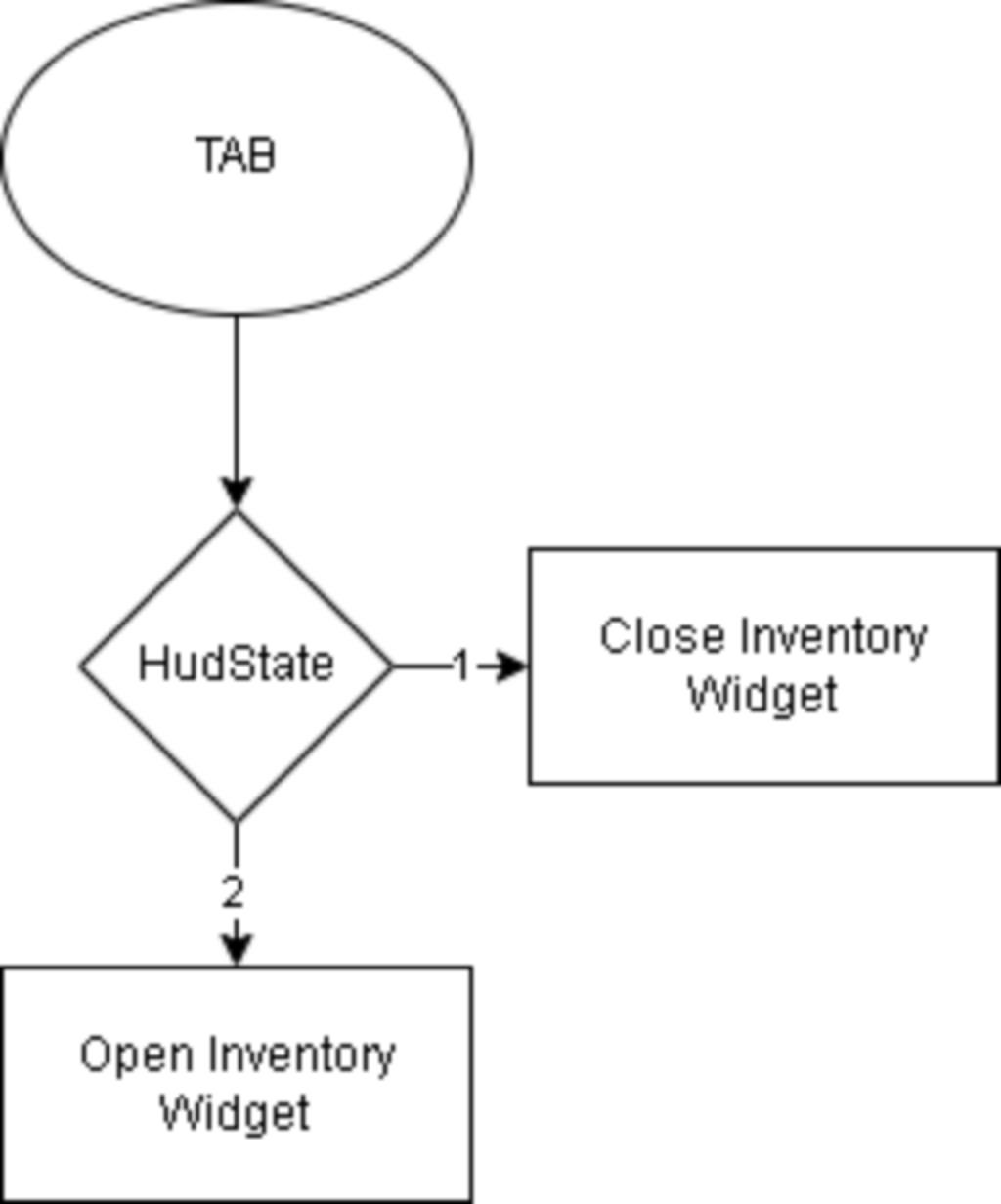
Y →

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

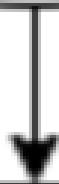
N



A rectangular box containing the assignment statement "AvailableSlot = Item".

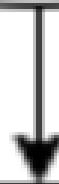


Stability == 0



Destroy Win Widget

RepairInt == 8



Repair Win Widget