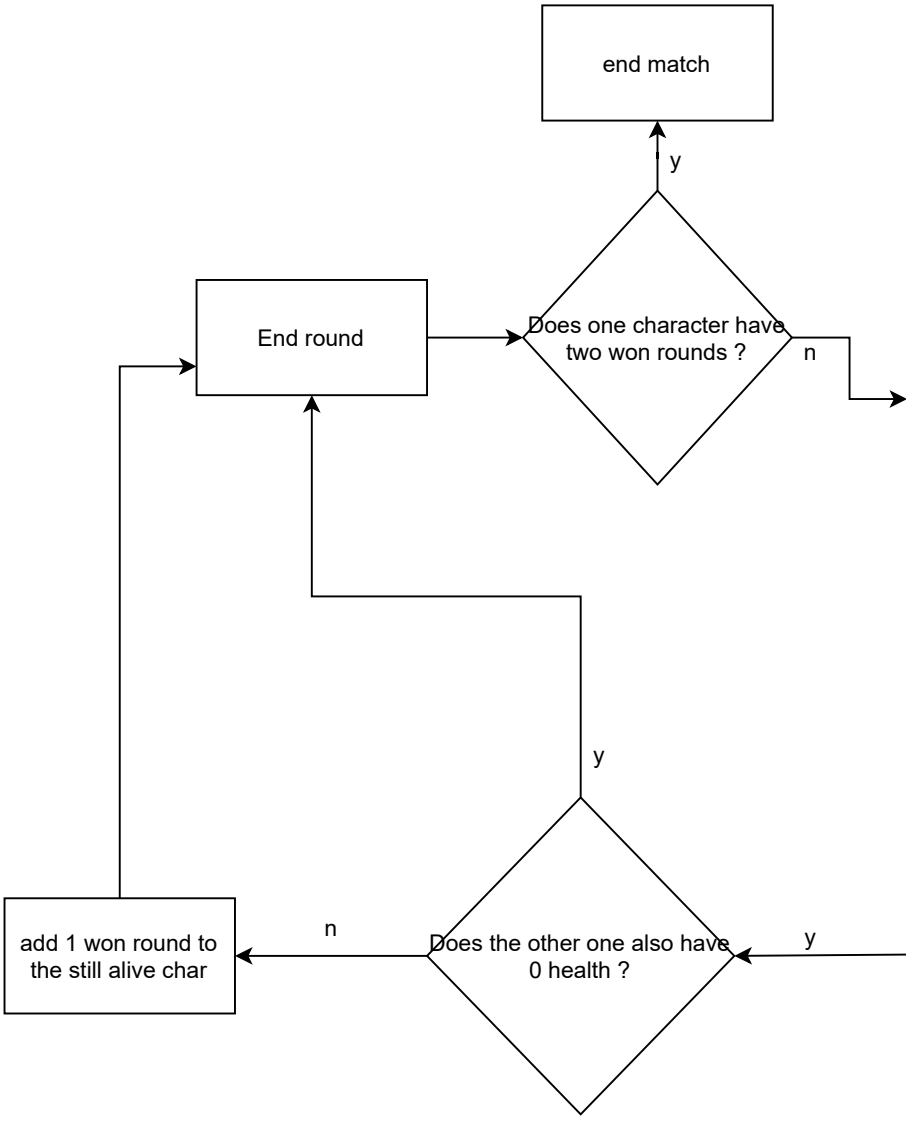
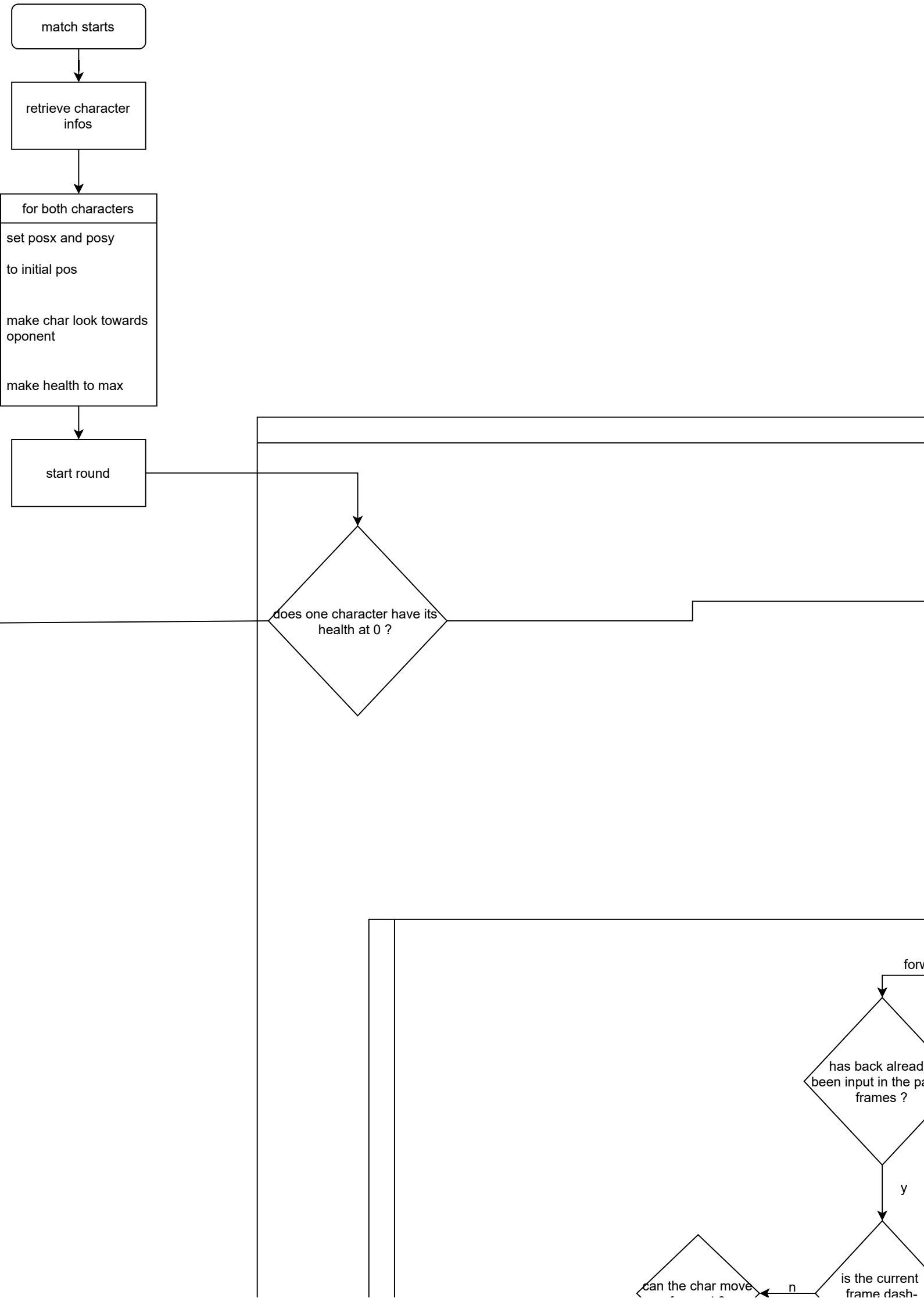
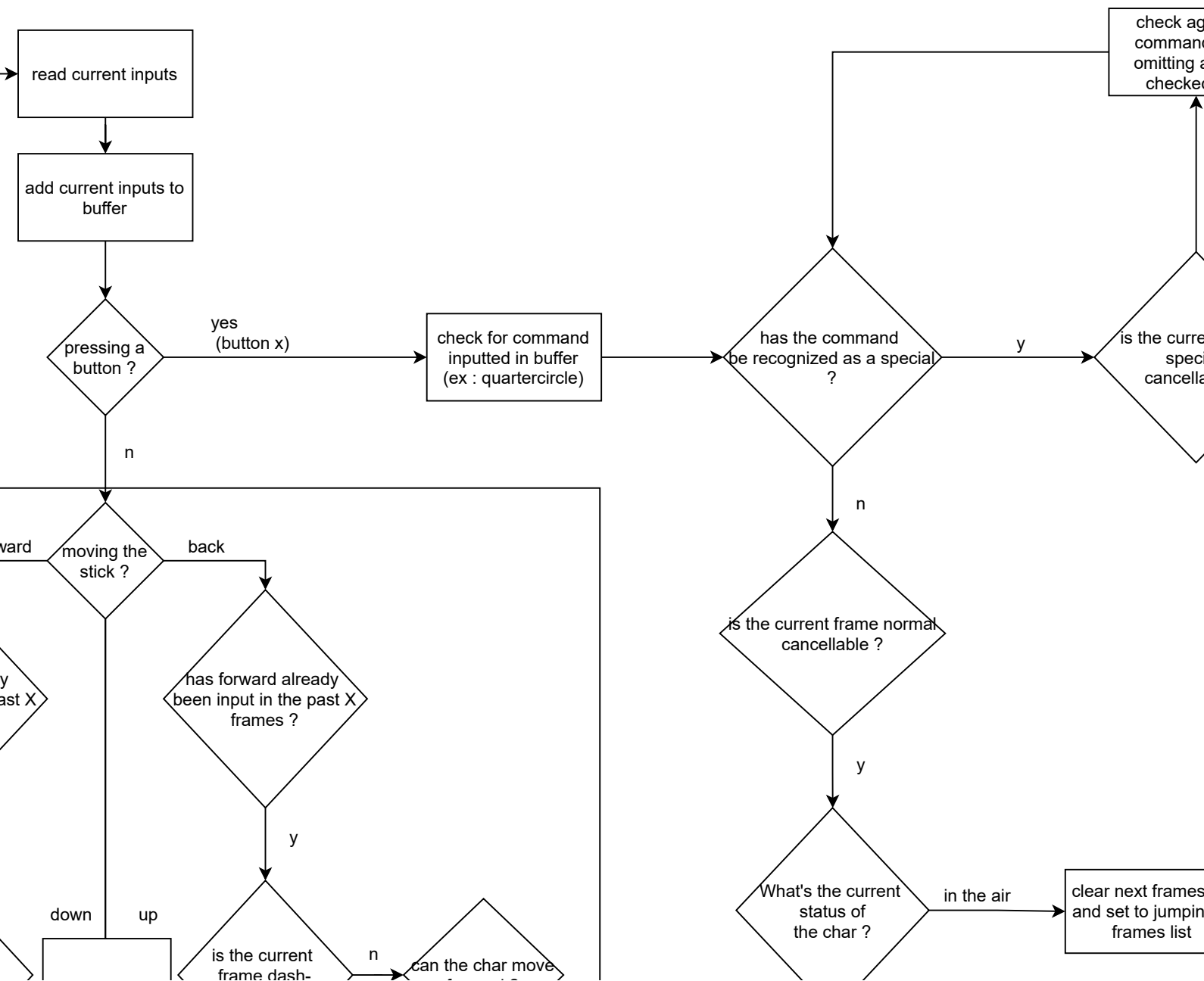
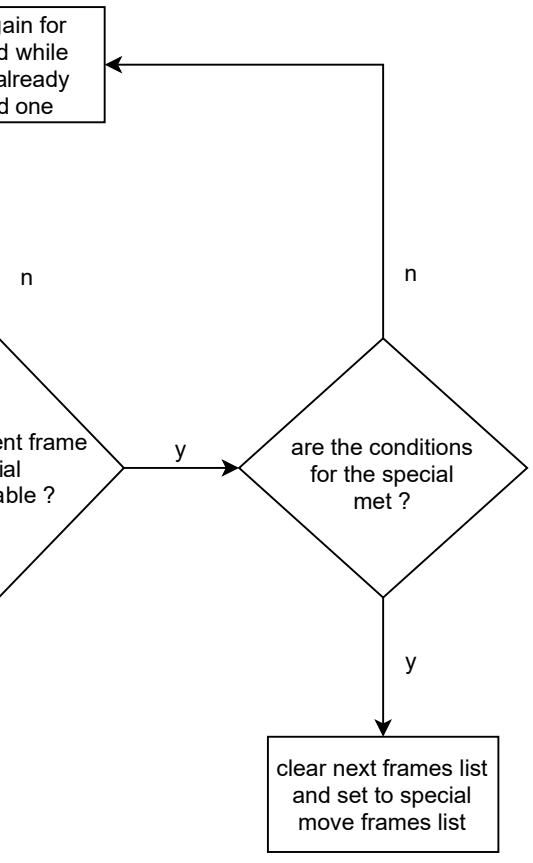
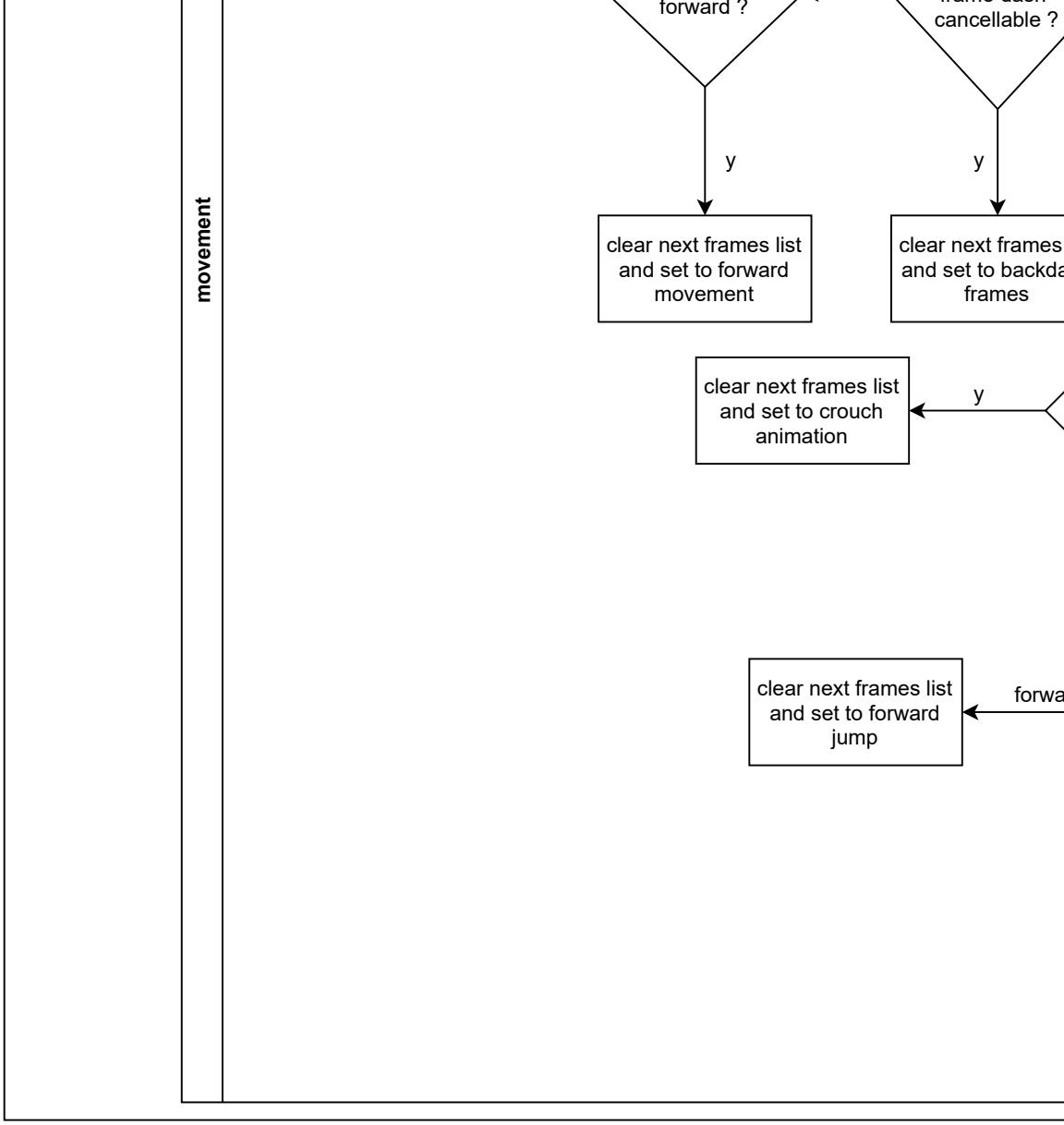

end match
y
End round
Does one character have two won rounds ?
n
y
add 1 won round to the still alive char
n
Does the other one also have 0 health ?
y

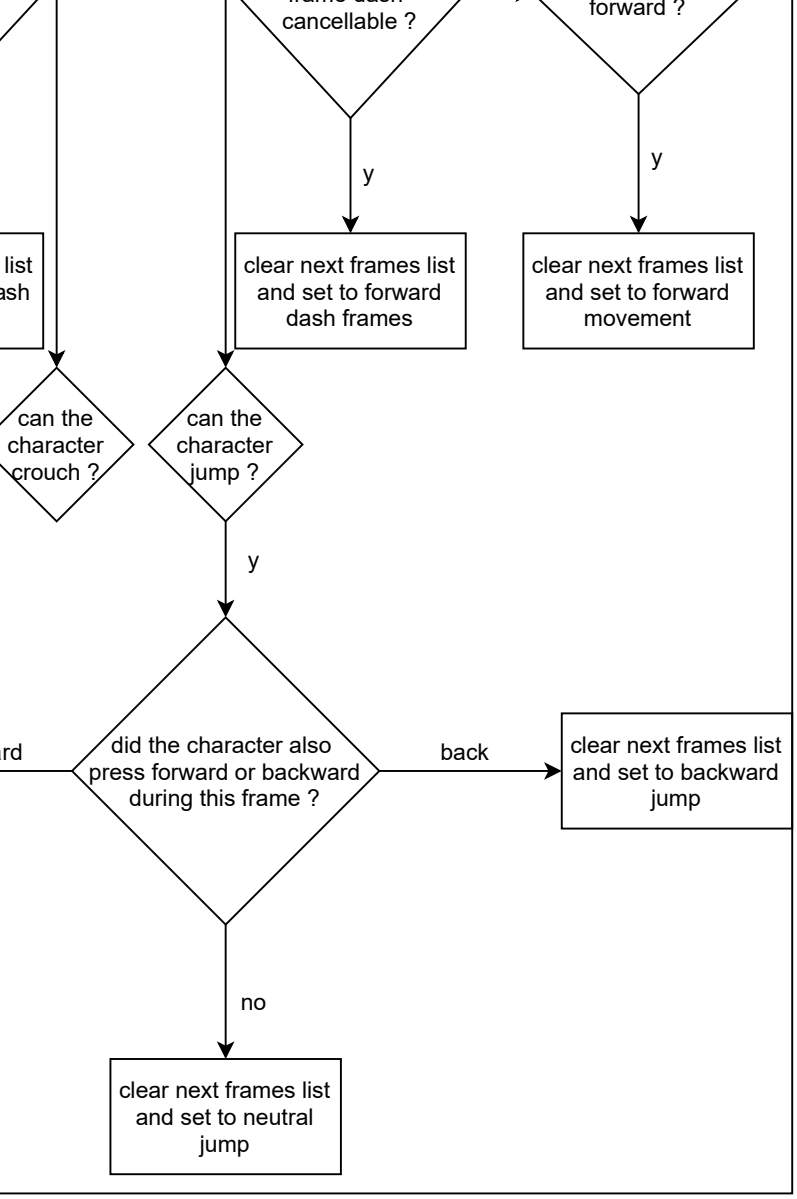

match starts
retrieve character infos
for both characters
set posx and posy
to initial pos
make char look towards oponent
make health to max
start round
does one character have its health at 0 ?
forw
has back alread
been input in the pa
frames ?
y
is the current
frame dash-
can the char move
n

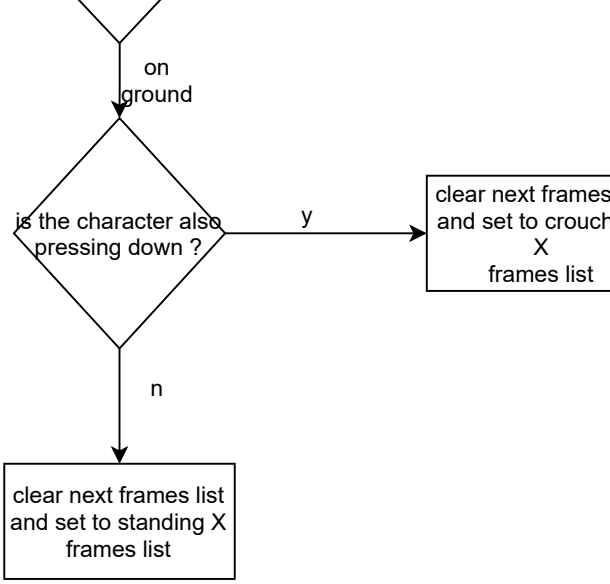
Every frame (1/60 seconds)




ain for
d while
already
d one
n
n
nt frame
ial
able ?
y
are the conditions
for the special
met ?
y
clear next frames list
and set to special
move frames list


movement
forward ?
cancellable ?
y
y
clear next frames list and set to forward movement
clear next frames
and set to backda
frames
clear next frames list and set to crouch animation
y
clear next frames list and set to forward jump
forwa


cancellable ?
forward ?
y
y
clear next frames list and set to forward dash frames
clear next frames list and set to forward movement
can the character crouch ?
can the character jump ?
y
did the character also press forward or backward during this frame ?
back
clear next frames list and set to backward jump
no
clear next frames list and set to neutral jump


on ground
is the character also pressing down ?
y
clear next frames and set to crouch X frames list
n
clear next frames list and set to standing X frames list

list
ning