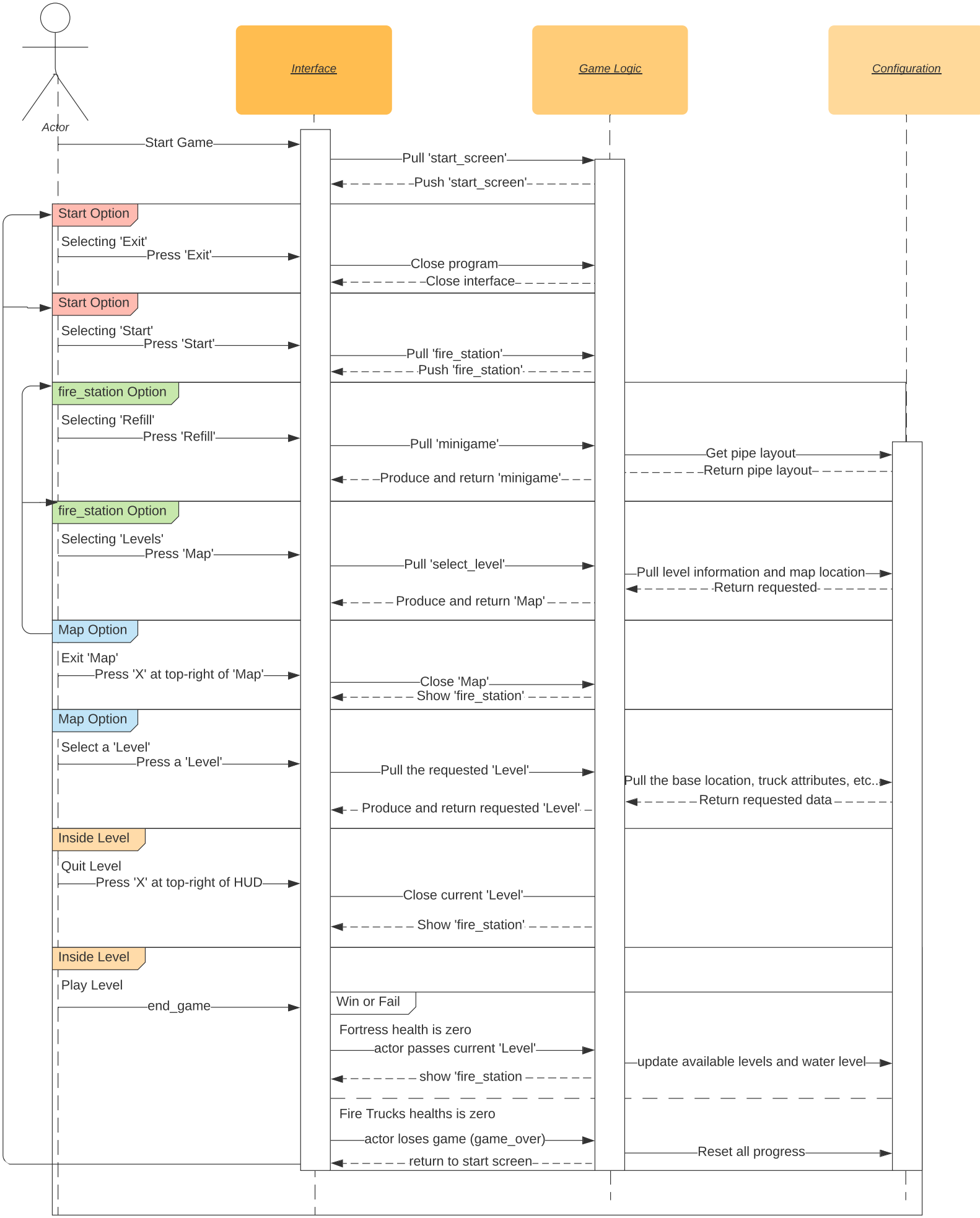
Actor
Interface
Game Logic
Configuration
Start Game
Pull 'start_screen'
Push 'start_screen'
Start Option
Selecting 'Exit'
Press 'Exit'
Close program
Close interface
Start Option
Selecting 'Start'
Press 'Start'
Pull 'fire_station'
Push 'fire_station'
fire_station Option
Selecting 'Refill'
Press 'Refill'
Pull 'minigame'
Get pipe layout
Return pipe layout
Produce and return 'minigame'
fire_station Option
Selecting 'Levels'
Press 'Map'
Pull 'select_level'
Pull level information and map location
Return requested
Produce and return 'Map'
Map Option
Exit 'Map'
Press 'X' at top-right of 'Map'
Close 'Map'
Show 'fire_station'
Map Option
Select a 'Level'
Press a 'Level'
Pull the requested 'Level'
Pull the base location, truck attributes, etc..
Return requested data
Produce and return requested 'Level'
Inside Level
Quit Level
Press 'X' at top-right of HUD
Close current 'Level'
Show 'fire_station'
Inside Level
Play Level
end_game
Win or Fail
Fortress health is zero
actor passes current 'Level'
update available levels and water level
show 'fire_station
Fire Trucks healths is zero
actor loses game (game_over)
Reset all progress
return to start screen