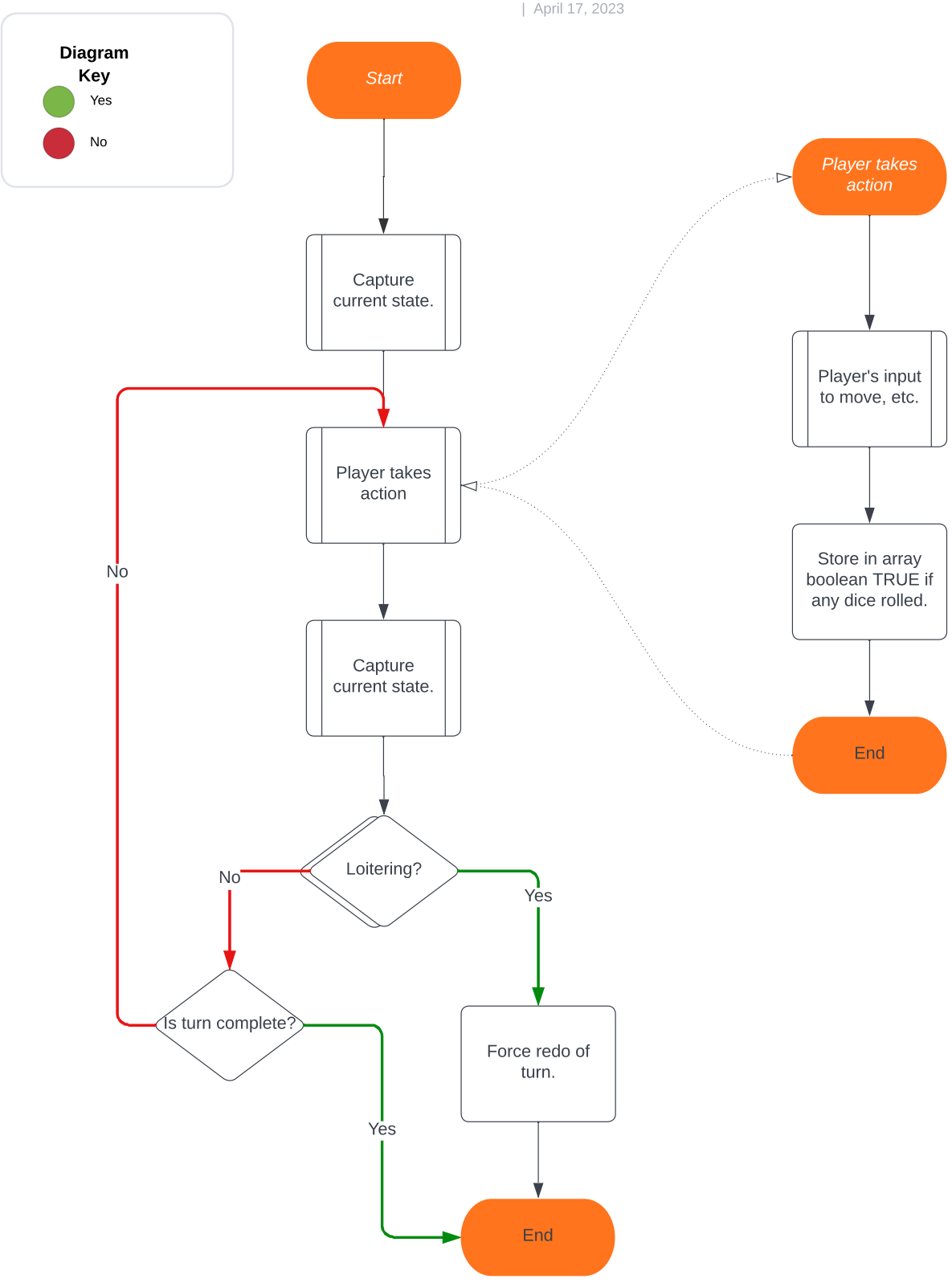
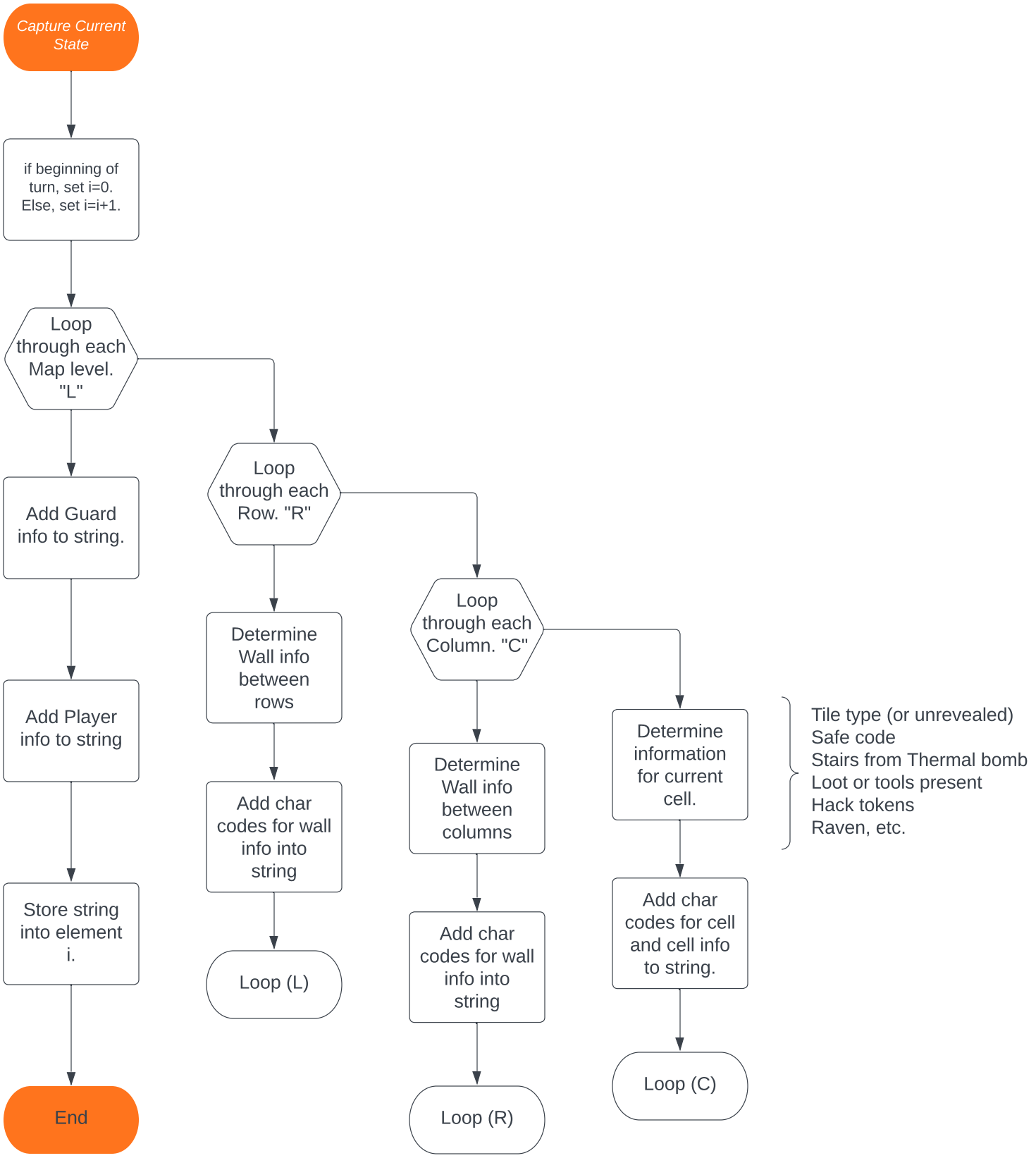
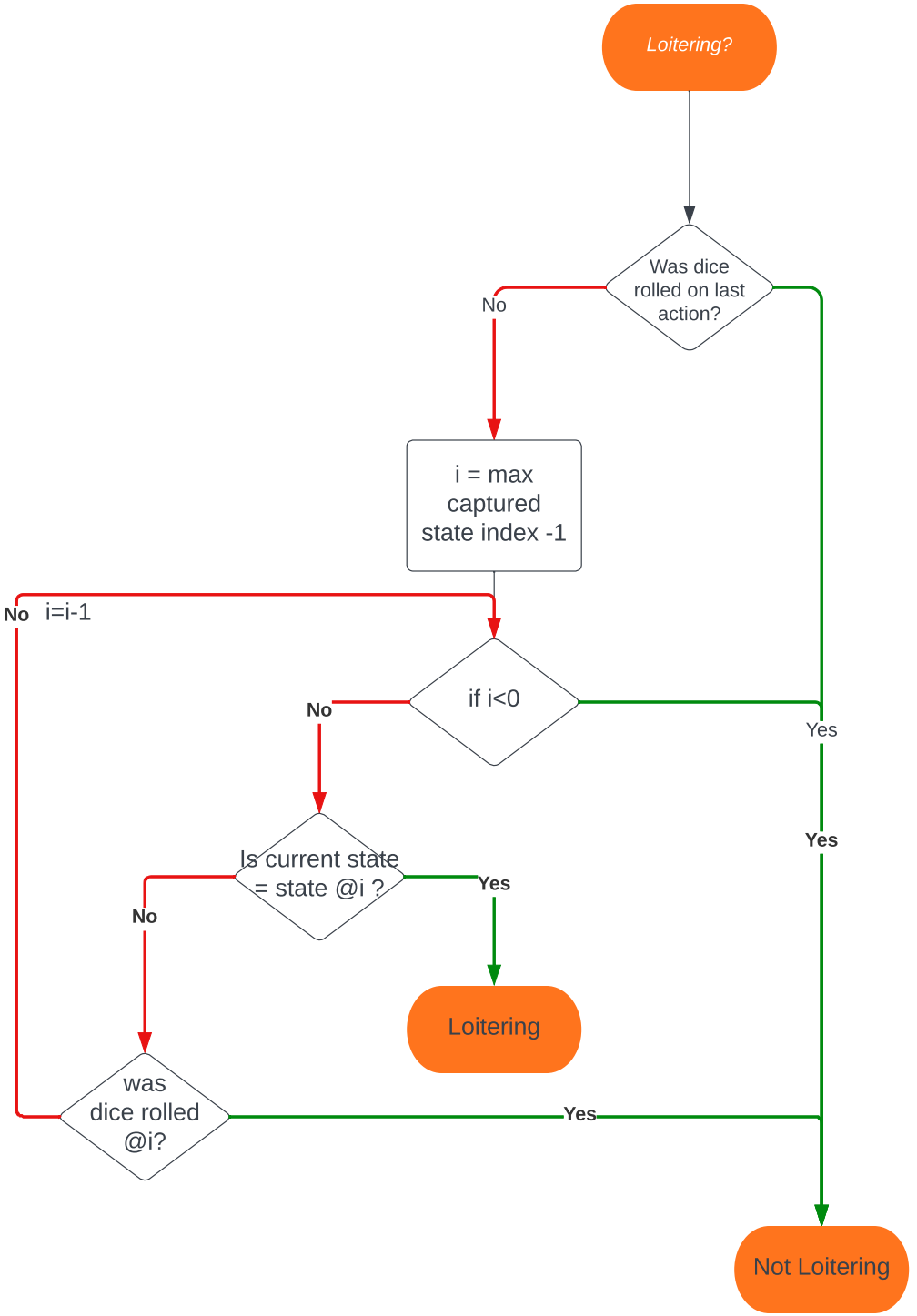
Burgler Bros - Loitering Check

| April 17, 2023




Capture Current State
if beginning of turn, set i=0. Else, set i=i+1.
Loop through each Map level. "L"
Add Guard info to string.
Add Player info to string
Store string into element i.
End
Loop through each Row. "R"
Determine Wall info between rows
Add char codes for wall info into string
Loop (L)
Loop through each Column. "C"
Determine Wall info between columns
Add char codes for wall info into string
Loop (R)
Determine information for current cell.
Tile type (or unrevealed)
Safe code
Stairs from Thermal bomb
Loot or tools present
Hack tokens
Raven, etc.
Add char codes for cell and cell info to string.
Loop (C)


Loitering?
Was dice rolled on last action?
No
Yes
i = max captured state index -1
No
i=i-1
if i<0
No
Yes
Yes
Is current state = state @i ?
Yes
No
Loitering
was dice rolled @i?
Yes
Not Loitering