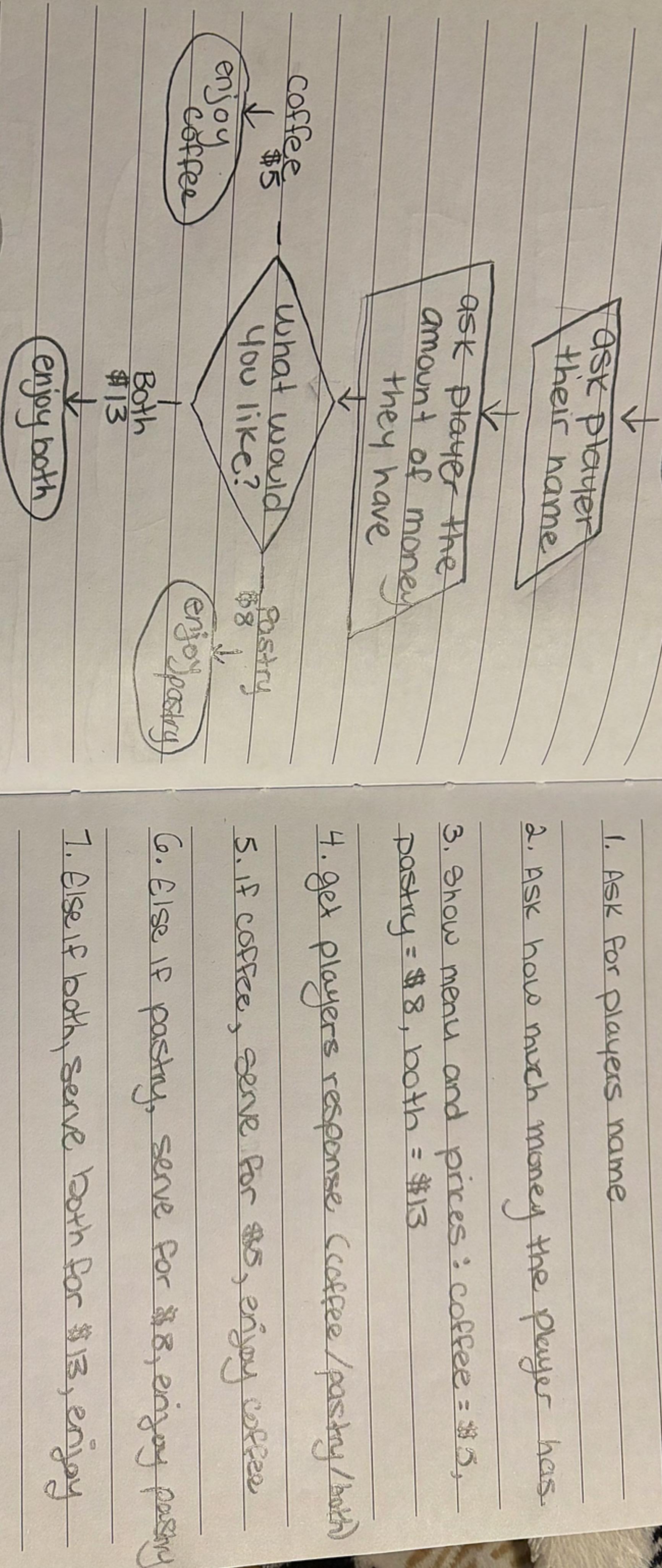


Option #2 COFFEE SHOP

Start



Option #2 COFFEE SHOP

1. Ask for players name

2. Ask how much money the player has.

3. Show menu and prices: coffee = \$5,
pastry = \$8, both = \$13

4. get players response (coffee / pastry / both)

5. if coffee, serve for \$5, enjoy coffee

6. if pastry, serve for \$8, enjoy pastry

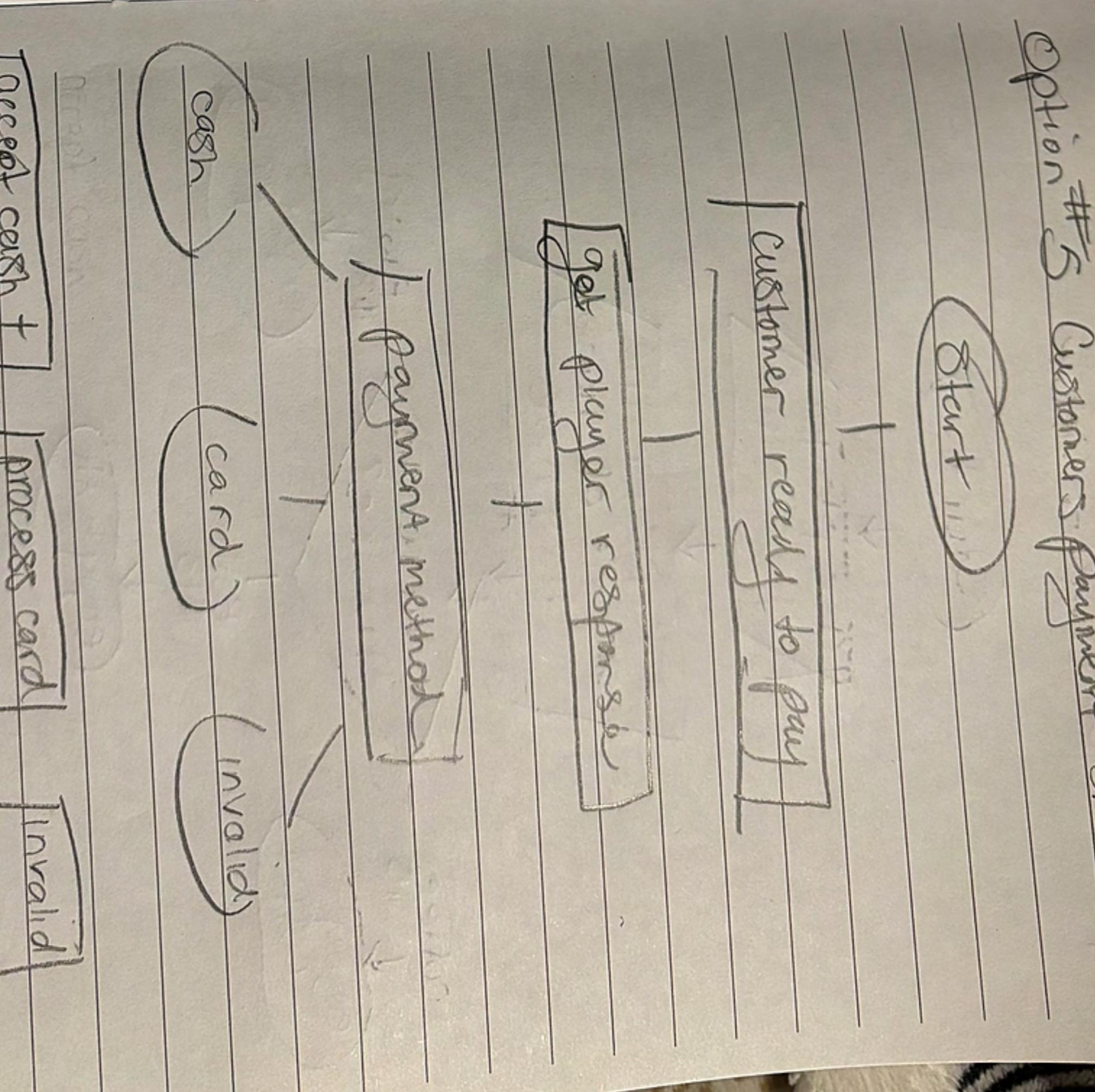
7. else if both, serve both for \$13, enjoy

* more game studio
create story visual studio
on



Option #5 - Customers payment choice

1. Tell player a customer is ready to pay
2. Tell player their options: cash or card
3. Get player response
4. If cash, indicate the player accepts cash and gives change
5. Else if card, indicate the player processes the card payment
6. else, invalid



option #4 Handling a cat nap spot

1. Tell player a cat is looking for a nap spot
2. Tell player options: window seat or cat tree
3. Get player response
4. If window seat, indicate the cat curls up in the sun
5. else if cat tree, indicate the cat climbs and naps on top
6. else, invalid
7. regoin at end

option #4 Handling a cat nap spot

Start

Cat looks for nap spot

Get player response

Where should the cat nap?

Window Seat

Cat tree

Invalid

Invalid

Cat curls in

Cat naps on

Invalid

Sun

Cat tree

Invalid

End

option #3 Daily operations

1. Tell player it's morning at the cafe
2. Tell player their options: open early or clean first
3. get players response
4. If open early, indicate customers arrive quickly
5. else, if clean first, indicate the cafe is spotless.
6. else, indicate invalid option
7. all paths regoin to end

option #3 Daily operations

Start

morning at cafe

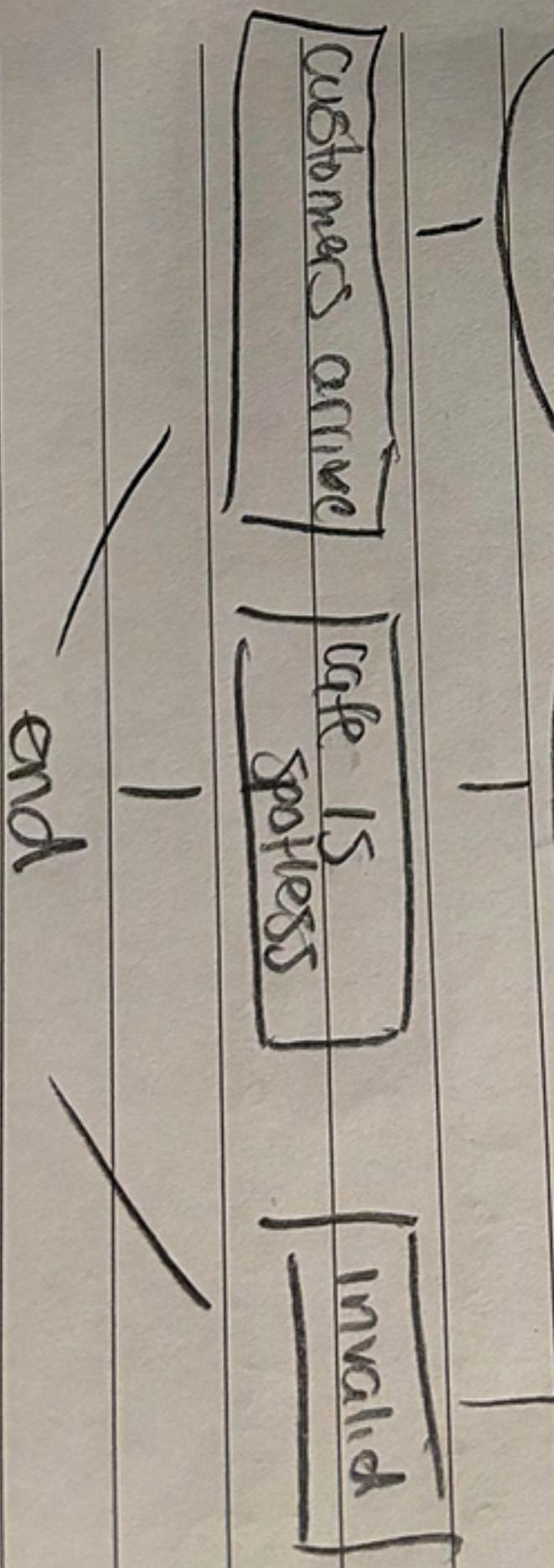
get player response

What will you do first?

open early

clean

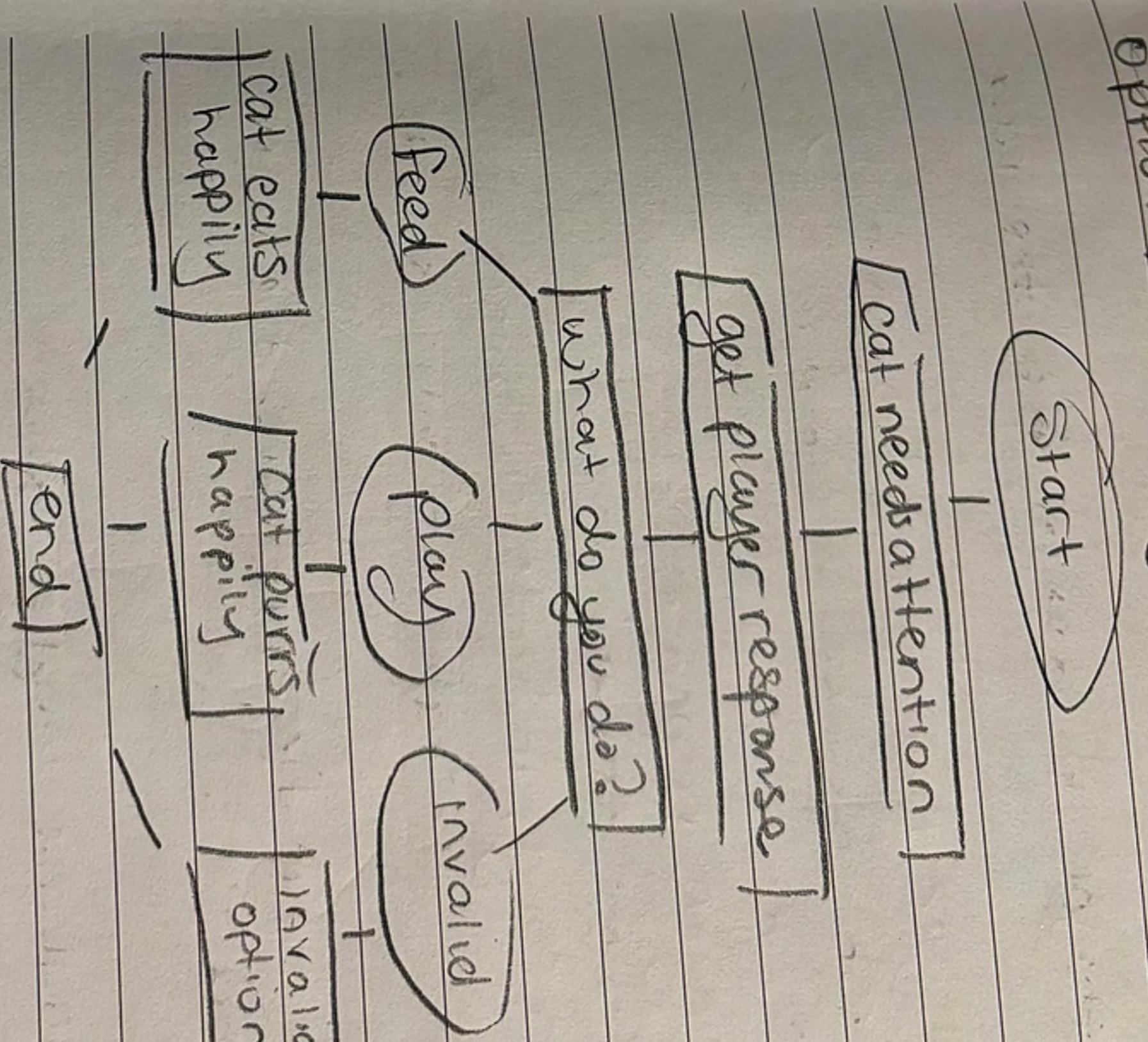
invalid



Option #1 managing cats

1. Tell the player one of the cats needs attention
2. Tell player their options: feed cat or play with cat
3. get players response
4. if feed cat, indicate the cat eats happily
5. else if play with cat, indicate the cat purrs while playing
6. else, indicate invalid option
7. all paths join to end

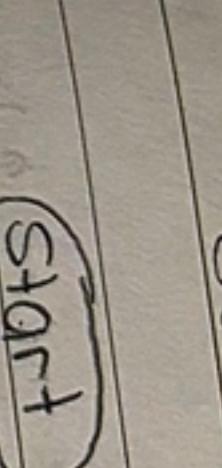
Option #1 managing cats



Option #2 Serving customers

1. Tell player a customer has walked in.
2. Tell player their options: coffee or pastry
3. Get players response
4. If coffee, indicate the customer enjoys their coffee
5. Else if pastry, indicate customer enjoys pastry
6. Else, indicate invalid option.
7. All paths rejoin and program ends

option #2
Cat Cafe



Serving customers

REDO