User

Clicks/Buttons
(input from user)

UI Layer
(Konva display,
buttons, menus)

Game Controller
(Main Logic; controls flow &
handles events)

**Mini-Game
Engine -->
Level
Complete**

**Question
Engine**

Data Manager
(local storage)

**Provides
questions**

Load progress from
data manager to
analytics view

Load questions into
analytics

Analytics View
(Progress UI)

Help System
(hints/videos)

**Figure 1. Components-and-Connectors
(Dynamic) View**

This view shows major runtime components
and their interactions during gameplay.

The design supports **usability** (direct Help
access, immediate UI feedback),
modifiability (independent mini-game
modules), and **performance** (local storage
and event-driven architecture)

Diagram Key	
Symbol	Meaning
▭	Component
⟷	Bidirectional data or event flow
→	Command or request from one component to anither
⛁	Data storage