* **The various states that an app can enter on your platform of choice**
  + After entering the app, players can choose to start the game and enter the start state.
  + The game state is divided into start and pause, in the pause state the user's current data will be protected, and after resuming the start state the data will be restored.
* **The various states that you must consider for your app, why you must consider it, and what must happen in each state.**
  + When the user mistakenly touches the lock button, or mistakenly exits the app, the game can enter a pause state, store the user's score information, and restore the data after the user re-enters the game.
  + We consider designing a game prop that allows the player to enter a state of invincibility, in which the player is allowed to manipulate the icon across poops without taking damage.
  + When sharing the game allows players to give their poops to their friends, thus having the corresponding number of poops in the initial state of their friend's opening game.