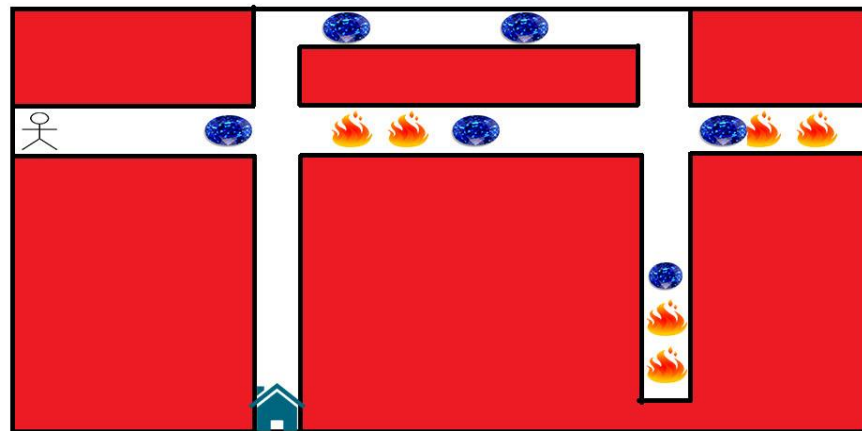


Game Scenario-1 Gems Picker



1. Player has to collect the gems.
2. He will be having skill set 1 in this stage which contains:
 - Turnleft()
 - Turnright()
 - Moveup()
 - Movedown()
3. Skill set 2 will be decisions for example:
 - If(obstacle)->action
4. So this stage will complete as he will collect 3 gems if player tries to collect other gems then he will die as he is not having decision skill set.
5. In this stage player will understand use of built in functions.