🎮 Minigame Training Session Activity Flow

User Opens Training Section — Authenticated user accesses main training area

Select Minigame Type — Choose from:
• Pattern Recognition
• Social Intuition
• Decision Making
• Creative Intuition

Choose Difficulty Level — Options:
• Easy
• Medium
• Hard

System Initializes Game Session — Load game assets / Set up scoring system / Start session timer

Game Play Loop

Present Challenge/Scenario — Show visual, audio, or text-based challenge

User Responds Intuitively — User makes choice based on gut feeling

System Provides Immediate Feedback — Show correct/incorrect / Explain reasoning / Update running score

More Challenges? → yes (loop back) / no ↓

Calculate Final Results — Compute:
• Overall accuracy
• Response speed
• Intuition strength score

Display Performance Summary — Show scores, insights, and improvement areas

Update User Progress — Update:
• XP and level
• Daily streak
• Achievement progress
• Personal analytics

Play Again? — yes → Select Minigame Type / no

End Training Session — Save progress / Return to main menu

Legend:
- User Activities
- Decision Points
- Start/End Points
- → Process Flow

Generated for Intuition Training App - Minigame Training Session