

**Your design should include:**

**1. Screens and Dialogs:**

- Create an image for each major screen and dialog in your app.
- Show all widgets in their proper placement.
- Name each screen and provide text explaining how actions on one screen lead to other screens.

**2. Widget-Free Apps:**

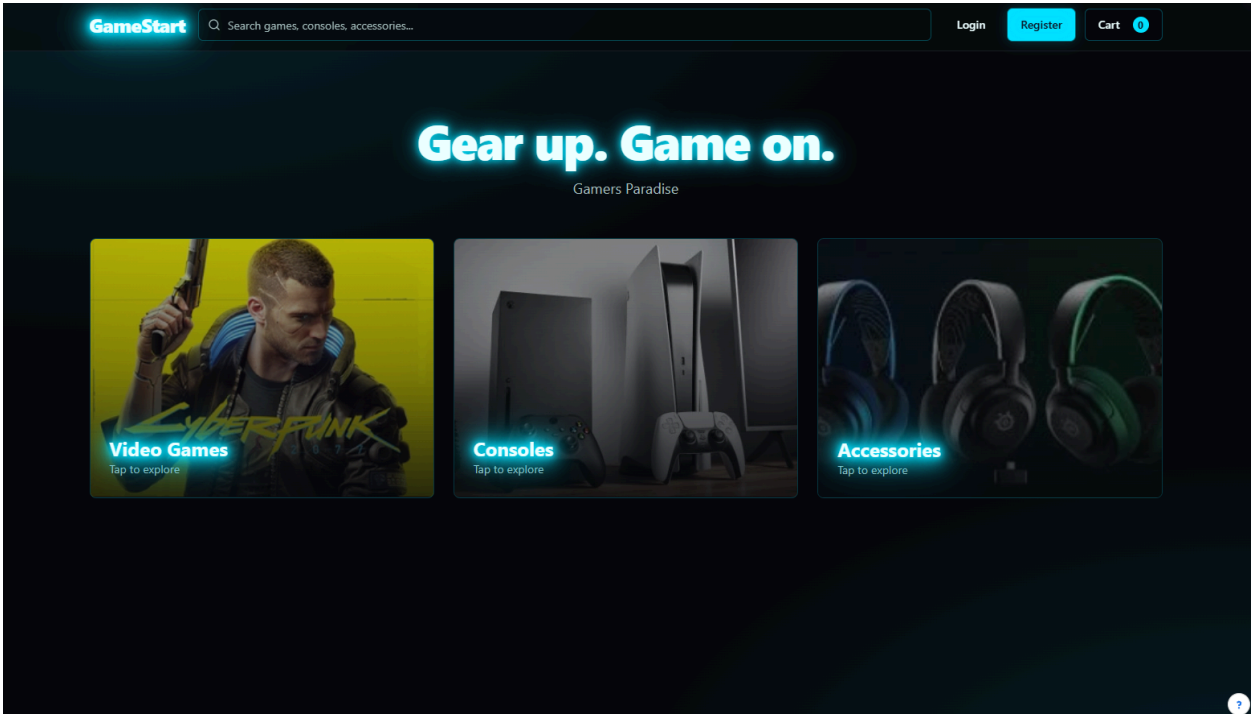
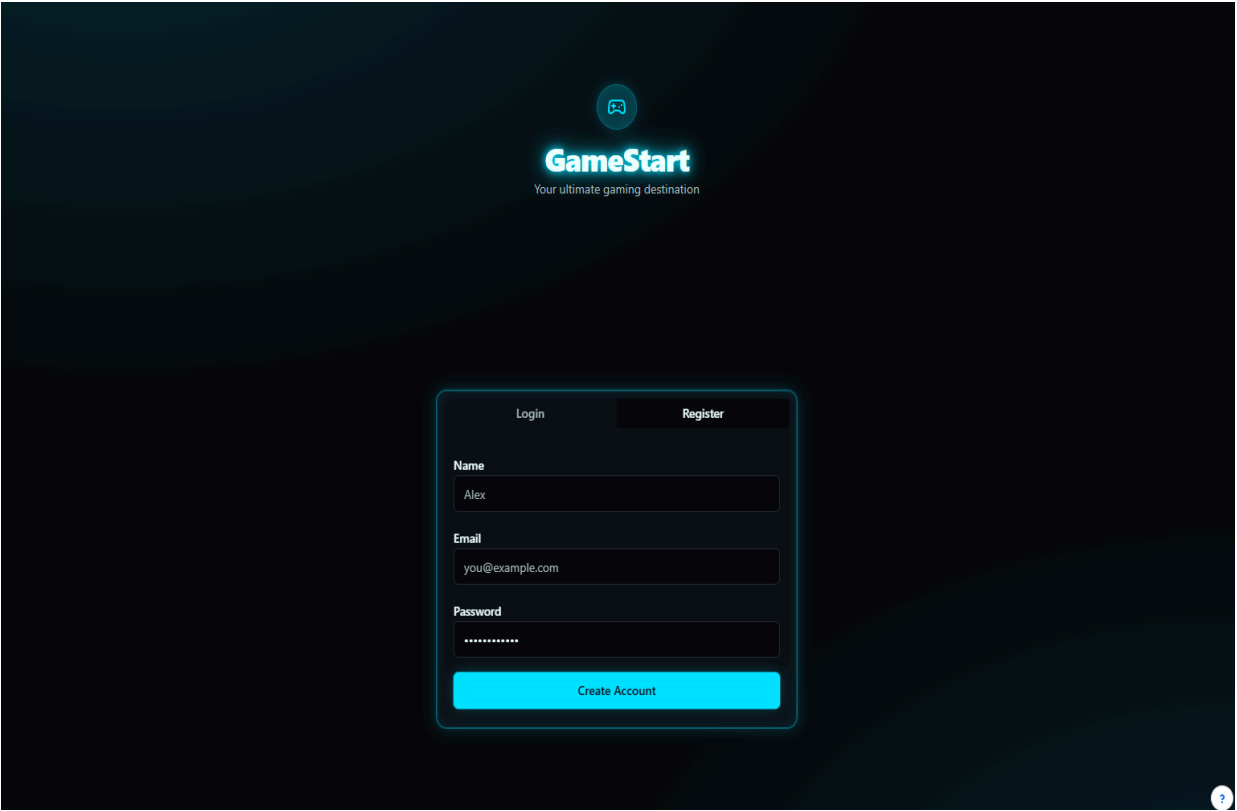
- Include diagrams for all major 'areas'.
- Provide animation stills detailing common animations
- Use storyboards if they are more relevant to your game.

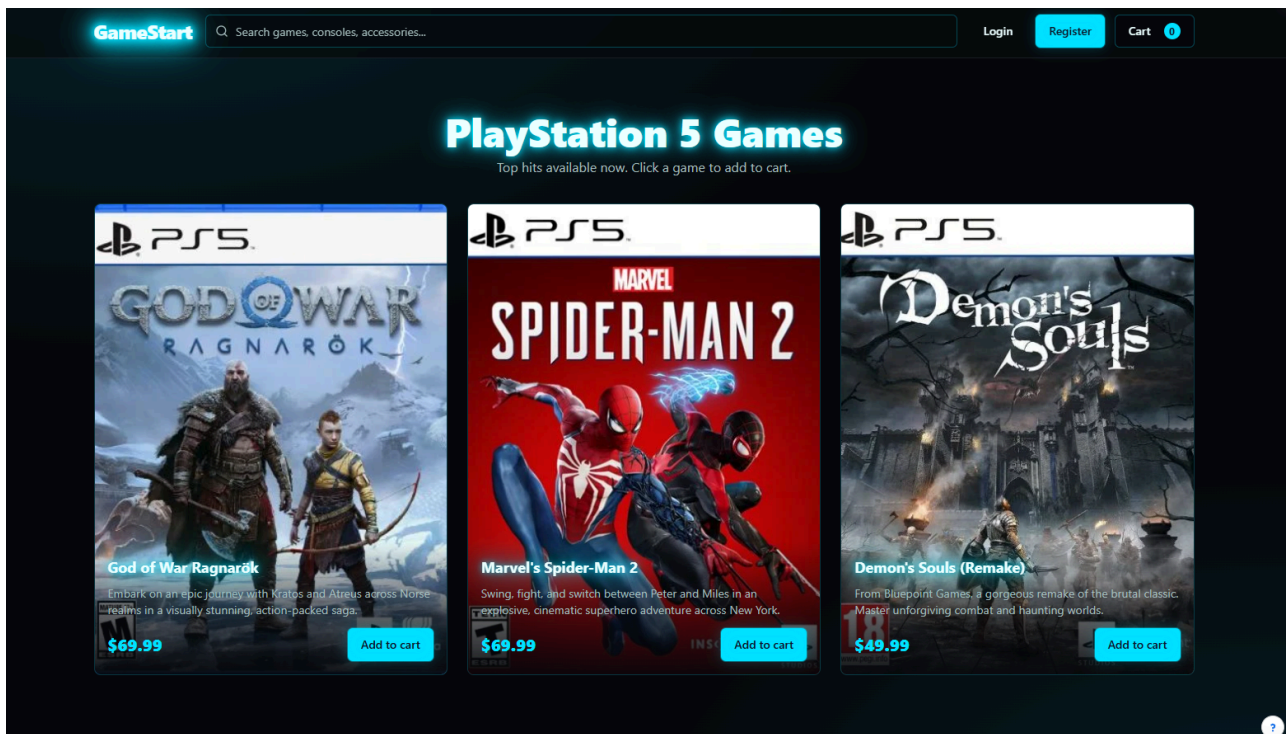
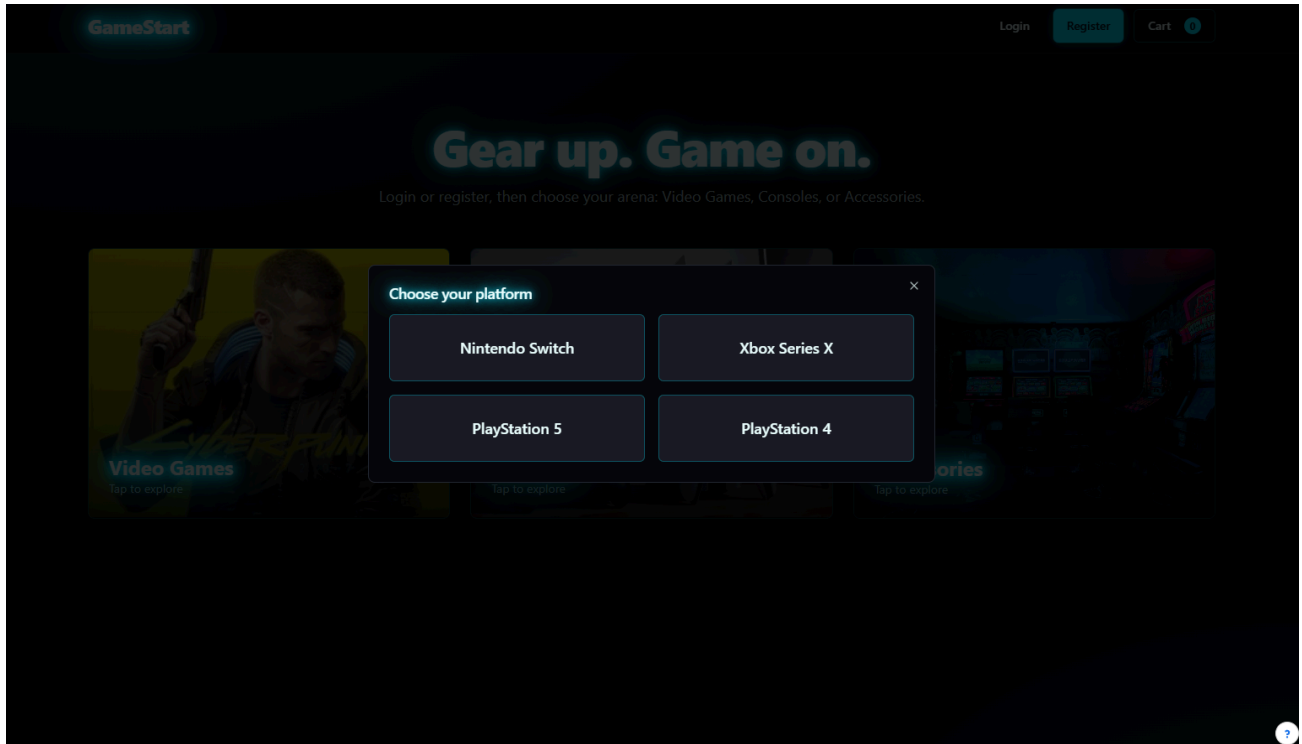
**3. A process flow** is a visual representation of the steps and decisions in a process, often depicted in a flowchart or diagram. It is **the sequence of steps or actions that define how a task or project moves from start to finish.**

This is the builder I used

<https://ee5fc77b95d0407490eef3227e34fce6-main.projects.builder.my>

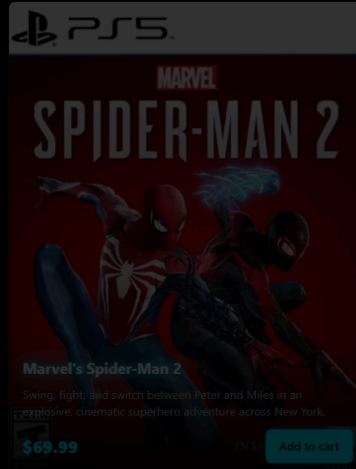
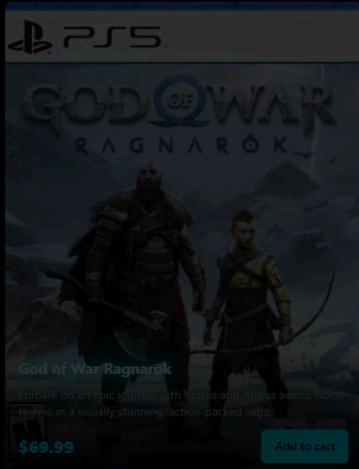
Builder.io





## PlayStation 5 Games

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