

Decision Maker

← H1

Banner

ROCK, PAPER SCISSORS

← H2

H3

Choice 1

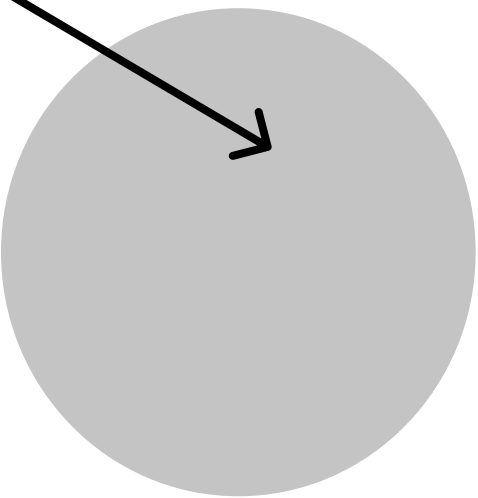
H3

Choice 2

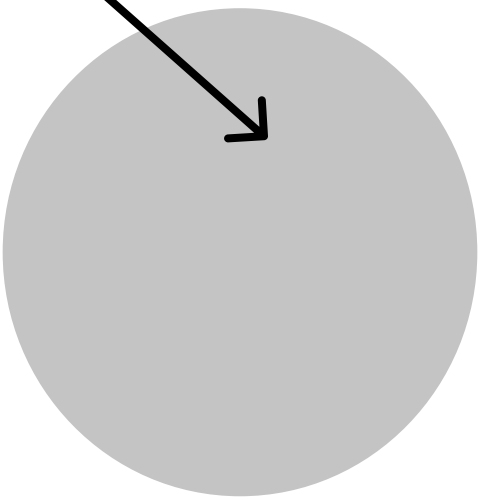
input box

← input box

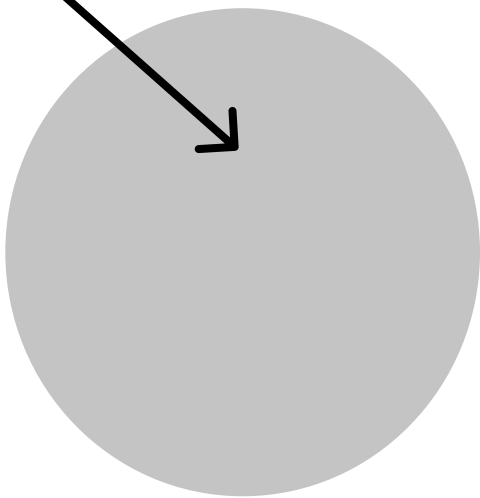
Icon 1



Icon 2



Icon 3



Play button



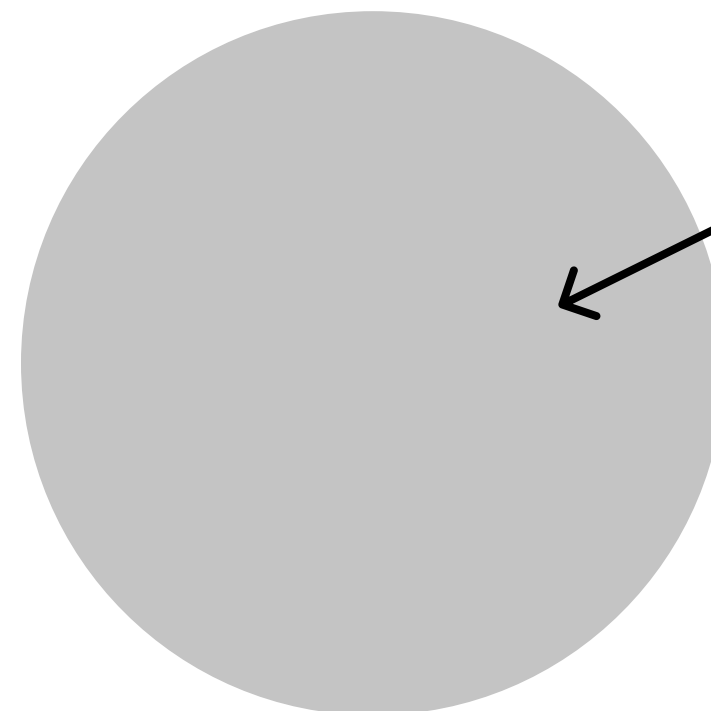
Decision Maker ← H1

Banner →

ROCK, PAPER SCISSORS ← H1

H2 →

Text stating which decision has been made



Winning
icon →

Text

YOU WIN! ... beats...!



Play button →