Time=20

Score=0

Time=Time-1

Swipe Objects

Countdown Start

Objects Instantiate

Instantiate Splash

Score=Score+1

Instantiate Explosion

Score=Score-2

GUIText=”You Win”

Display Score=Score\*10

GUIText=”Game Over”

Enable Restart Button

Object=”pot”

Time=0

Score>=20

Click Restart Button

Yes

No

Yes

Yes

No

No

No

Yes