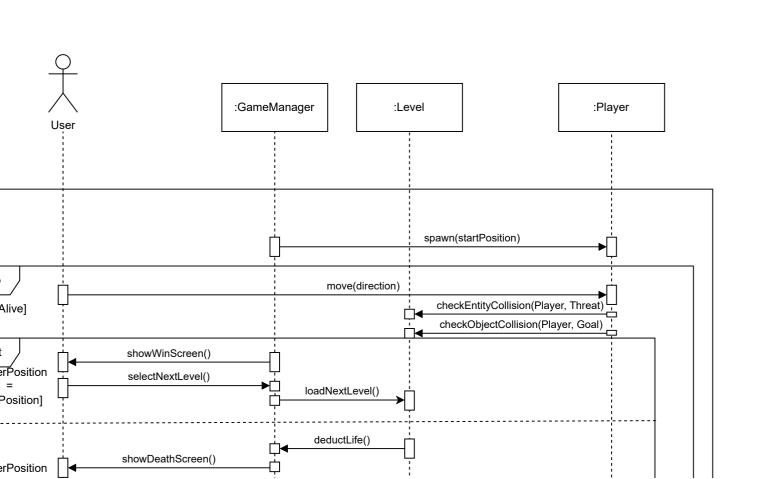loop

[lives > 0]

loop

[player/

alt

[playe

goall

- - - - -

[playe

User

:GameManager

:Level

:Player

spawn(startPosition)

move(direction)

[Alive]

checkEntityCollision(Player, Threat)

checkObjectCollision(Player, Goal)

showWinScreen()

erPosition

selectNextLevel()

=

Position]

loadNextLevel()

deductLife()

showDeathScreen()

erPosition

threat

=
tPosition]   selectRespawn()

showFailScreen()

selectRespawn()

User

Play Button : Button

:Quiz

:GameManager

pressButton()

beginQuiz()

start()

loop

[timer > 0]

generateQuestion()

getInput()

input

checkAnswer(input)

result

alt

[result = true]

addMoney(questionValue)

[result = false]

popUp("Incorrect Answer")

decrementTimer()