Assumption: Target platform is Steam or tablet, but you must clearly identify which.

Review the following documents:
- Persona: Felicity
- Persona: Leon
- Persona: Erica
- Persona: Jimmy Junior
- Game Design: Reverie

Using the User Scenario Flows created in Assignment 2, aggregate all of the UI states and functions required for each state into a master list to create a mindmap that lays out the Information Architecture of the game. Clearly indicate which states represent a UI state versus a function of that UI state.

Add any necessary UI states that were not required for your User Scenario Flows (there should be few of these!).

Do not duplicate UI states in this mindmap. Use a marker icon and add a note to indicate where to link to elsewhere in the mindmap.

The green circle in the below example should contain all your column headers from your User Scenario Flows. The red circle in the below example should contain all the states and state functions identified in one column of your User Scenario Flows, aggregated across all 16 flow diagrams.
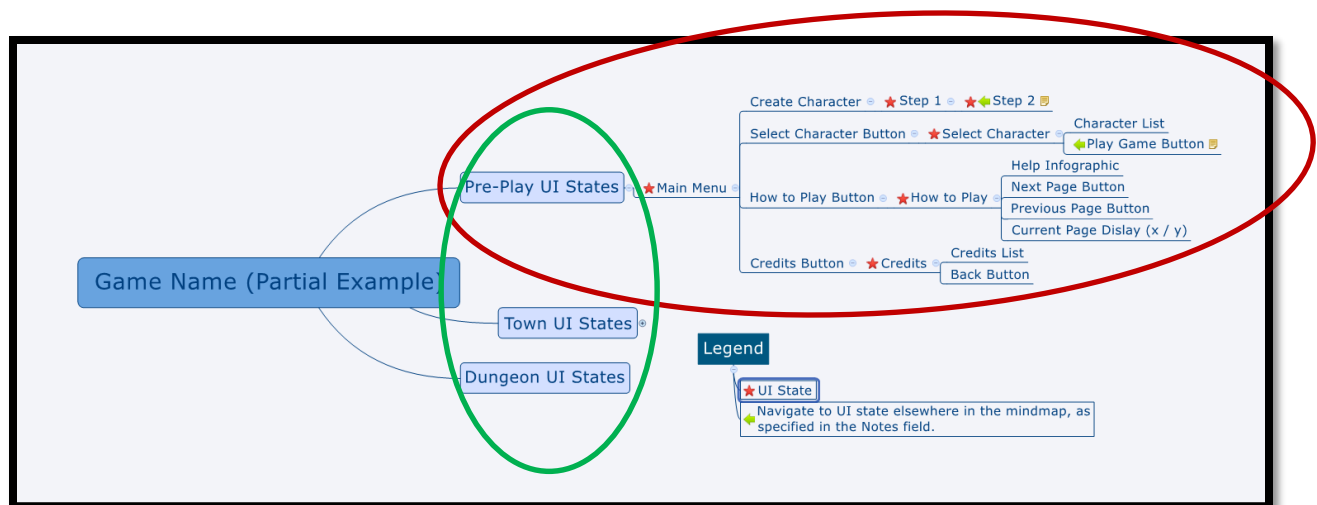
A digital version of the mindmap must be submitted to Moodle by 11:55pm of the due date (only Xmind 6 format is accepted).