Behavioral – State Machine Diagram

Reading Card

Reading PIN

Type of Transaction

Execute Transaction

Eject Card

Card read successful

PIN read successful

Transaction Chosen

User finished

Card read unsuccessfully

Too many invalid PINS

Cancel

Choose another transaction

Encounters Finish Line and Wins

Player Avoids Final Obstacle

Comes to Another

Player Moves Forward

Does Not avoid in time, loses game

Runs Forward

Runs Forward

Player Encounters Obstacle

Player Starts Game