**ARCHITECTURAL SYSTEM DESIGN**

**LOCAL STORAGE**

**UNITY GAME DEV FRAMEWORK**

**BLENDER 3D ASSETS**

**MOBILE CLIENT**

**APPLICATION DESIGN**

**Spell Word**

**Decrease Cash**

No

No

Yes

No

Yes

Yes

**Cash Enough?**

**Correct Answer?**

**Cash Enough?**

**Correct Spelling?**

**Solve Math Problem**

**Increase Cash**

**Move to Next Stage**

**Decrease Cash**

**Move to Next Stage**

**Increase Cash**

Yes

Yes

**Final Stage**