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Scenario 1: Pizzeria ordering system. The Possible actions are. Enter name, view menu, buy pizzas, buy drinks, check remaining money, decide weather to continue or stop, game ends when money runs out.

Scenario 2: Automated bank ATM simulator. Possible actions, enter PIN, check balance, withdraw money, deposit money, exit system.

Scenario 3: Text adventure (haunted house). Possible actions choose rooms, encounter events, find items, win or lose.

Scenario 4: AI assistent (siri-style). Possible actions, ask time, ask weather, ask jokes, exit

Scenario 5: Coffe shop ordering system. Possible actions Enter name, choose different types of drinks, choose dessert spend money, exit

Out of all the scenarios I came up with I choose the pizzeria ordering system because, it balances decision making where the others lacked longer playtime, Variety, and lacked Progression. While the pizza scenario shows a clear System flow