Flow Chart Version 1 -Grandma’s Adventure (Sea storyline)

2

1

Choice

Input Choice

Story text

B: Story text; +10 luck

A: Story text; +20 luck

Choice

Input Choice

Story text

Start

Story text

Click sea button

1

B: Story text; -10 luck

A: Story text; +10 luck

2

Check luck

Story text

5

Click enter

B: Story text; +10 Luck

3

4

A: Story text; +10 luck

B: Story text; +10 luck

Story text

Input Choice

Choice

A: Story text

Story text

Choice

Input Choice

Story text

If user luck high enough: Story text

If user luck low: Story text

5

4

3

9

6

B: Story text; +20 Luck

A: Story text; -10 Luck

Story text

Choice

Input Choice

Story text

B: Story text; +10 Luck

A: Story text; +30 Luck

Choice

Input Choice

Story text

Save ending and score

Story text(End 1)

9

Check luck

6

11

10

8

Check guesses left

user guess is incorrect: -1 guess

7

Story Text

Save ending and score

Story Text (end 2)

user guess is correct: +50 luck

Story Text

user guess is incorrect

Click enter

User guess

Story text

User guess

user guess is correct: +50 luck

user guess is incorrect

User guess

User guess

Click enter

Story text

If user luck high enough: Story text

If user luck low: Story text

End

11

10

Save ending and score

Story Text (end 3)

If there are no guesses left

8

If there are guesses left

7