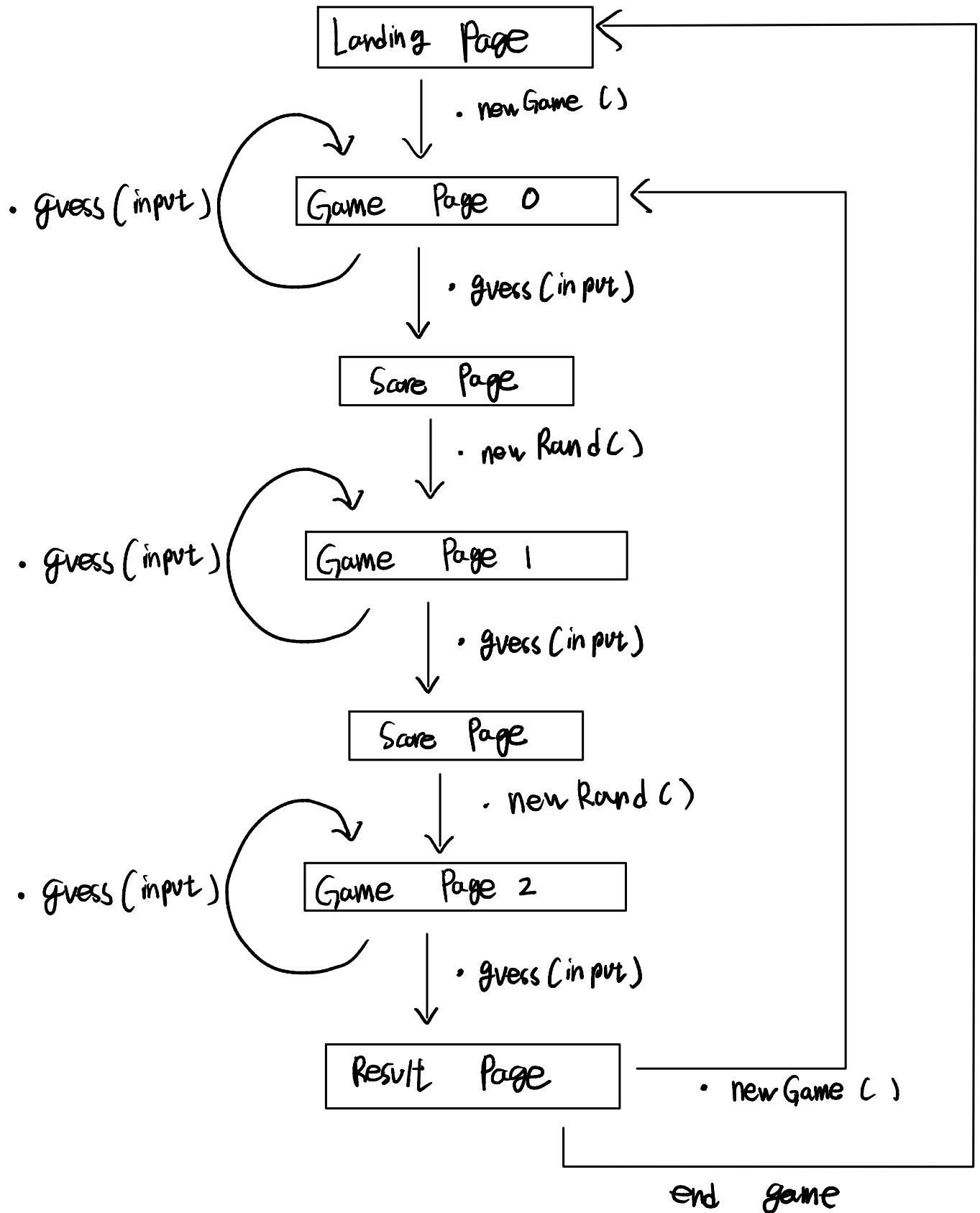


Game Logic



Game

Page

Work Flow

Landing Page / score Page

↓
new Game() / new Round()

Init Variables :

restaurant = getRestaurant()

round = getRound()

totalScore = getTotalScore()

numGuess = getNumGuess()

→ Render < GNB (round , totalScore) / >

Render < Restaurant Card (restaurant) / >

For hint in range (0 , numGuess +1) {

 Render < Hint Card (restaurant , hint) / >

}

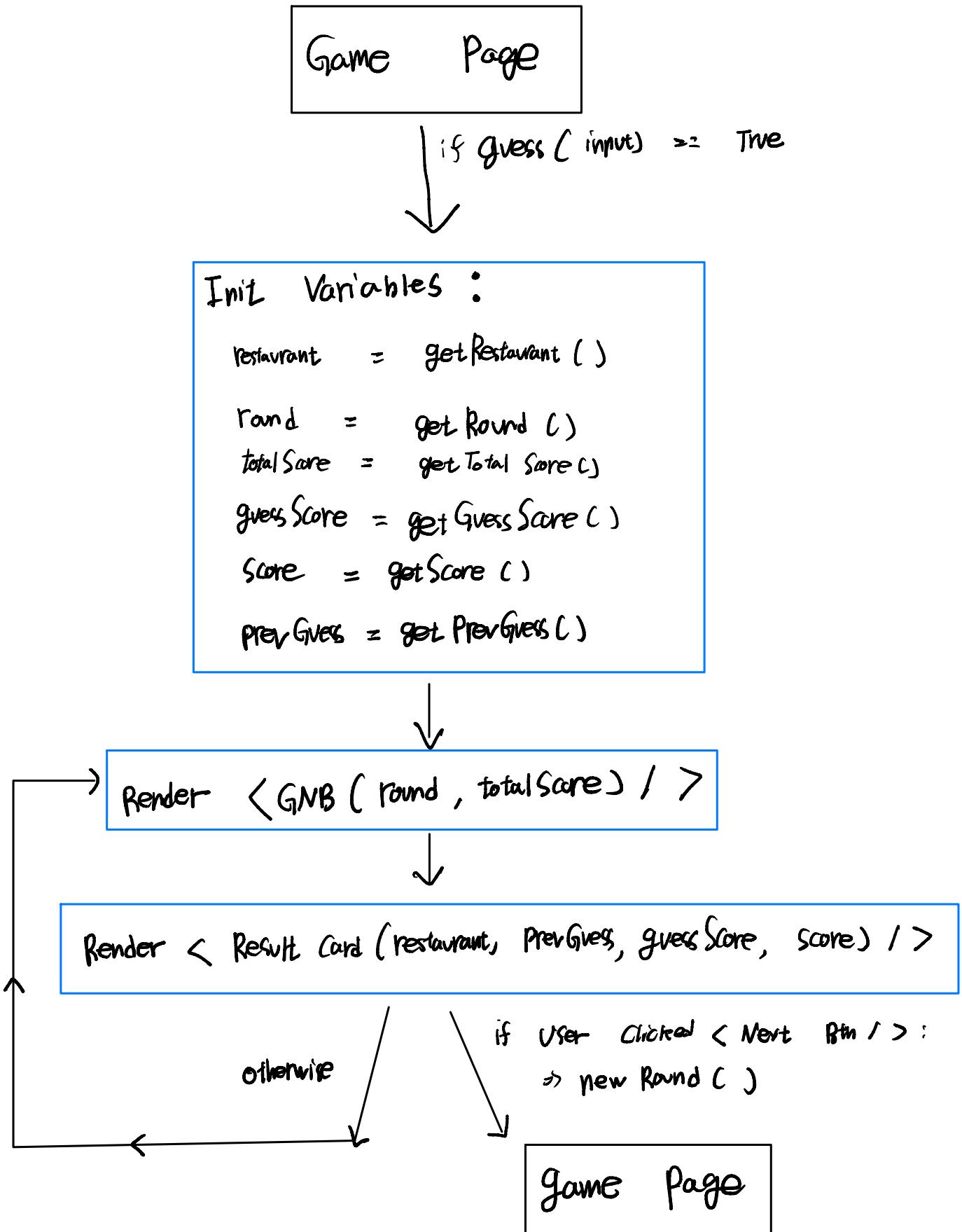
otherwise

if

guess(input) == True

Score Page

Score Page Work Flow



Result Page Work Flow

Game Page

if guess (input) == True

Init Variables :

totalScore = getTotalScore()
records = getRecords()

→ Render < Title / >

For record in records {

round = record [0]
restaurant = record [1]
numGuess = record [2]
Score = record [3]

Render < Summary Card (round,
restaurant,
numGuess,
score) / >

↓
Render < Final Score Txt (totalScore) / >

↓
Render < play Again Btn / >

↓
Render < home Btn / >

→ Landing / Game Page
Btn clicked

otherwise