



- ▲ AGM - 1- loadgame_ipview_ SD convertido AC
 - Save Game
 - Exit Game
 - Install Game
 - Save Score
 - Uninstall Game
- ▲ Play Selected Game
 - Decision Node & Merge Node0
 - 1:loadGame(-)
 - 2:getNumRecords()
 - 3:return
 - 4:bw instanceof GameMenu
 - 5 - 7 - 9:return
 - 10:return
 - 6:bigm instanceof GameMenu
 - 8:pgm instanceof GameMenu
 - Play Brickles
 - Play Pong
 - Play Bowling
 - Initialization
 - Animatino Loop
 - Check Previous Best Score