04.01.04 Activity Diagram of To Margarita
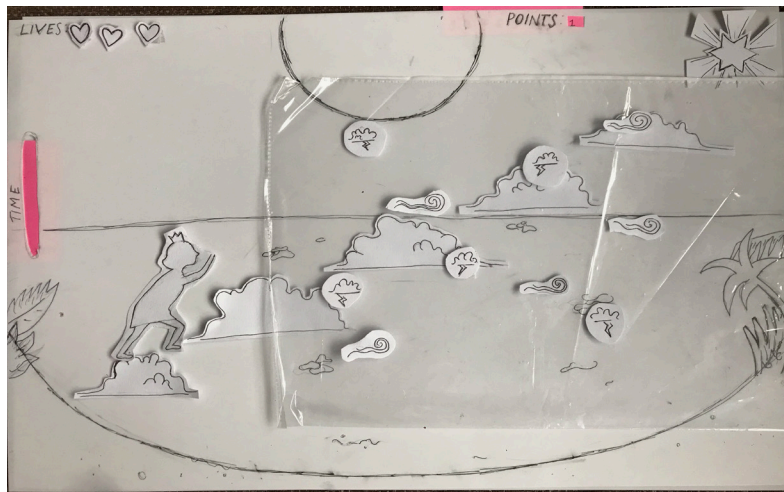
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Introduction

I chose to base my game on a section of a poem called To Margarita by Ruben Dario so therefor the name of the game is 'To Margarita'.
It has a very simple premise - you are helping Margarita climb up the clouds to reach a shining star.

Instructions

The good and bad objects are floating across the screen from left to right and disappear after you click them, the good objects are the breezes and the bad are lightning clouds. By clicking a breeze you recieve one point and Margarita climbs upwards whereas if you click a lightning cloud you lose a life and Margarita goes down one step. You have 1 minute to collect enough good objects to reach the star - in my prototype you need 6 points to do so.

Activity Diagram