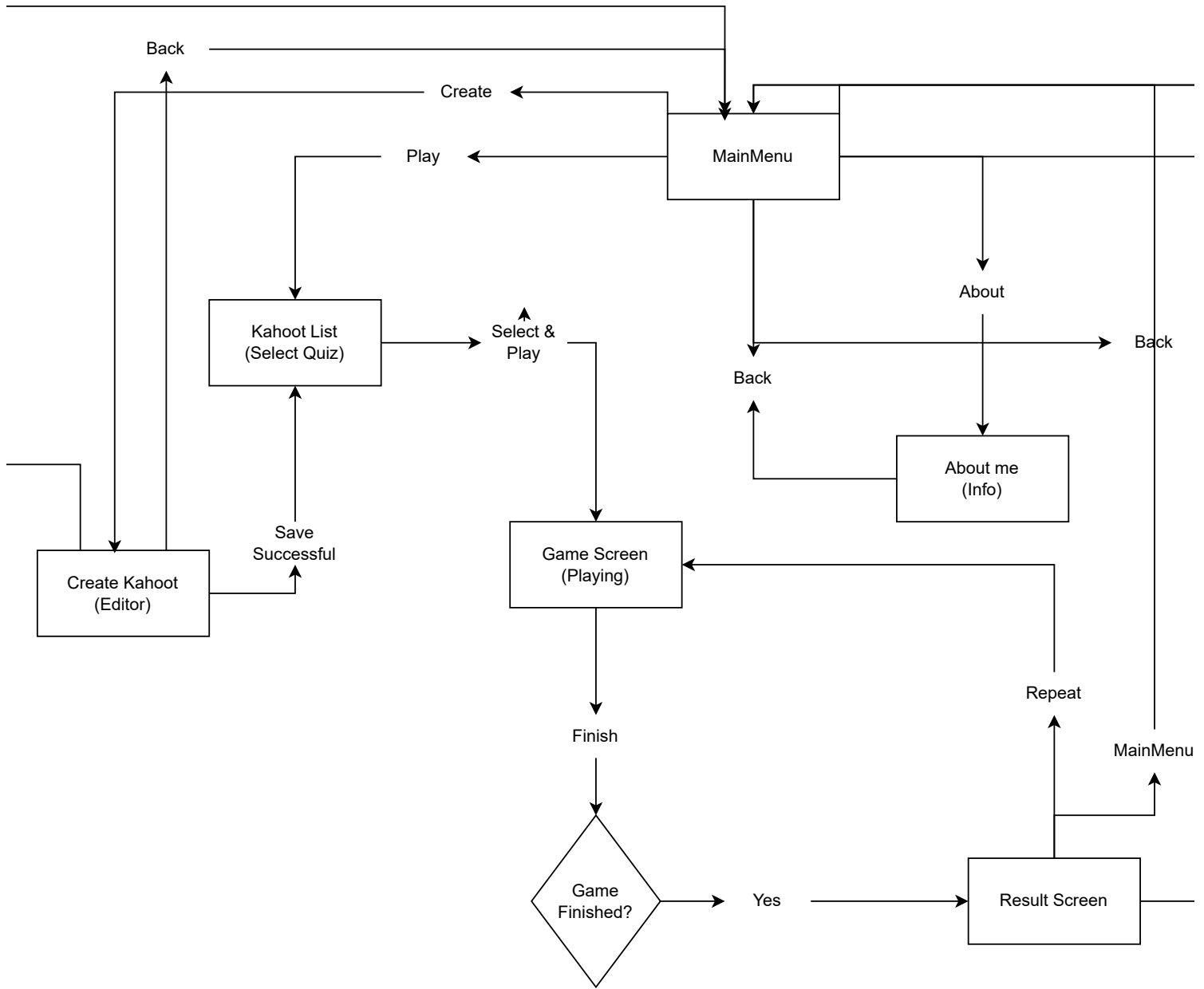


Cancel



LEGEND & NAVIGATION FLOW

• Primary Screens (Hub)

• Success Actions (Create)

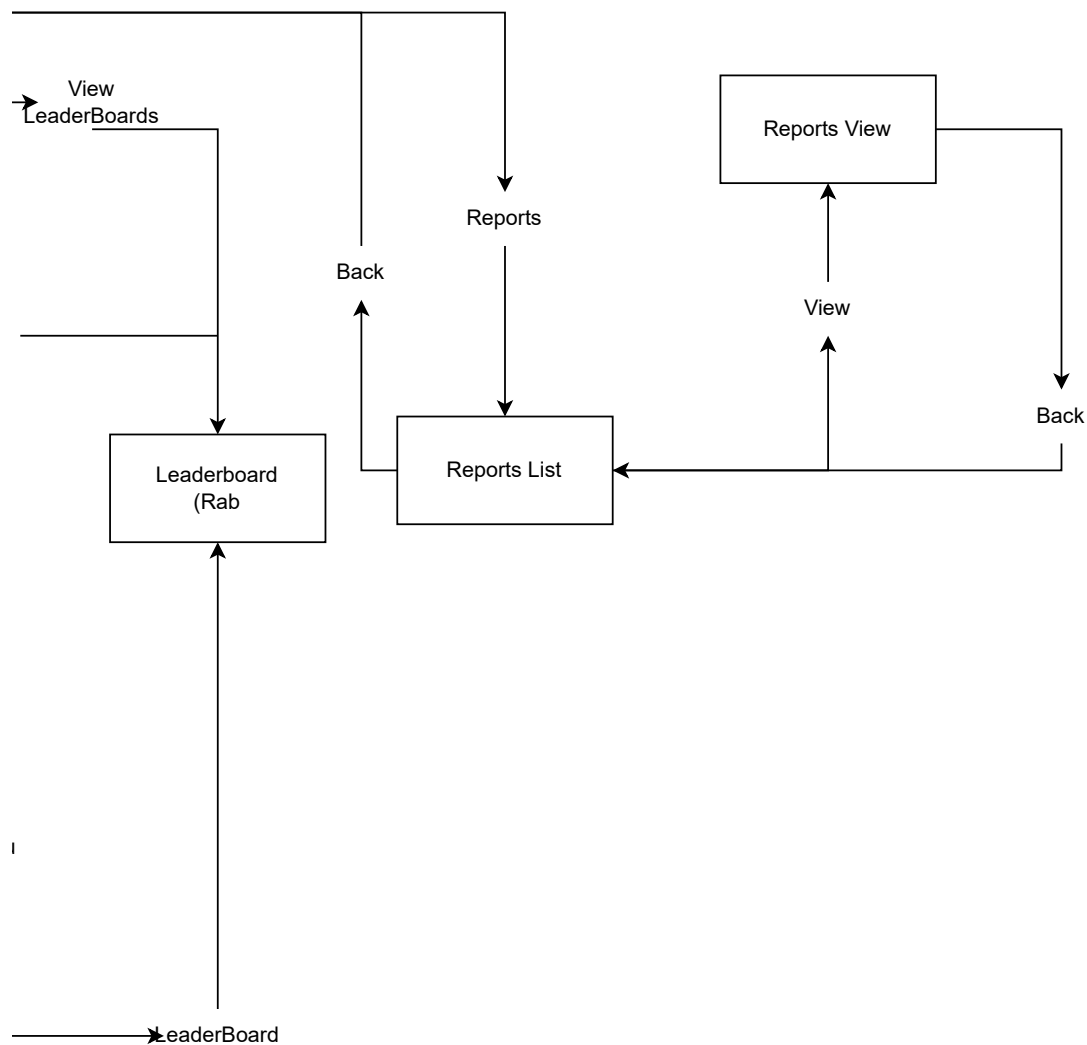
• End

→ Normal Flow

◆ Decision Node (Game Logic)

→ O

✓ ALL TRANSITIONS: Keyboard (Tab/Arrows), Gamepad, Mouse | ✓ ScrollView: All list-based screens



Error Handling (Reports)

• Info (About)

Optional/Repeat Flow