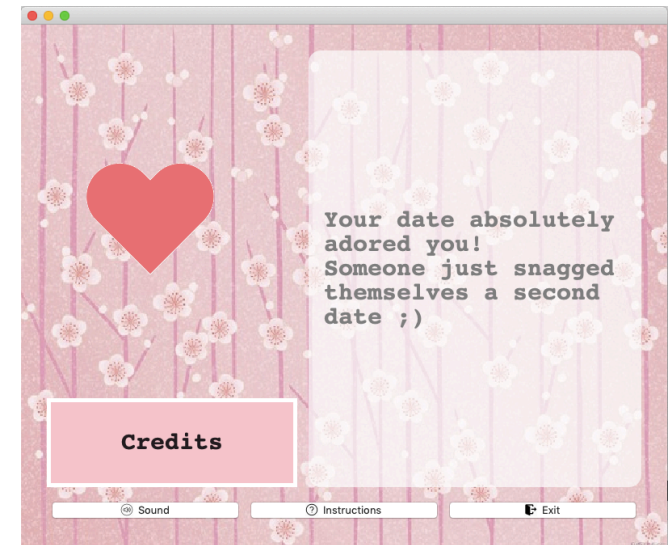
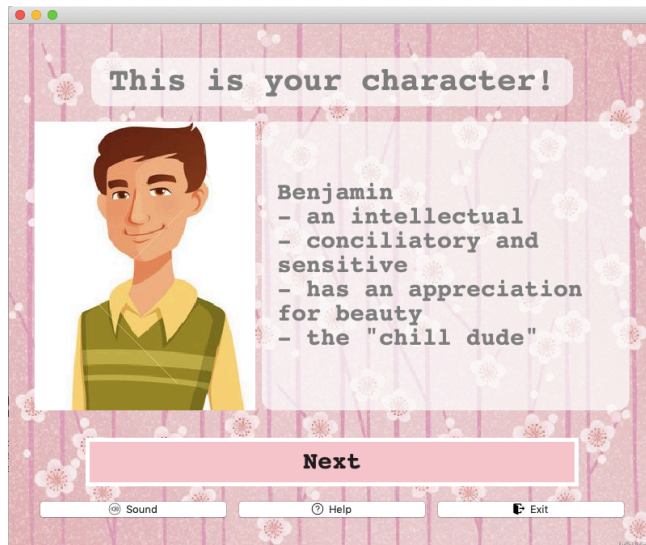
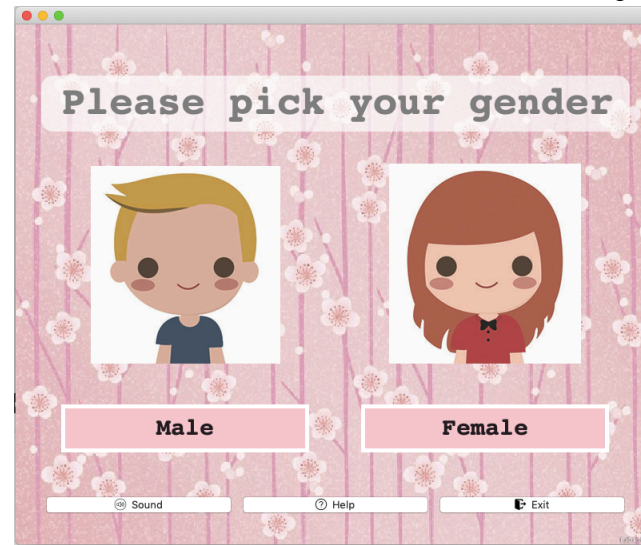


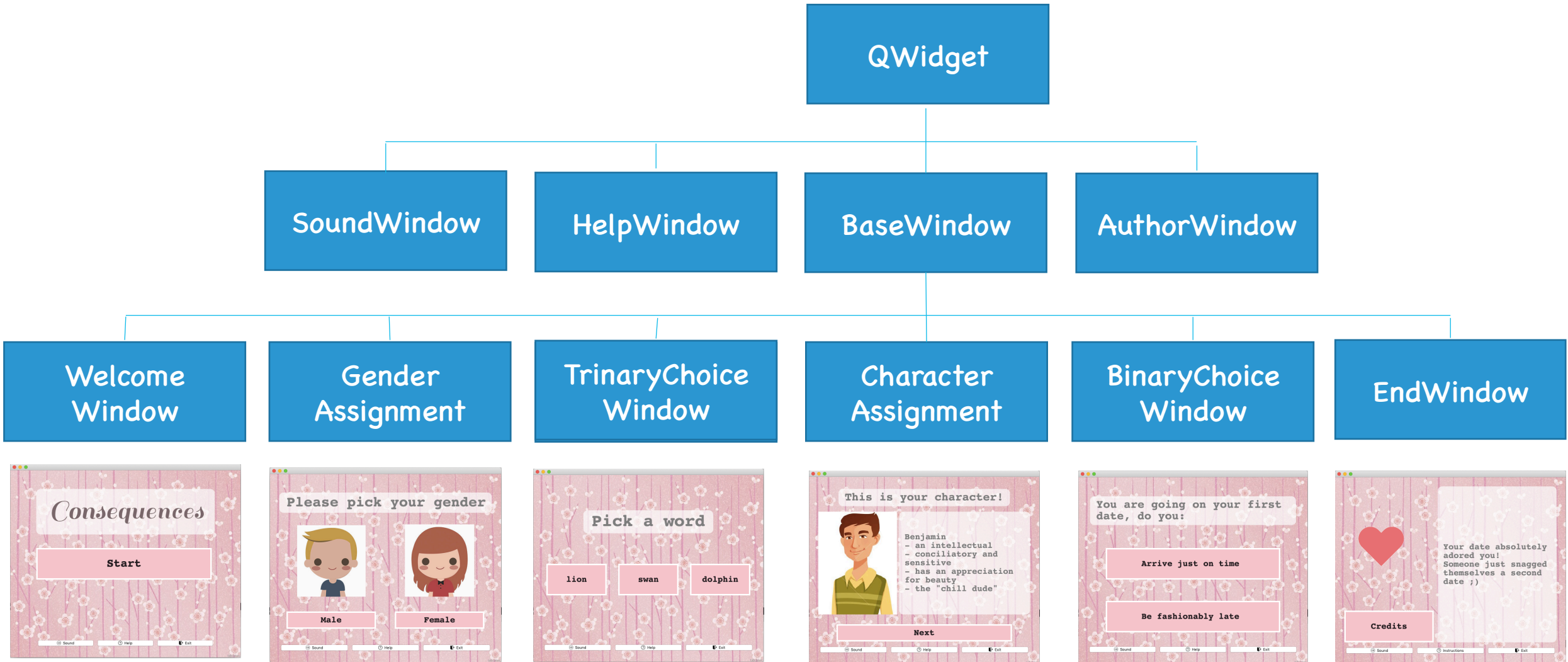
# *Consequences*

Team: Lucy Huang, Naomi Chen

# Game Description



# Frontend (main window transition)



# Frontend (mini games)

## 1) Ice cream game

QWidget:

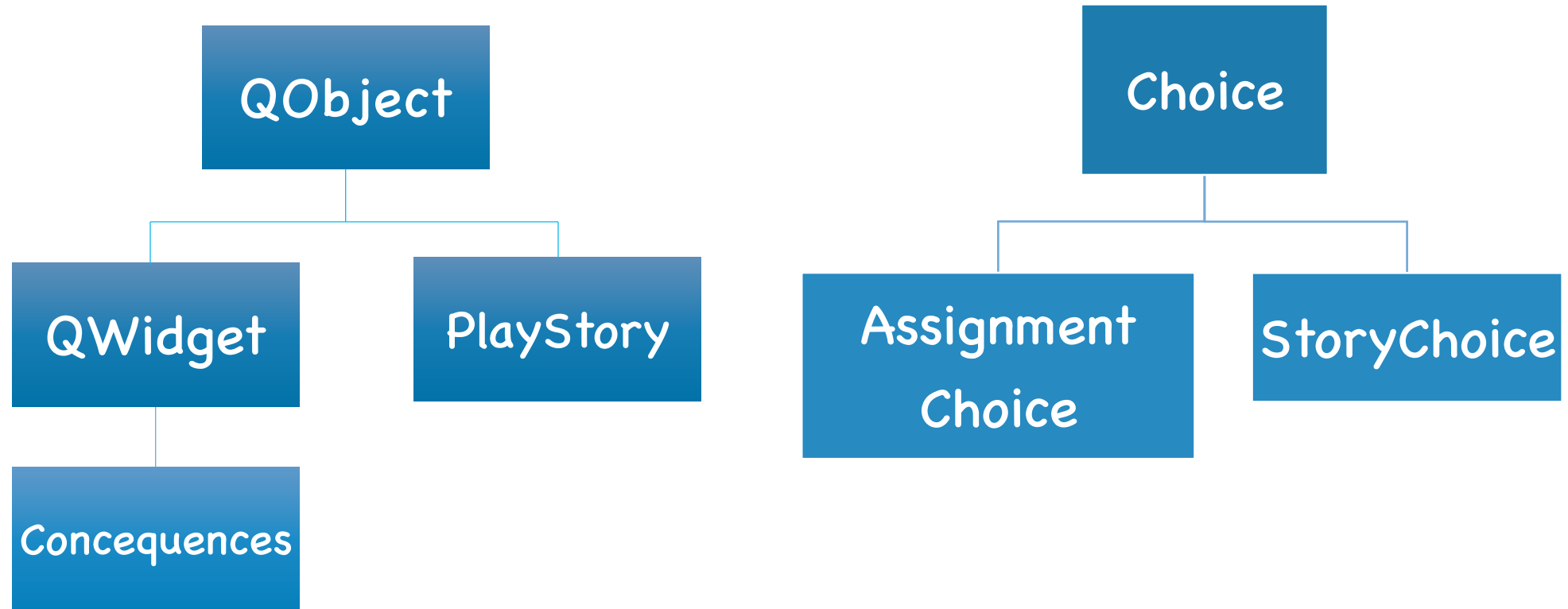
- icecreamgame.h
- icecreamcup.h
- Oneparticle.h

## 2) Fire game

QWidget:

- firegame.h

# Backend



# How it works

- Front end mainly facilitates the window transitions
- Most windows are initially blank
- They are filled in during runtime from text files based on user's choice
- This avoids hardcoding the windows
- Allows more flexibility for adding or making changes to the questions and choices in the future