Balance System

The flow chart composes of states and system functionalities.

Start screen

The game would have a start screen that would have options that the person would have.

Help Screen

The help screen contains infomation about what the system contains.

1..* — Help Screen Selected — 1..*

← Exit help screen

Game Play Selected

The Game play

The Game starts with Level 1. All data such as posistion and orantation of the boards data is resetted.

initializing level with current data

Current Level Start

The ball in place in the center of the screen.

Signal to the function run the game again.

Randomizer game begins

Randomizer

The Randomizer give a random location were user should place the ball as an end goal.

Reset Button HIT

0..* — User makes it to the end goal — 0..*

Reached to end goal

User win page shows on screen. The level is incremented and ball is restarted in the middle.