

# Start New Game Flow



Users

GameManager

GameDataFacade

PuzzleFactory

Puzzle

GameProgress

startGame()

getPuzzles()

list of all puzzles

createPuzzleSet(allPuzzle: List<Puzzle>)

selected puzzles

GameProgress(List<Puzzle>)

getHints()

startTimer()

playPuzzle()

checkProgress()

checkComplete()

setCurrentPuzzle()

ALT

Loop

startNextPuzzle()

Puzzle completed

Puzzle incomplete

