Activity diagram for Squid Game

Creator: Mathilde Anker Rasmussen
Name of the game: Squid game

Introduction to the game

This game is based on the popular Netflix series called Squid game. The purpose of the game is to win enough money before time runs out. The way you do so is to click on the fallen cookies. If you hit a good cookie, it will break perfectly and you gain 24.000.000 won (south korean valuta). However, if you click on the overcooked cookies, they will crack imperfectly and you will lose a life. If you lose all three lives or the time runs out, you lose the game and get eliminated.

The timer is shown in the top middle as a count downer.
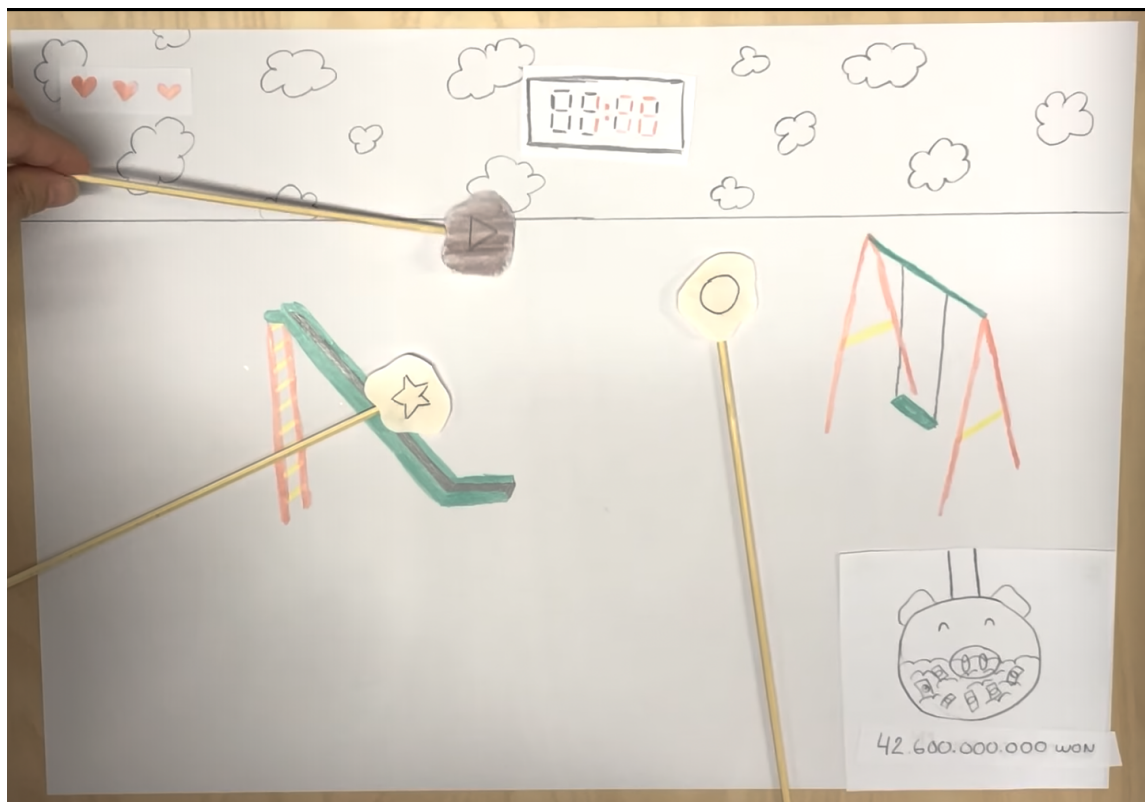The lives are represented by 3 red hearts which turn gray when losing lives.
The points are shown as the big piggy bank which fills up with money and the money score is shown underneath.
The good cookies are beige colored
The bad overcooked cookies are brown colored.
The setting/background are a children's playground (as it is in the Netflix series)

Picture of the sketch of the game-screen

Mathilde Rasmussen   Squid Game   20/10-2021

Activity diagram

Good cookies
falls down

Overcooked cookies
falls down

Time passes
(30 sec)

User clicks on
the good cookie

User clicks on
the overcooked cookie

The good cookie
cracks perfectly

The overcooked
cookie
cracks wrongly

Makes a good
sound

Makes a bad
sound

Disappears
with animation

Disappears
with animation

Adds 24.000.000 won money to
the piggybank

subtracts a life by a
heart turning gray

[Not enough money]

[gained 456.000.000 won money]

[Lives left]   [No lives left]

Game lost   Game won