

## **Problem Statement**

//Assigned by Deepthi

### **State Diagram - Gameplay design for a simple video game**

Upon starting the game, the configuration is loaded and game data is read from the database. Considering a linear structure in which game progress is measured by incrementing levels, the game session starts if there are further levels to complete. Within the game session, the level is started and progress is recorded. The gameplay for each level can transition into itself until the necessary performance metrics are reached, upon which the data is saved and the level is incremented. The game ends when all levels are completed.

Prepare a state diagram depicting gameplay design using the UML notation for State diagrams.

