Blockade
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Game Flow Document

```
                              ┌─────────────┐
                              │  Main Menu  │
                              └─────────────┘
         ┌──────────────┐    ┌─────────────┐    ┌──────────────────┐
         │ Options Menu │    │  Play Game  │    │ Instructions Menu│
         └──────────────┘    └─────────────┘    └──────────────────┘
                              ┌──────────────────┐
                              │ Start Player Turn│
                              └──────────────────┘
                              ◆ Player Choice ◆
         ┌─────────────┐                      ┌─────────────┐
         │ Place Tokens│                      │ Crush Token │
         └─────────────┘                      └─────────────┘
    ◆ Does a token fill       ◆ Are there more tokens
      a column entirely? ◆      of one color on top of another? ◆
     Yes        No            No            Yes
 ┌──────────────┐  ◆ Do tokens cause      ┌──────────────┐
 │Column Collapse│   a win state? ◆        │ Crush Occurs │
 └──────────────┘                         └──────────────┘
              No        Yes        ◆ Does the crush cause a
                                     chain reaction of crushes
                                     in the column? ◆
                  ┌──────────────┐   No        Yes
                  │ Player Wins! │
                  └──────────────┘
  ┌────────────────┐                      ┌───────────────────┐
  │ End Player Turn│◄─────────────────────│ Chain Crush Occurs│
  └────────────────┘                      └───────────────────┘
```