Cheeseburger, Fries, Kitty Litter

Here is the state machine diagram corresponding to the rules you wrote for the Cheeseburger, Fries, Kitty Litter game.

1. Fill in the blank next to each "see" box to show which cube triggers each transition. The first one has been done for you.

2. As you play the game, each cube that Cozmo sees triggers a state transition (a change to a new page). Draw a checkmark in the "see" box that caused that transition. You will have to play the game several times in order to check all the boxes.