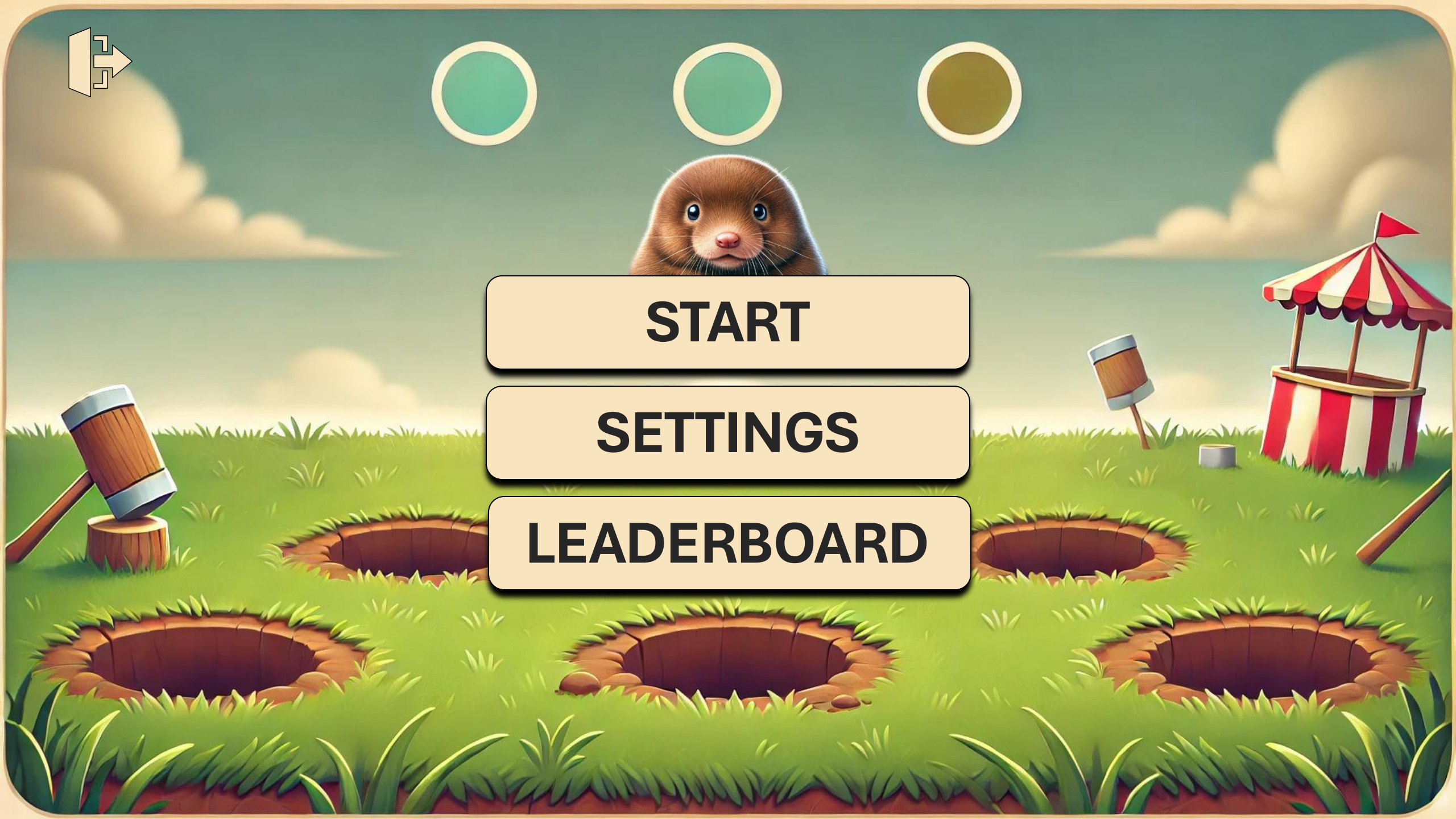
START
SETTINGS
LEADERBOARD

MODE SELECT

Beginner

This mode is made for first time players as well as young students. Targets are easier to whack; disappear slower and appear larger on screen.

Intermediate

This is the standard level of difficulty. Moles pop up and down quickly, but you will receive more points.

Advanced

Advanced is tailored for players who desire the highest level of challenge and want to top the leaderboards.

Accessibility

Accessibility mode supports a variety of augmentative input devices. Targets are large, and additional visual and audio elements guide players.

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NEXT

TUTORIAL

SEE!

FIRST IDENTIFY THE MOLES POSITION

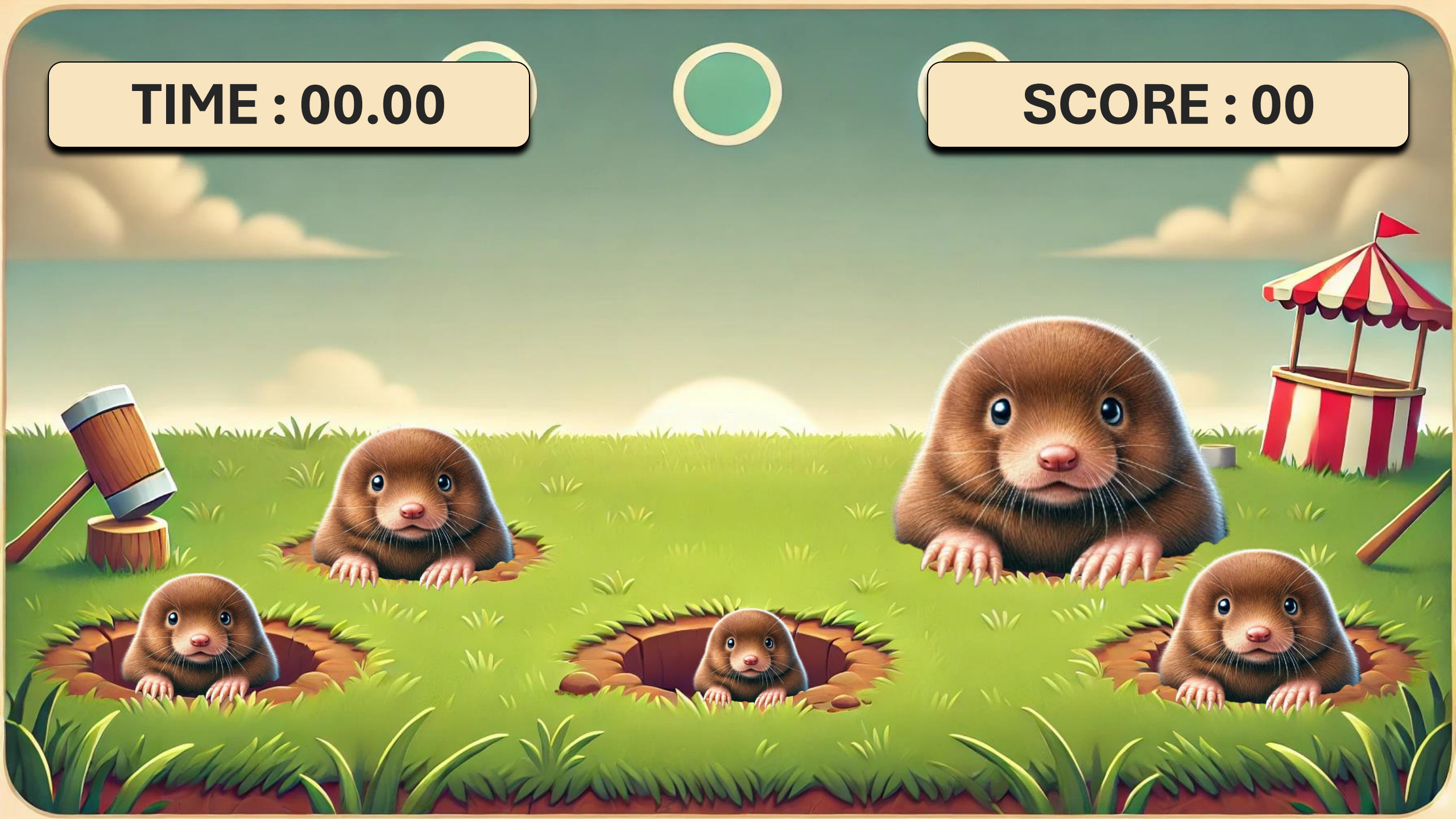
WHACK!

WACK THE MOLE AS QUICKLY AS YOU CAN

REPEAT!

REPEAT UNTIL THE GAME CONCLUDES

THE FASTER YOU WHACK THE MORE POINTS YOU WILL RECEIVE


TIME : 00.00
SCORE : 00

SUMMARY

YOUR PERFORMANCE

SCORE – 0

MISSES – 0

SCORE/SEC – 0

DIFFICULTY – BEGINNER

FITTS LAW

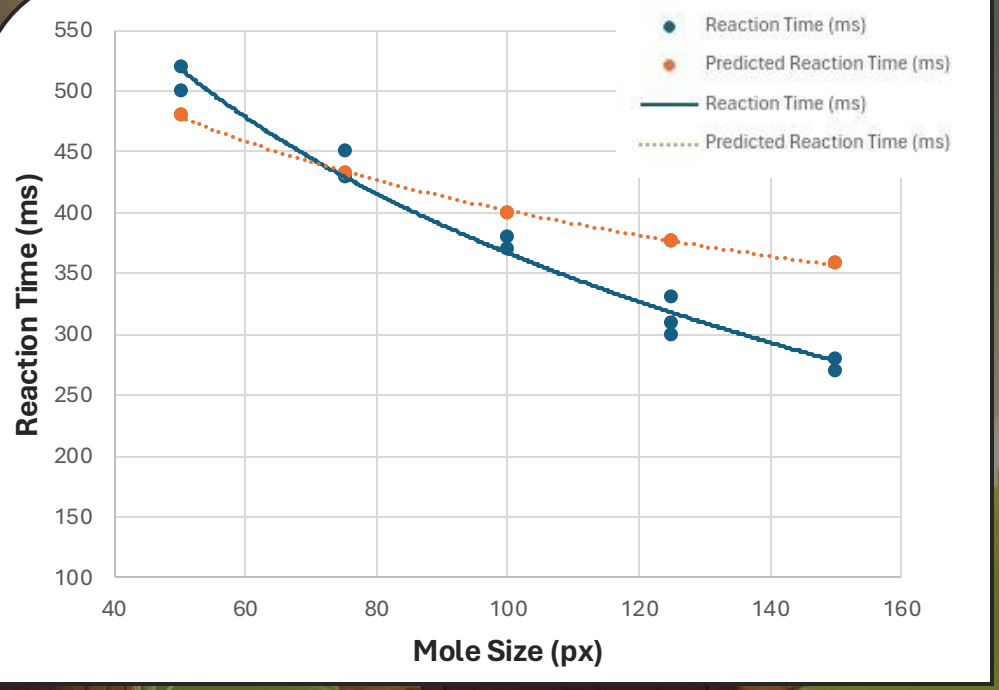
TIME	SPEED
PREDICTED –	PREDICTED –
ACTUAL –	ACTUAL –

VIEW MORE

Leaderboard

Play Again

FITTS' LAW



$$MT = a + b \cdot \log_2\left(\frac{D}{W} + 1\right)$$

- MT is the average time
- a, b are constants
- D is the distance to the target
- W is the width of the target

This equation is based off the widely adopted Shannon formulation of Fitts' Law as proposed in 1992.

Fitts' Law is used to predict human movement. We can use the ratio between the distance to the target and the width of the target to calculate the average time to complete a movement.

Back

SETTINGS

ACCESSIBILITY

SOUND EFFECTS ☑

ALT TEXT ☐

TEXT SIZE 100%

SEE MORE

VOLUME

MASTER

EFFECTS

MUSIC

GRAPHICS

MOTION BLUR ☐

HIGH CONTRAST ☐

QUALITY LOW

DEPTH OF FIELD ☐

Back

Save

SETTINGS

ACCESSIBILITY

SOUND EFFECTS 

ALT TEXT

TEXT SIZE 100%

COLOUR BLIND DEFAULT

MOLE COLOUR

CONTRAST COLOUR

TEXT TO SPEECH

CAPTIONS

Back

Save

LEADERBOARD

PLAYER 01 ----------
PLAYER 02 ----------
PLAYER 03 ----------
PLAYER 04 ----------
PLAYER 05 ----------
PLAYER 06 ----------

PLAYER 07 ----------
PLAYER 08 ----------
PLAYER 09 ----------
PLAYER 10 ----------
PLAYER 11 ----------
PLAYER 12 ----------

Back

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>>>>>

LEADERBOARD

PLAYER 13----------
PLAYER 14 ----------
PLAYER 15 ----------
PLAYER 16 ----------
PLAYER 17 ----------
PLAYER 18 ----------

PLAYER 19----------
PLAYER 20 ----------
PLAYER 21 ----------
PLAYER 22 ----------
PLAYER 23----------
PLAYER 24----------

Back

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LEADERBOARD

PLAYER 01 ----------
PLAYER 02 ----------
PLAYER 03 ----------
PLAYER 04 ----------
PLAYER 05 ----------
PLAYER 06 ----------

PLAYER 07 ----------
PLAYER 08 ----------
PLAYER 09 ----------
PLAYER 10 ----------
PLAYER 11 ----------
PLAYER 12 ----------

Back

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LEADERBOARD

PLAYER 13----------
PLAYER 14 ----------
PLAYER 15 ----------
PLAYER 16 ----------
PLAYER 17 ----------
PLAYER 18 ----------

PLAYER 19----------
PLAYER 20 ----------
PLAYER 21 ----------
PLAYER 22 ----------
PLAYER 23----------
PLAYER 24----------

Back

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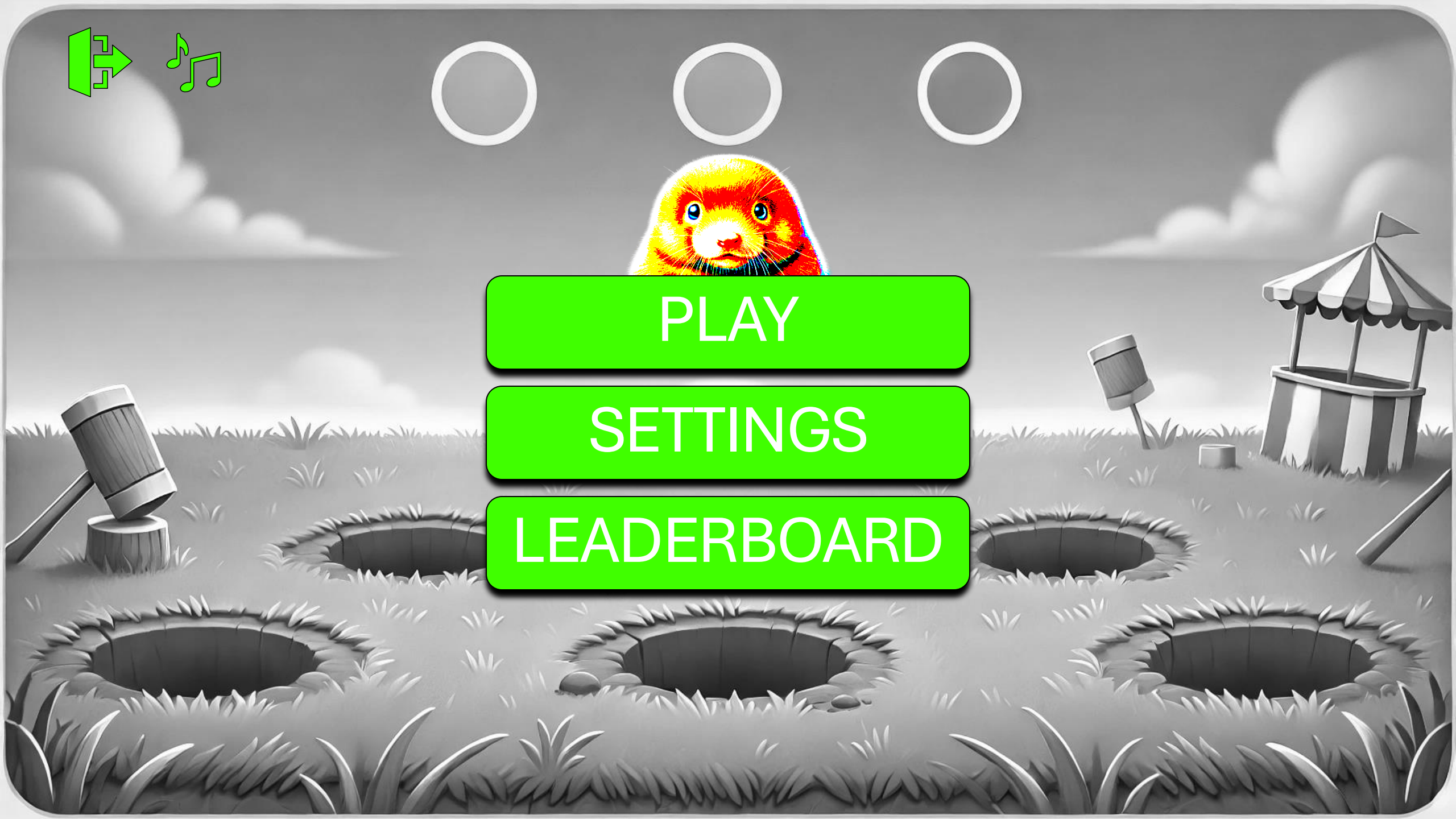

PLAY
SETTINGS
LEADERBOARD


SINGLE PLAYER
MULTIPLAYER
LOCAL
BACK

TUTORIAL

SEE!

FIRST IDENTIFY THE MOLES POSITION

WACK!

WACK THE MOLE AS QUICKLY AS YOU CAN

REPEAT!

REPEAT UNTIL THE GAME CONCLUDES

THE FASTER YOU WHACK THE MORE POINTS YOU WILL RECEIVE


TIME: 00.00
SCORE: 0

SUMMARY

YOUR PERFORMANCE

SCORE – 0

MISSES – 0

SCORE/SEC – 0

DIFFICULTY – BEGINNER

FITTS LAW

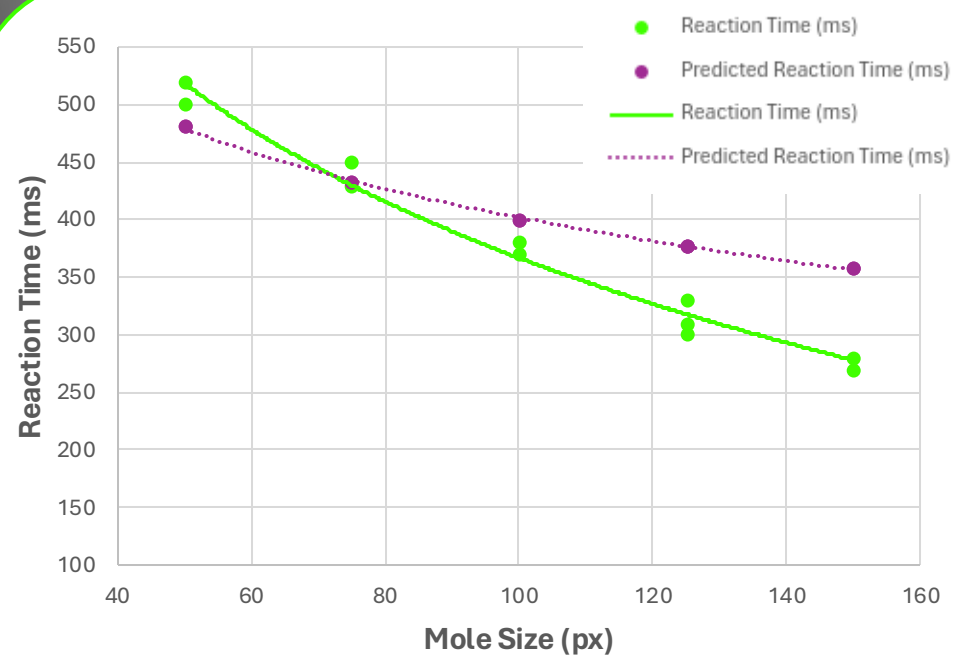
TIME	SPEED
PREDICTED –	PREDICTED –
ACTUAL –	ACTUAL –

VIEW MORE

Leaderboards

Play Again

GRAPH



FITTS' LAW

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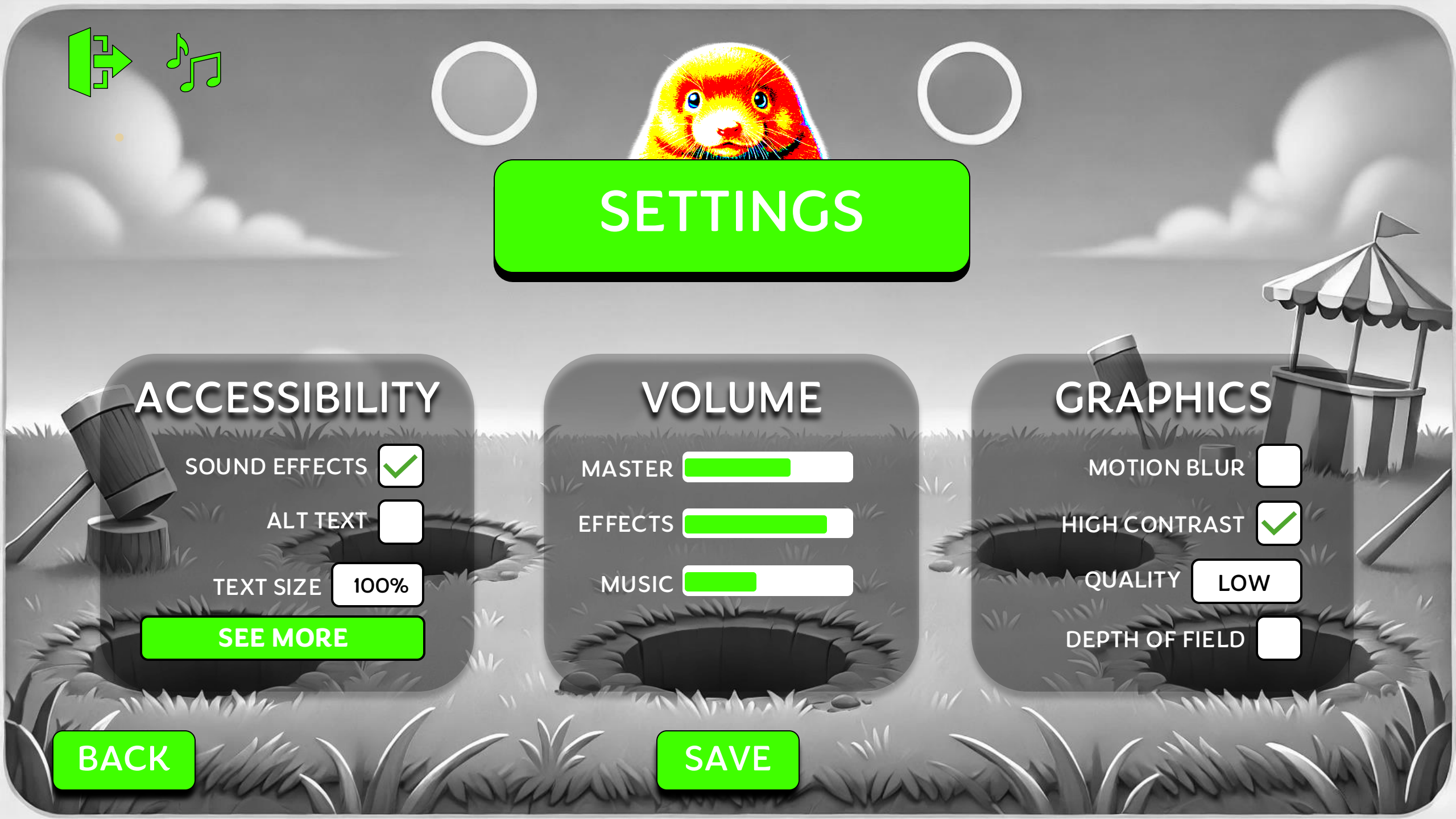
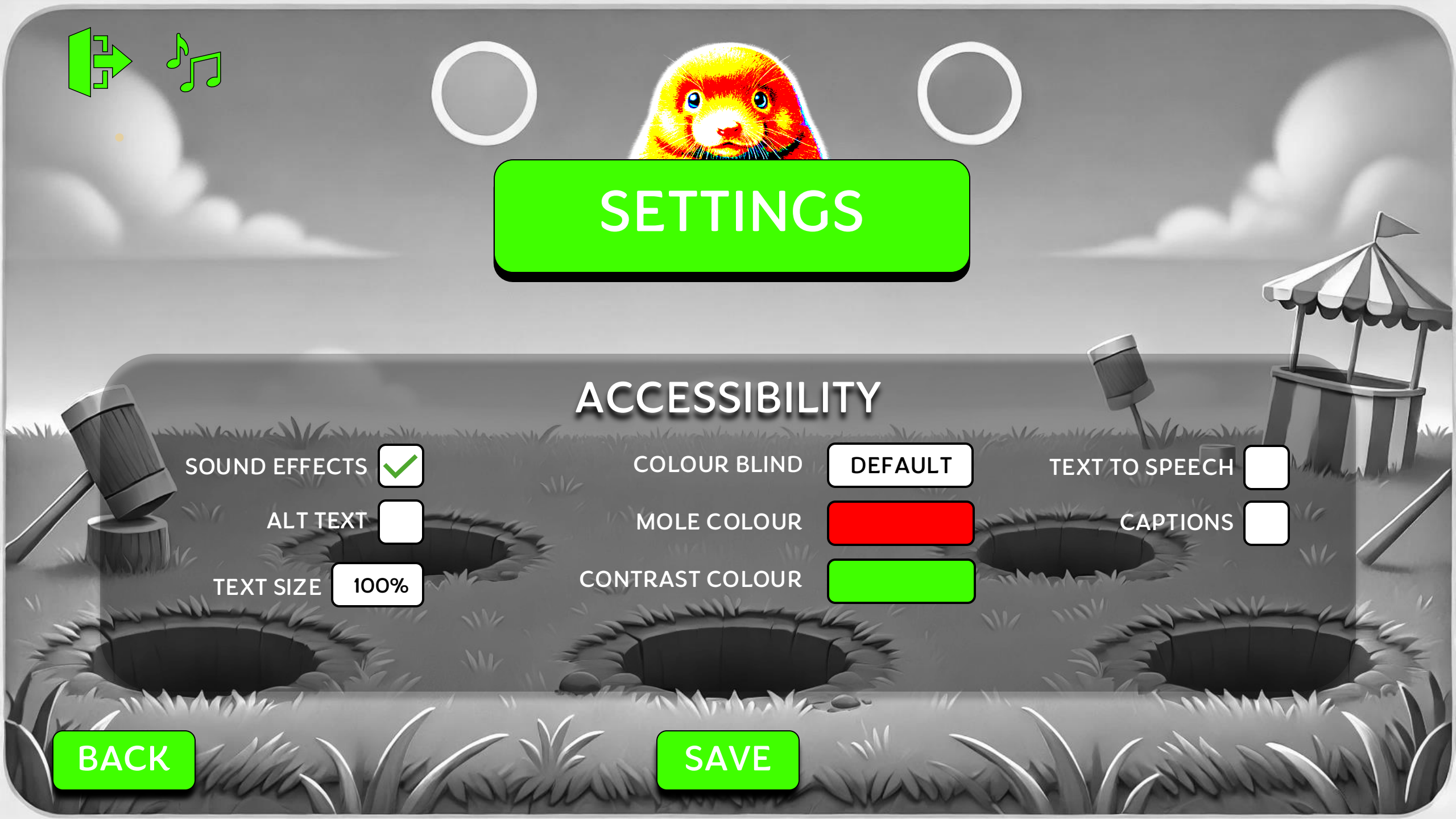
- MT is the average time
- a, b are constants
- D is the distance to the target
- W is the width of the target

This is Shannon's interpretation of Fitts' Law.

Fitts' Law is used to predict human movement. We can use the ratio between the distance to the target and the width of the target to calculate the average time to complete a movement.

Back


SETTINGS
ACCESSIBILITY
SOUND EFFECTS
ALT TEXT
TEXT SIZE
100%
SEE MORE
VOLUME
MASTER
EFFECTS
MUSIC
GRAPHICS
MOTION BLUR
HIGH CONTRAST
QUALITY
LOW
DEPTH OF FIELD
BACK
SAVE


SETTINGS
ACCESSIBILITY
SOUND EFFECTS
ALT TEXT
TEXT SIZE
100%
COLOUR BLIND
DEFAULT
MOLE COLOUR
CONTRAST COLOUR
TEXT TO SPEECH
CAPTIONS
BACK
SAVE


LEADERBOARD
PLAYER 01 ----------
PLAYER 02 ----------
PLAYER 03 ----------
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