Game State 1

* Menu State: user sees the park (game area), title is shown and “Touch/click to start” shown also
* Once a touch/click is done, game starts

Game State 2

* Neutral Play State 1: Game starts at round 1, park with trees all healthy, weapons bar shown with default capacity (3 each type)
* No swarm of bugs appearing until round starts
* Currency set at a default starting value, score start at 0

Game State 3

* Round State: Swarm of bugs start appearing (one at a time and later 2 or 3 at a time) from around the park area, starting at the sides and coming into the park towards the trees
* Every time a swarm is exterminated with correct weapon, a coin/dollar bill will drop and player clicks/touches it to earn money
* Each time money is picked up, the overall value for currency increases
* Have a set value of number of swarm bugs that will appear in the round
* Each time a swarm of bugs gets to a tree, the tree’s health starts declining until that swarm is exterminated

Game State 4

* In-Between State: in-between rounds where player can buy any weapon needed based on the money earned
* When player is ready for the next round, have a Done button

Game State 5

* Game Over State: When some or all trees are infected beyond repair, the round/game is over
* Infestation value for trees would be 40-50% infested to issue the Game Over state

Tree Health Logic

Realistic

* Normal color of tree=healthy, no infestations
* Normal color of tree-to-Brown=minor to some infestation (5-20?%)
* Brown-to-Black=some to heavy infestation (20-50?%)

OR

Game Color

* Green=healthy, no infestations
* Green-to-Yellow=minor to some infestation (5-20?%)
* Yellow-to-Red=some to heavy infestation (20-50?%)