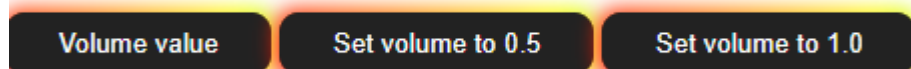


Start page fade in and move form right to left, then fade out. Tell user press enter to start the game.

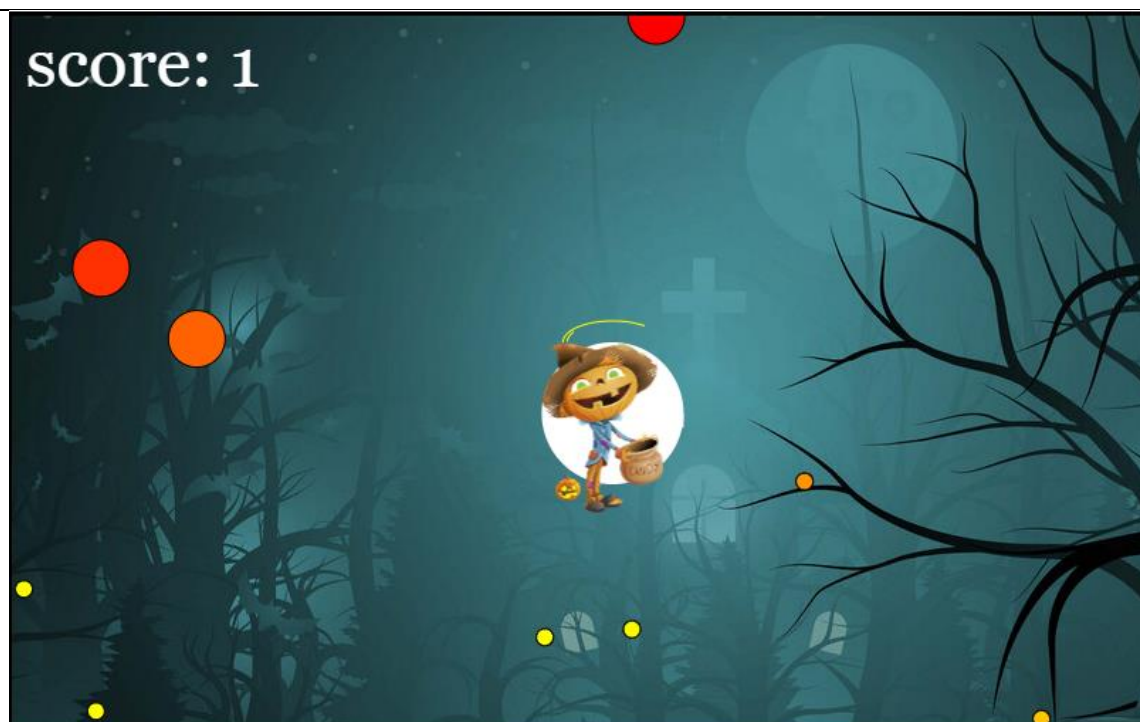
Restart button, and button to choose game mode for 1,3,5 minutes. The default setting is 4 minutes.



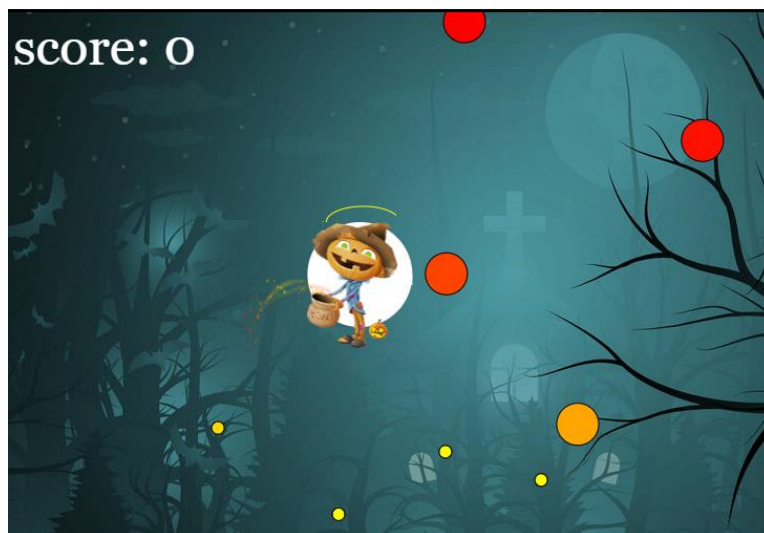
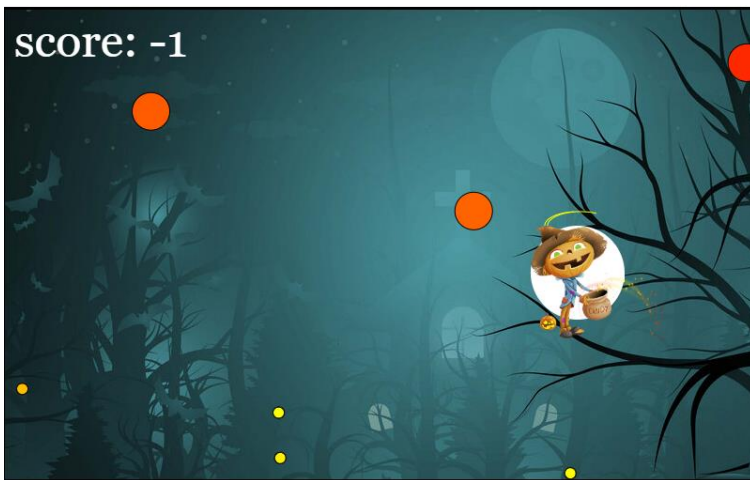
Background music starts and can be control by user through button and music control item.



Description	Start page moves form bottom to top	Elements	Image/button
Duration	4s	Elements animation	<ol style="list-style-type: none"> 1. Move form right to left. 2. Fade in & fade out. 3. Start music and control at the bottom of the page



Description	Player can be controlled by arrow key to move inside of the canvas.	Elements	Images & Canvas draw circles/start game audio sound
Duration	4 minutes, can be change to 1,3,5minutes game.	Elements animation	<ol style="list-style-type: none"> 1. Player moves inside of canvas, controlled by arrow key 2. Bugs grow from small yellow one into large red bugs and stayed at the bottom for 4 seconds and move up. 3. A yellow circle on top of the scarecrow is animated and blink. 4. Left and right character show image rotate



Description	When press the space key, magic light show, and scarecrow can catch bugs. When the scarecrow hit bugs with the lights on, player gets 1 point, if the scarecrow hit bugs without the lights on, player lose 1 point	Elements	Images & Canvas draw circles Audio (win sound and lose sound).
Duration	4 minutes	Elements animation	<ol style="list-style-type: none"> 1. when scarecrow hit the bugs, the bugs disappear and score +1 or -1 2. When press the space key, magic light show

			3. Left and right direction show image rotated
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RESTART

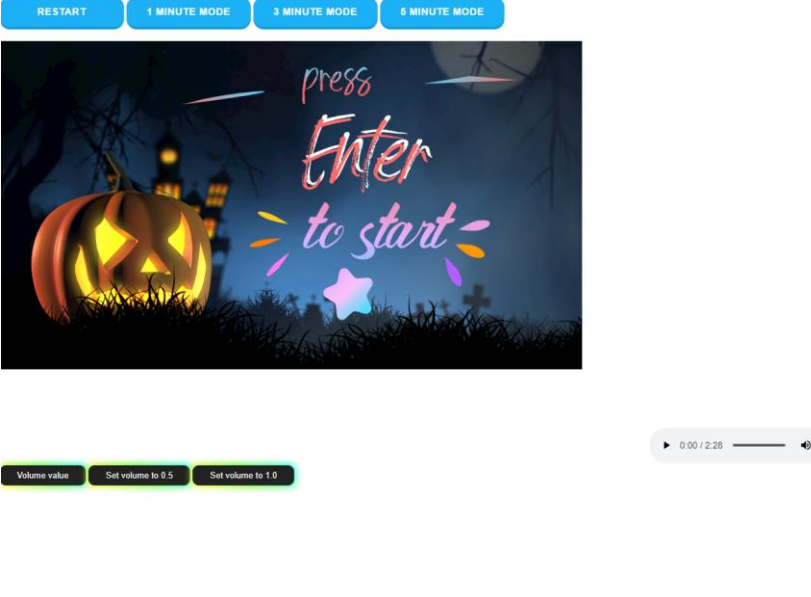
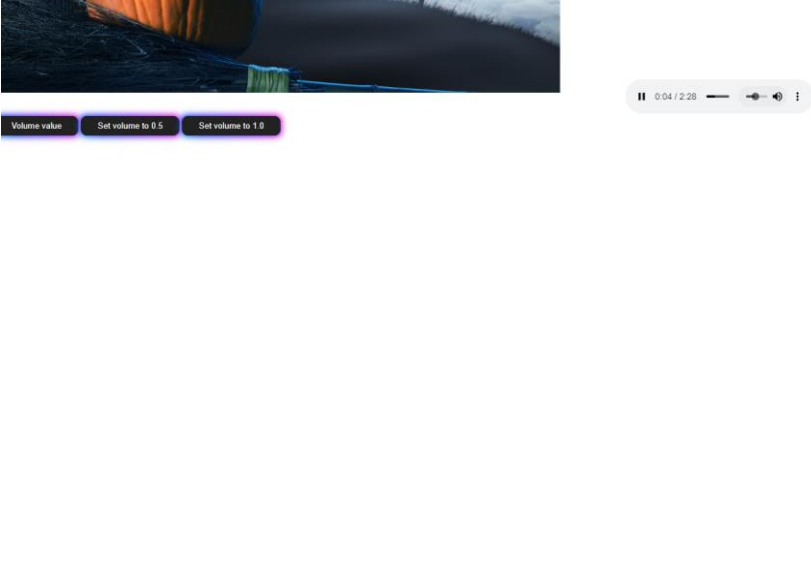
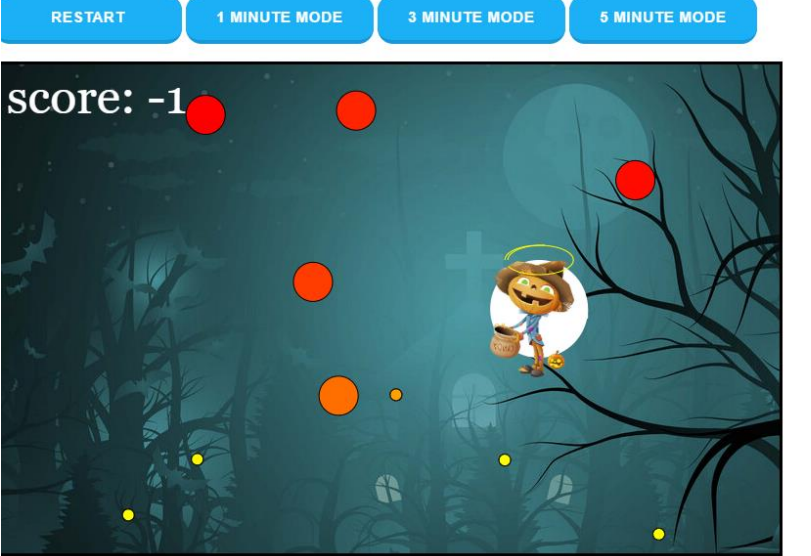
1 MINUTE MODE


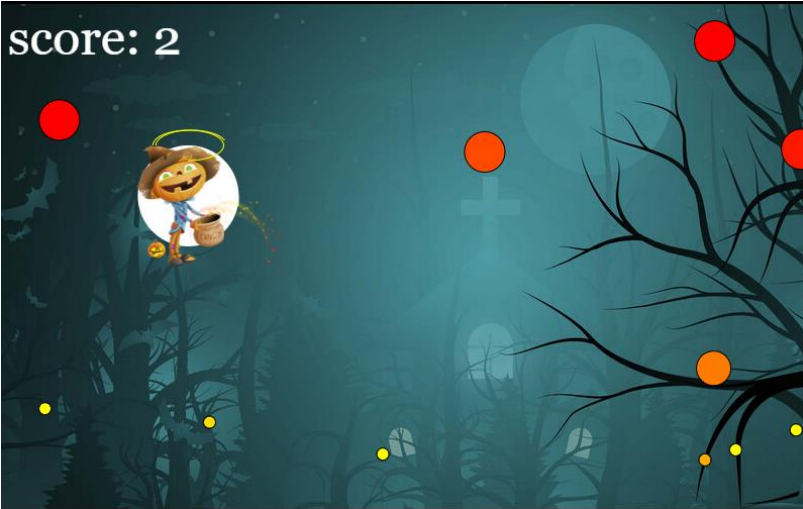
3 MINUTE MODE

5 MINUTE MODE

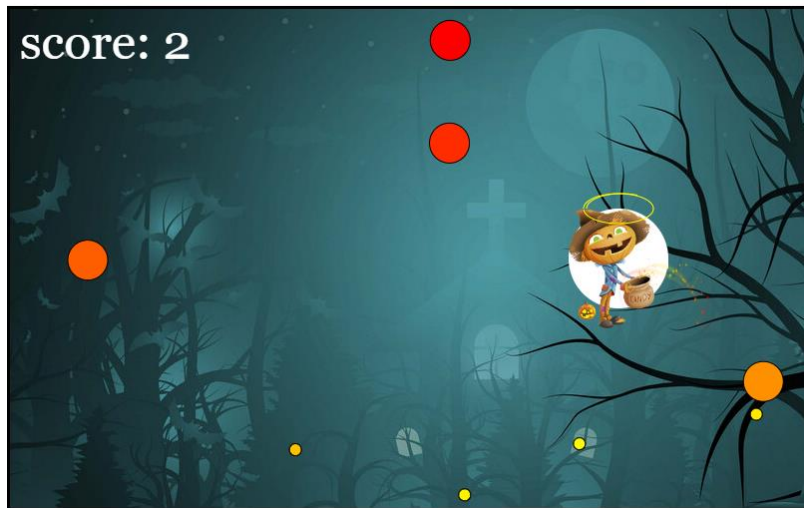


Description	Ending page came out	Elements	Image
Duration	1s	Elements animation	<ol style="list-style-type: none">Ending page comes from right to leftMute the background music.

Requirement to test	Actual Outcomes	Test results
<p>1. Time settings which can be changed by player. Default time setting for duration of game is 4 minutes. Other possible value for the duration of the game is 1, 3 and 5 minutes.</p>		<p>Default set is 4 minutes as required, when user click buttons at the top, the gamemode will be changed to 1,3,5 minutes game.</p>
<p>2. Minimum 4 different sounds in the game (like two different collision beep and start and end game sounds) and users should be able to control the volume of the sounds.</p>		<p>4 different sounds for background music, start game sound, happy sound, and sad sound.</p> <p>Buttons can be used to control the volume and the control component at the right can be used to control the background music.</p>
<p>3. Each bug has a life cycle for 6 stages.</p>		<p>Bugs appear randomly from the bottom of the canvas, and stay at the bottom for 4 seconds;</p> <p>The color of the bug changes gradually from yellow to red within 3 seconds and grows from 6px to 20px within 5 seconds.</p> <p>Bugs moved from</p>

		the bottom to out side of the canvas and the character can not catch them.
4. Character Mr X move control	<div><div>score: -3</div><div>score: 2</div></div>	<p>Controlled by arrow key and movement is restricted inside the canvas.</p> <p>Change direction will rotate the character and catch net.</p> <p>When enter the space key , magic light come from the bag , also rotate when direction changes.</p>

5. Every time Mr X successfully catch bug, a score of one is added to the current score and a 'happy' sound is played. However, if the bug touch Mr X, an 'unhappy' sound will be played and some image displayed and current score will be deducted by one.



The score shows on the top of the screen, with the magic light on, the character touch bug gets 1 point, without the magic light, the character touch bug lose 1 point.