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| Title: Title: Assignment2-Part2 Game  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 | 1. Move form right to left. 2. Fade in & fade out. 3. Start music and control at the bottom of the page | |
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| 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 | 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 | |
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| 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 | | 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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| Description | Ending page came out | Elements | Image | |
| Duration | 1s | Elements animation | 1. Ending page comes from right to left 2. Mute the background music. | |