Info:

The opening or starting screen is a 'start game' modal

Colourful and playful text greets the player.

Basic instructions follow - the game is supposed to be simple and so simple instructions given to player.

A PLAY NOW button 'launches' the game

Intro screen

Info:

The main game screen is simple to understand and is vibrant and colourful.

There is a simple title of the game 'Guess the Fruit' and below that is an instruction and 'result' window/panel displaying - 'Select a fruit'. This panel gives simple info to the player as when a player touches or clicks one of the fruit boxes - it will display a message if they have guessed incorrectly - 'Try again'.

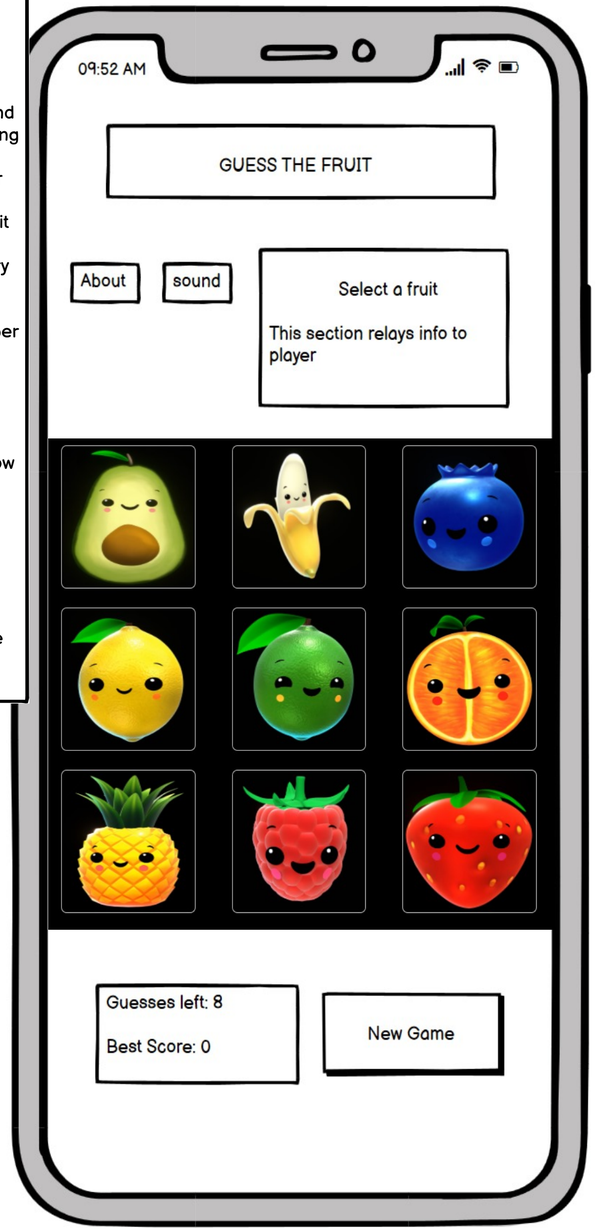
Player is greeted with a number of panels displaying various fruit.

There is a scorebox which displays info to the player - how many guesses they have - decrements at each click or press of the fruit boxes.

Best score - the best current score of this play session.

New game button - resets the game (Guesses left)

Main game screen



Info:

When about button is pressed or clicked, a modal pops up with information about the game generally and the company - Hey Bear Sensory that inspired the design and from which the fruit images have been taken.

Links to the site and some info for parents is presented to the user.

a Close button allows for navigation back to the main game screen.

About modal

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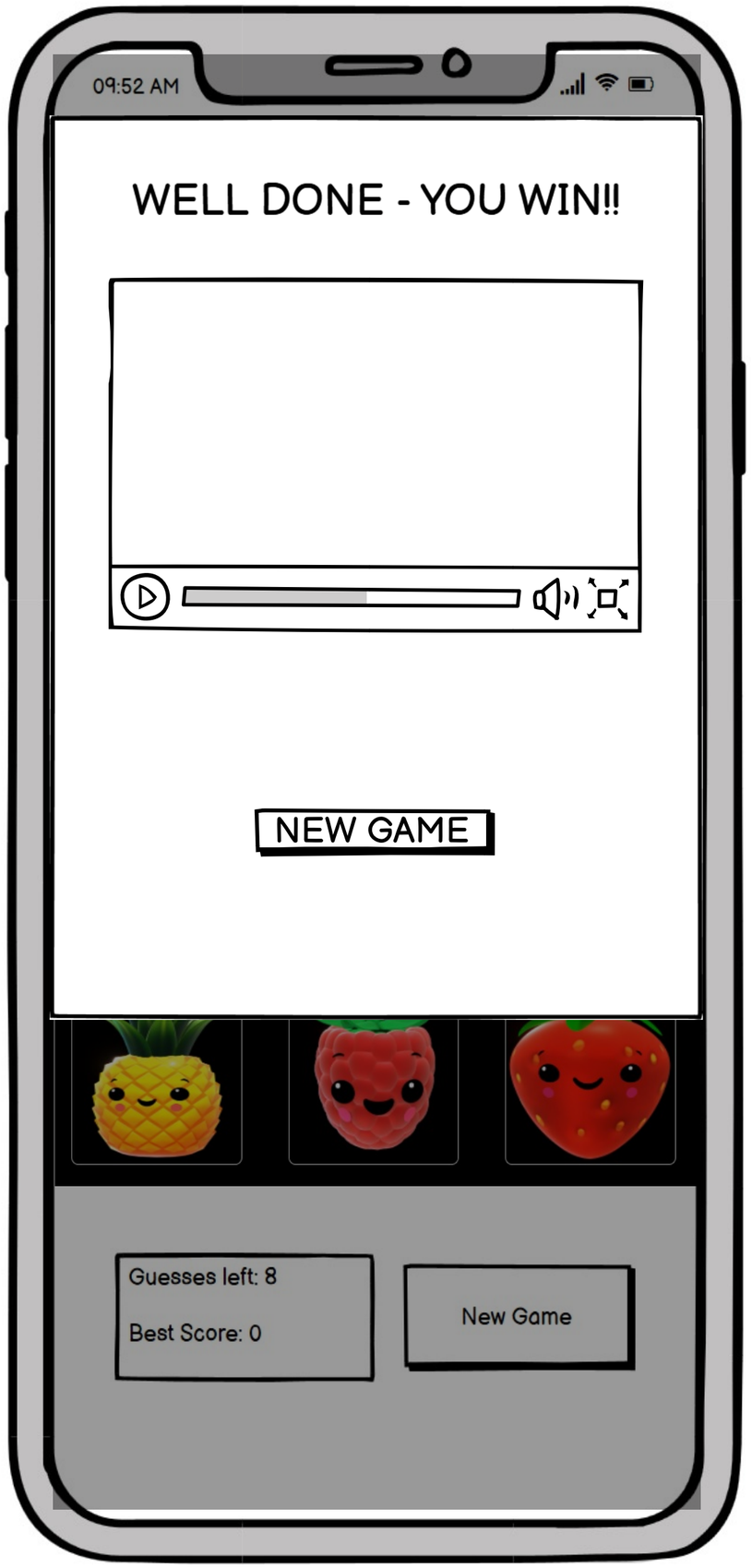
When the player wins on the main screen, a modal pops up...

'WELL DONE - YOU WIN!!'

A short video plays for the user and they can either choose to watch it all or close it with the NEW GAME button.

Game win modal



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If all guesses left runs out for the player then they effectively 'lose the game'

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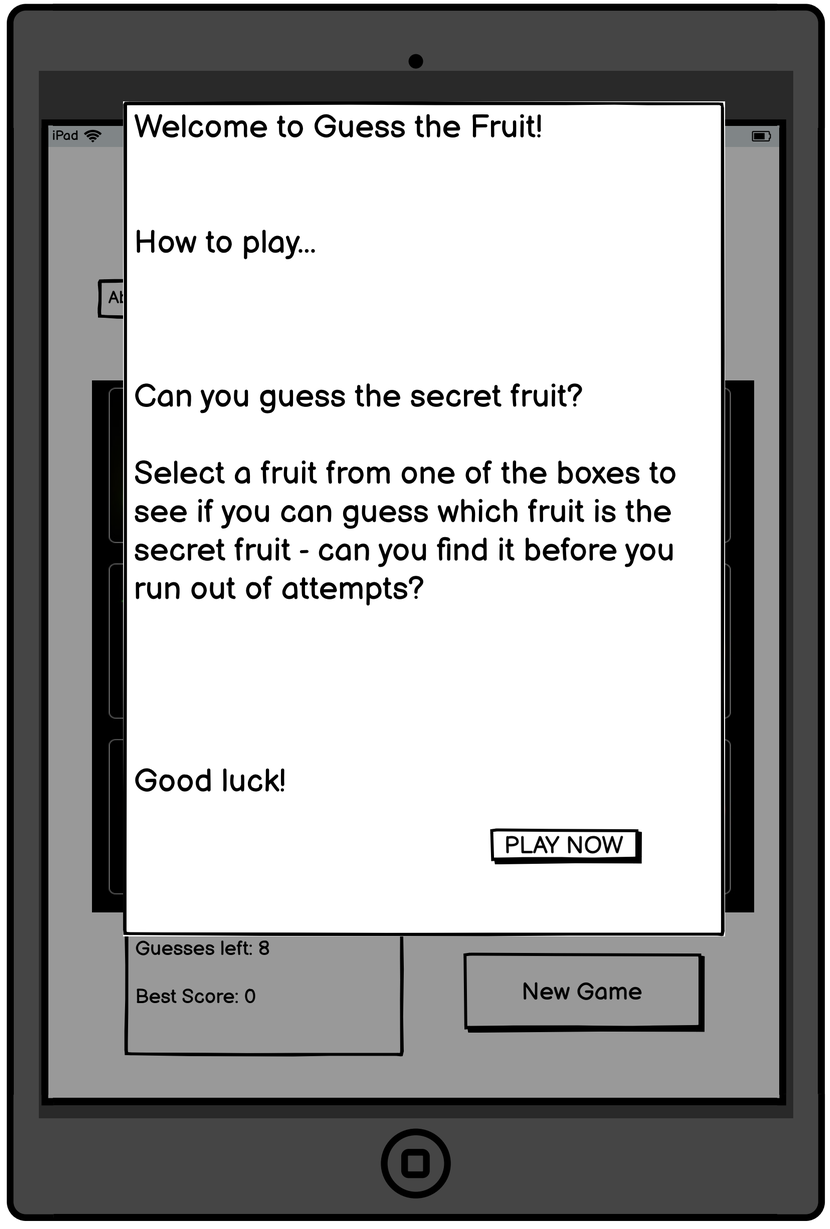

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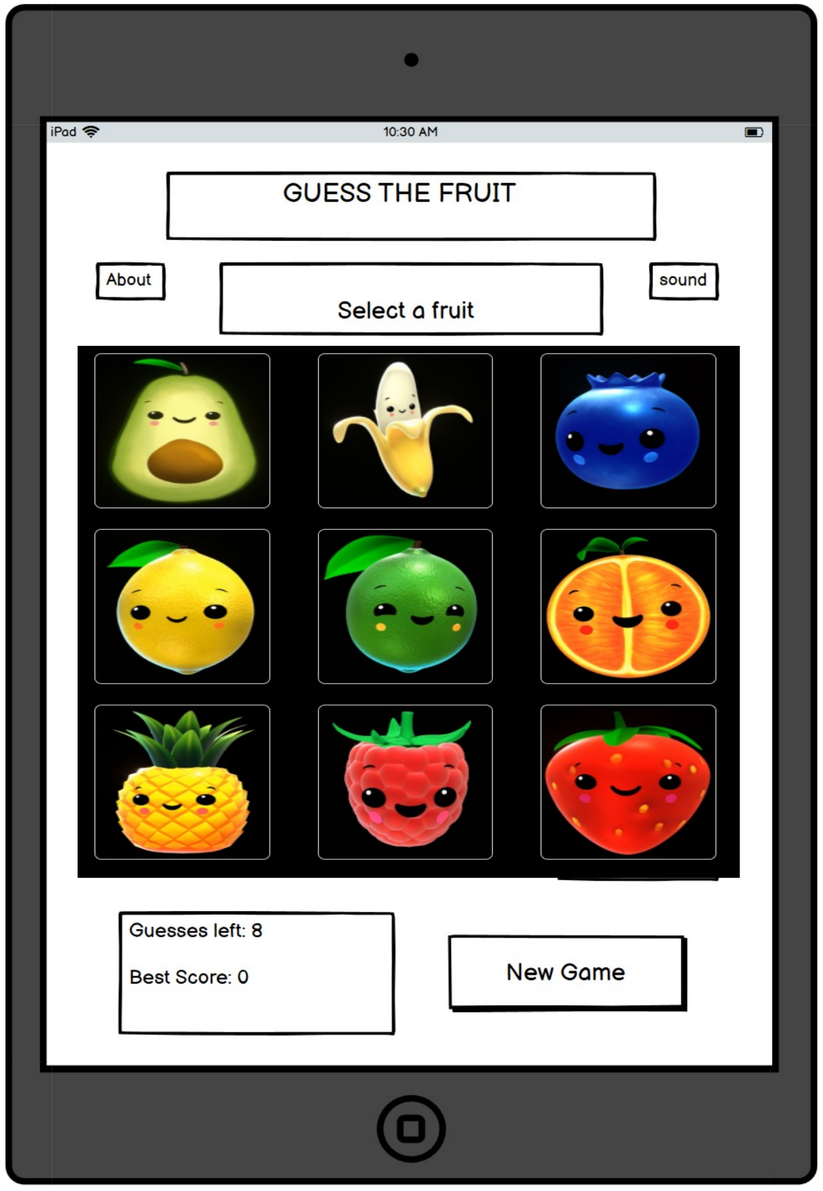

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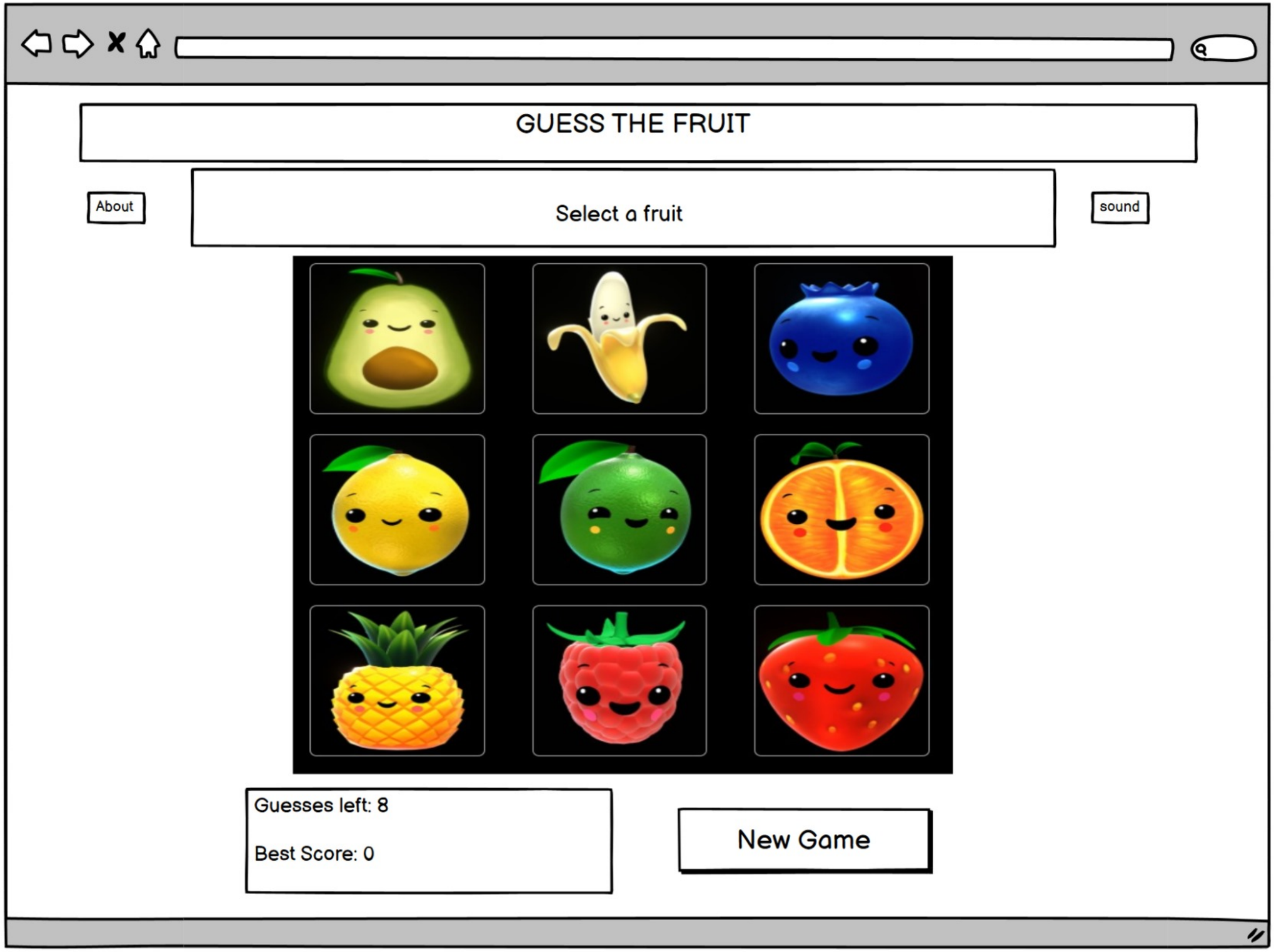

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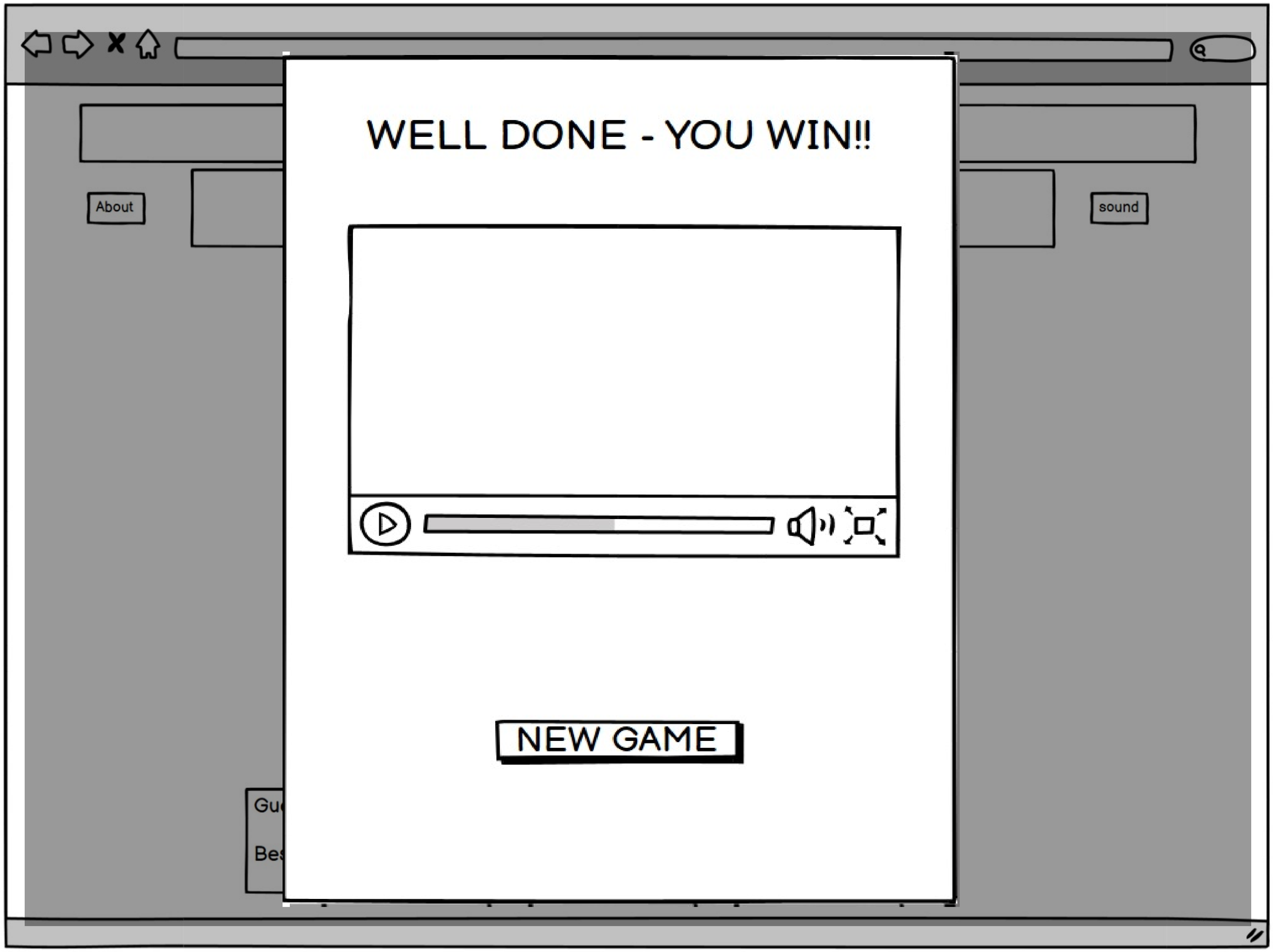

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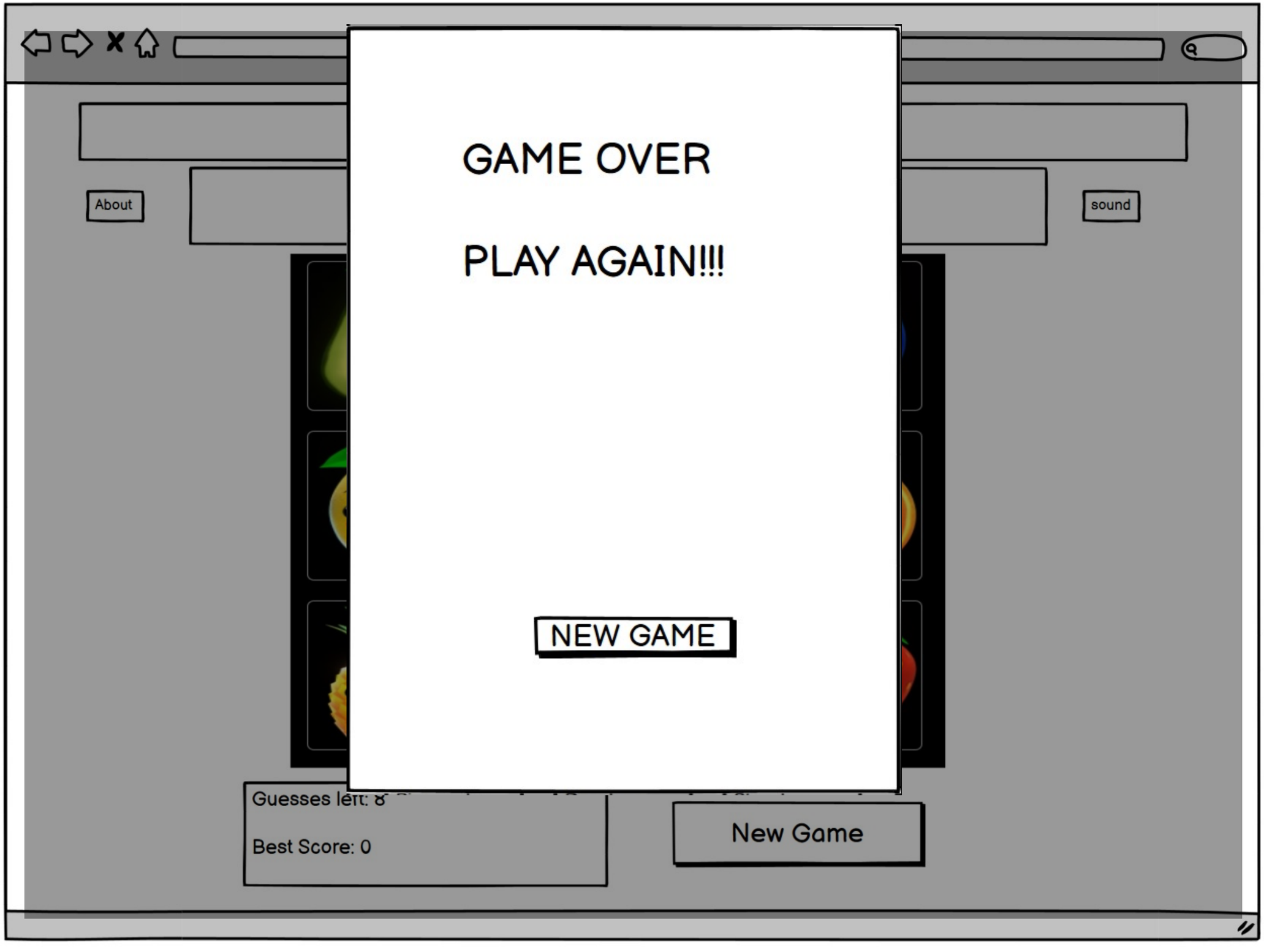
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