A screen shot of a video game

AI-generated content may be incorrect.

**Main Menu:**

**Buttons**

Our buttons in the main menu will not be centred on the screen much like this example. This is because we believed that having the artwork in the middle of the screen will entice younger people, such as our target audience, to play the game. In addition to this, it conveys our school theme more prominently.

We will also have more buttons, such as play, menu, quit, as it gives the player more accessibility, as well as prevents the game from being as simplistic.

A screenshot of a game

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**Gameplay:**

**Keyboard**

In the game we will not have a keyboard visible on the screen, due to the fact that it will take up a lot of room on the screen, preventing the hangman and word to be guessed from being as big on the screen. In addition to this it will give more space on the screen, allowing the user to see the background art more clearly, as the classroom theme is of focus.

Due to the fact that the keyboard will not be on screen, the spaces which display the number of letters in the word will be larger, making it easier to see. This mitigates the chances of confusion from arising.

**Hangman**

Our hangman art will be created by the team and will depict a student with a schoolbag. This allows it to fit our game’s theme and be more focused to the target demographic for this game as it will be less graphic. Much like this example, it will take up one of the sides of the screen, along with the number of remaining guesses available for the player.