**Main Menu:**

**Logging in**

Instead of having to enter a name, email or password, I believe that allowing the user to play straight away would make the game simpler and more efficient. As the target audience for the game is children, I believe this would entice them to play more and decrease the difficulty to play, eliminating the barrier of entry for those without an email.

**Background**

We are going to create the assets and images for our game. This means that we will be able to make a far better background in our opinion. Therefore, we are not going to have just a solid colour for the background, but rather an image that conveys our school theme better.

**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.

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.

**Game:**

**Rules**

There will be a hidden word that the user must try to guess. They will know the length of the word, highlighted by underscores with each one referring to the respective letter. The player can press a letter on their keyboard, where the game will see if that letter is in the word.

If it is, the letter will appear in the place in that word. If it isn’t, a piece of the man is rubbed out.

Once the man is completely rubbed out, all of the guesses have been exhausted, and the player loses. If the user gets all the letters in a word, they win.

**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.

A screen shot of a video game

AI-generated content may be incorrect.

A screenshot of a game

AI-generated content may be incorrect.