Design Document

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Screen Flow design:

```
GAME          MAIN          SPLASH
SCENE   <---  MENU   <---   SCREEN
  |            ^ |
  v            | v
GAME    --->   HIGH
OVER          SCORES
```
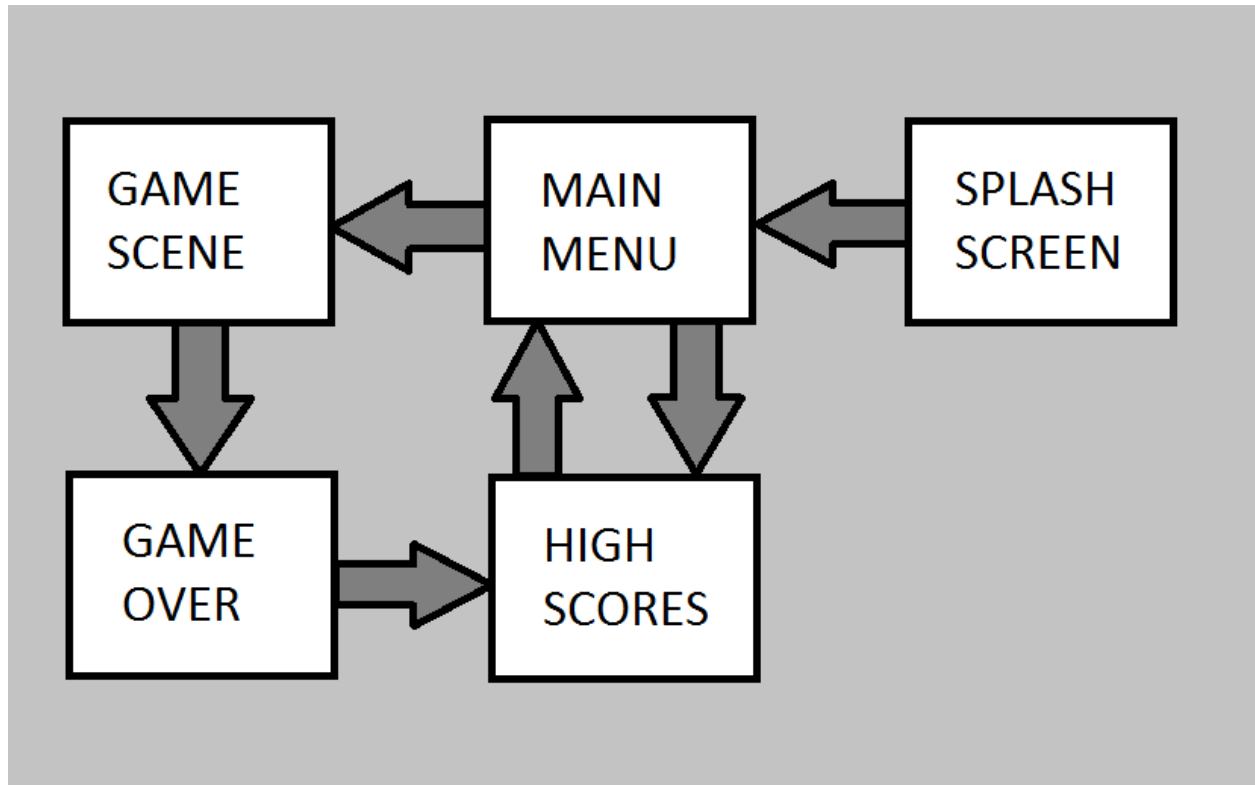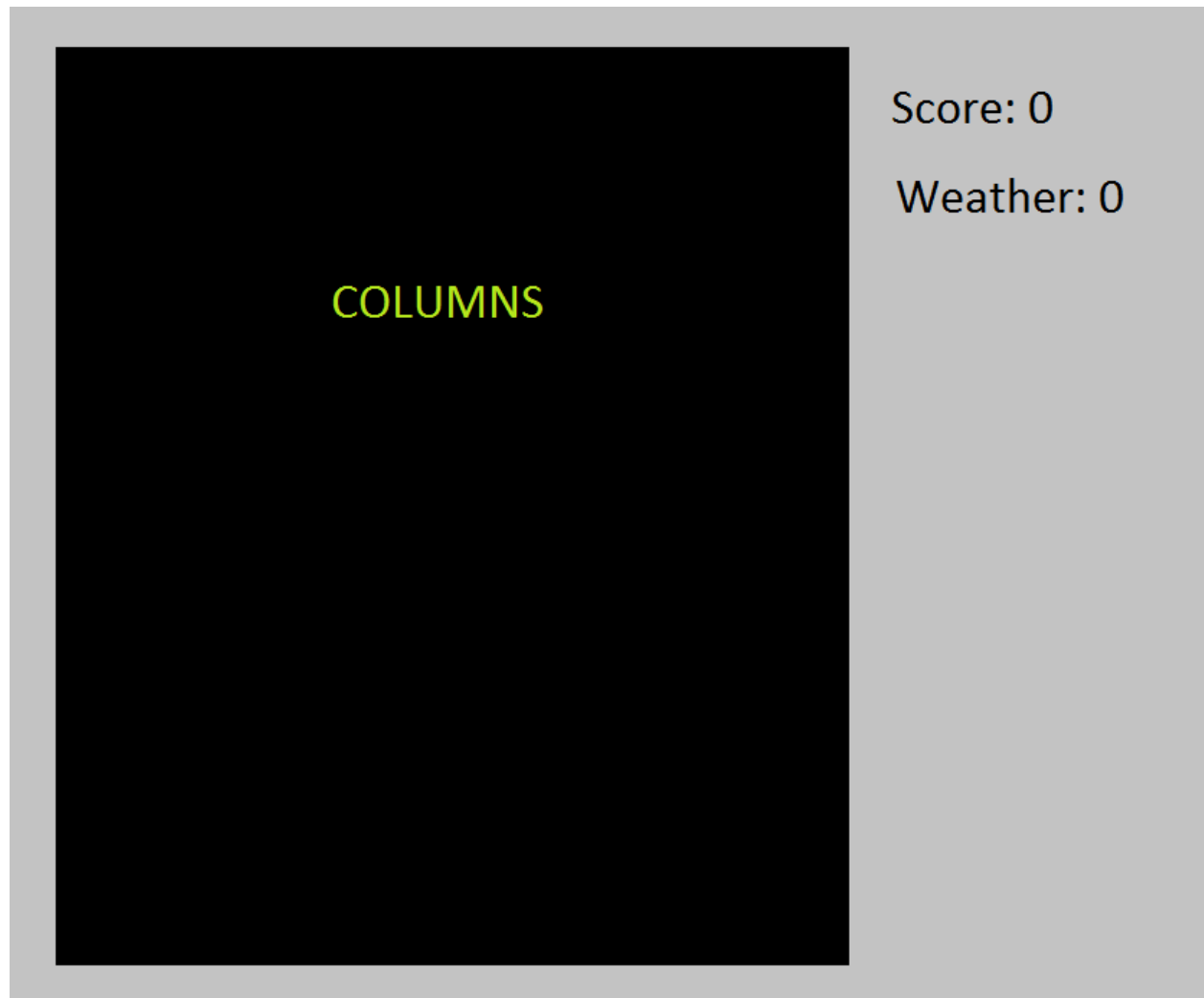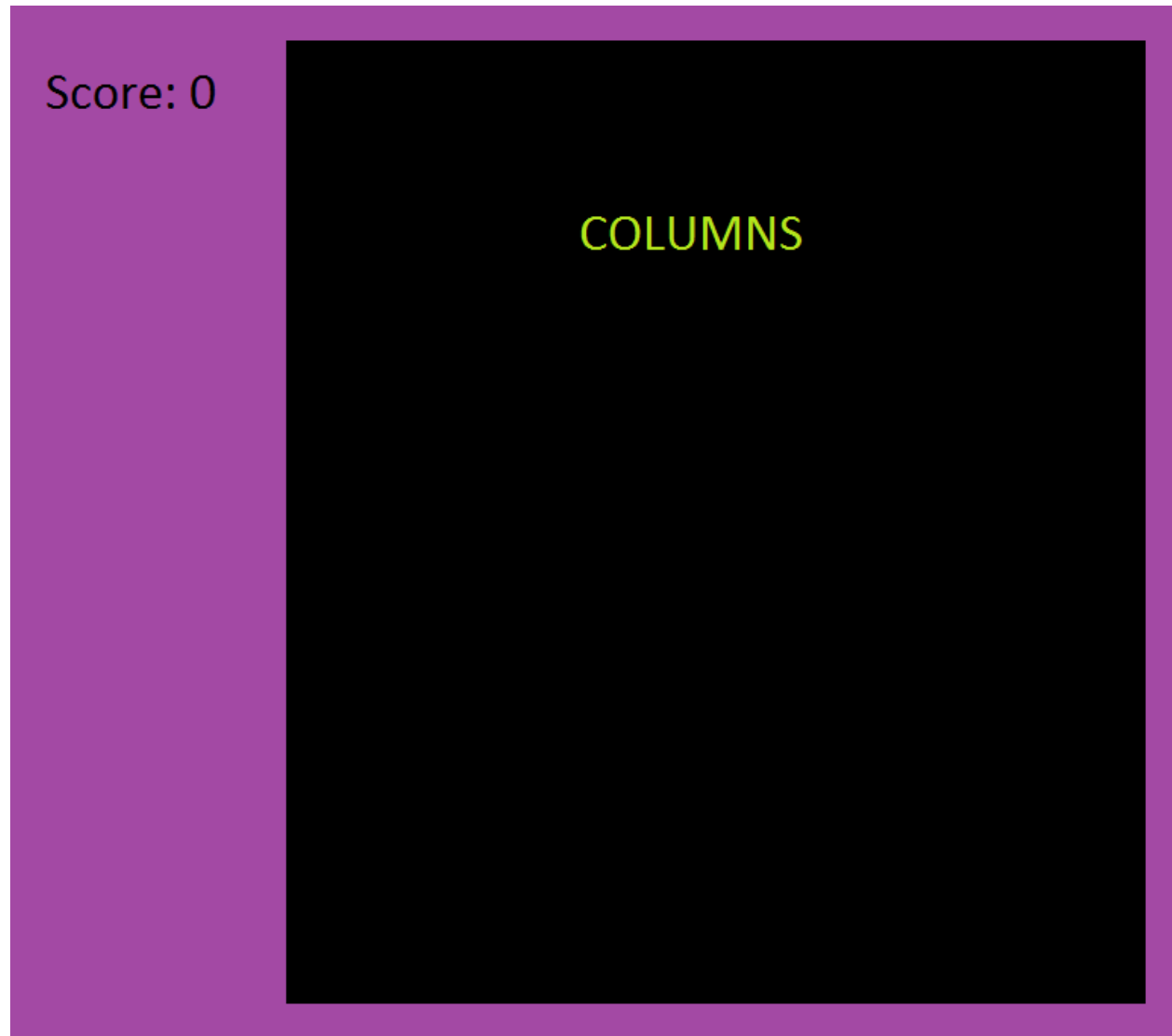
GUI design:

The first GUI mockup I created was the original look of my website/game. This design worked well for the computer, however when used on a mobile device, the canvas overlapped the score and weather text, which made reading the text impossible.
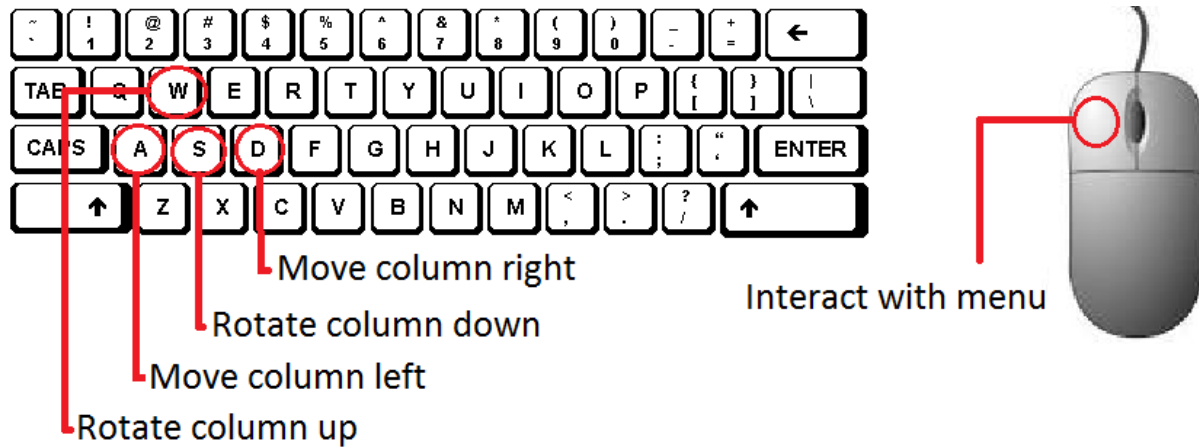
The second GUI mockup I created is my revised design of the original mockup. In this design, the text is never overlapped by the canvas, making much more friendly to mobile device users. In this design, the temperature is displayed as the background.

Score: 0

COLUMNS

Input diagrams:

Keyboard & Mouse:

Move column right

Rotate column down

Move column left

Rotate column up

Interact with menu

Touch:

Swipe up or down:
Rotate column up or down

Swipe right or left:
Move column right or left