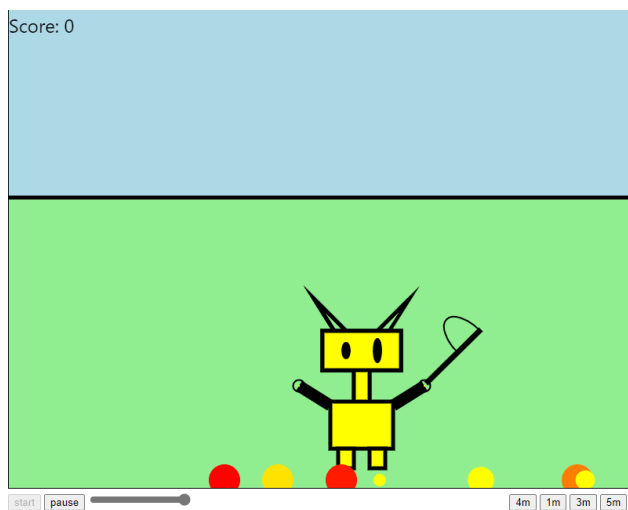


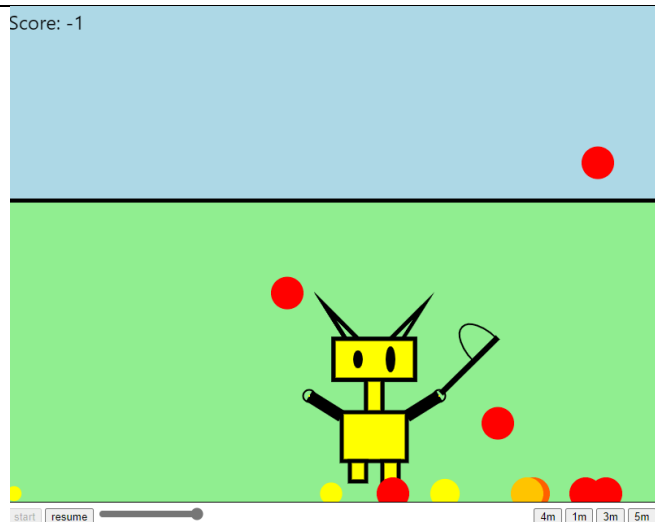
Title: Bug catching game



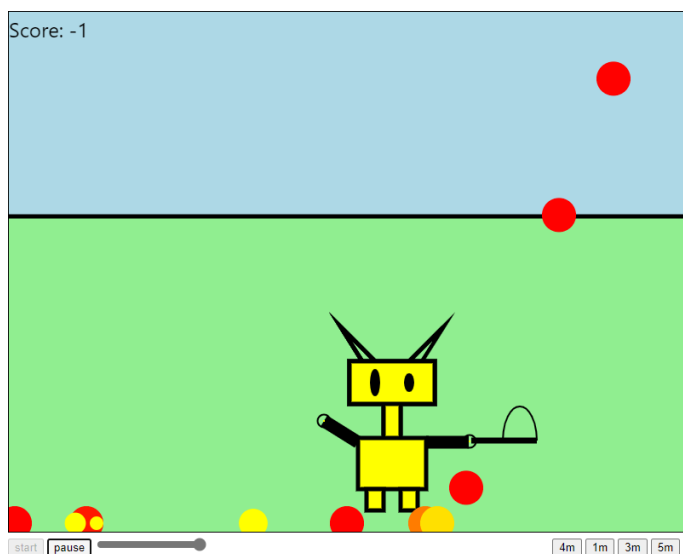
Description	Welcome screen	Elements	Canvas with background image 'Start' button to start the game 'Pause/ resume' button '4m, 1m, 3m, 5m' button to control the time duration Volume control button
Duration	Until user starts the game	Elements animation	Wait for user to start the game



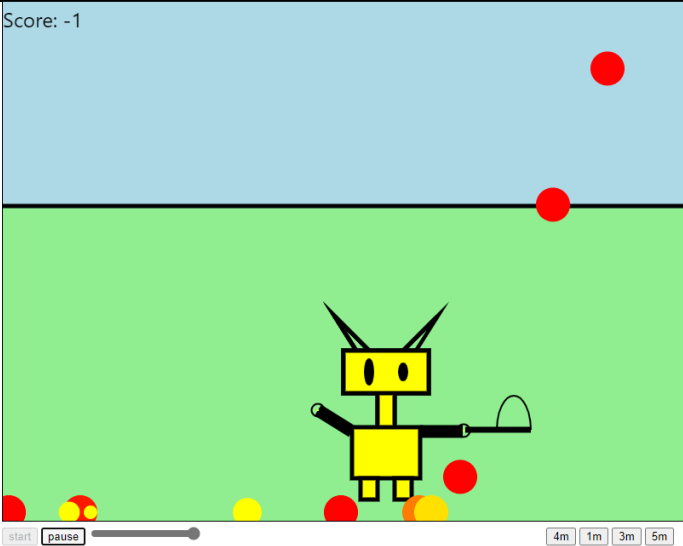
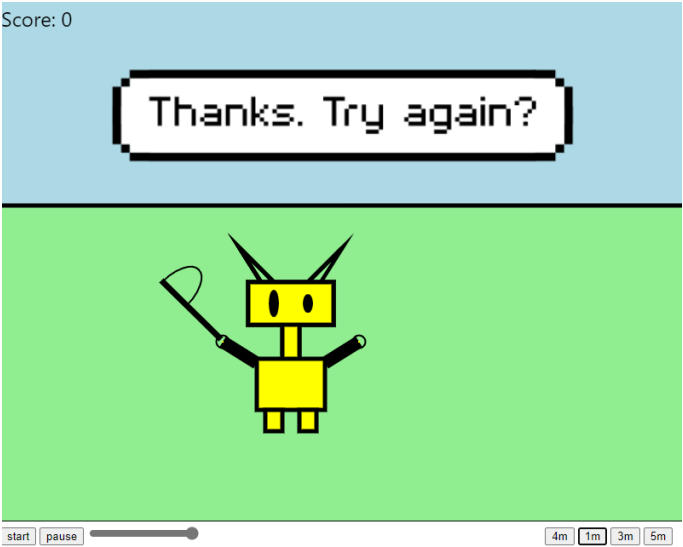
Description	Ball appears, grows bigger, changes colour, robot eyes change; start song plays	Elements	Robot – draw on canvas Balls – draw on canvas
Duration	5 + 3 + 4 = 12 seconds (balls) Every 1 second (eyes)	Elements animation	5s – balls grow from radius 6 to 20 3s – colour changes from yellow to red 4s - balls stay at the bottom before flying up Robot eyes keep changing every 1s



Description	Balls fly up; robot catches the ball using net; score shows up	Elements	Robot – draw on canvas Balls – draw on canvas Score - draw on canvas
Duration	1m or 3m or 4m or 5m for game duration 6s for one ball flying from bottom to the top Every 1 second (eyes)	Elements animation	Balls fly up to the top for 6 seconds Score starts from 0 Robot moves by using the arrow keys Robot eyes keep changing every 1s



Description	Robot catches balls	Elements	Robot – draw on canvas Balls – draw on canvas Score - draw on canvas
Duration	1m or 3m or 4m or 5m for game duration Every 1 second (eyes)	Elements animation	Arm down with net to catch the ball using the space key Score +1 if net catches a ball (happy song) -1 if ball touches the body (sad song) Ball touches net or body disappears Robot eyes keep changing every 1s

			
Description	Pause/ resume the game Volume control Balls disappear from the top	Elements	Robot – draw on canvas Balls – draw on canvas Score - draw on canvas
Duration	1m or 3m or 4m or 5m for game duration Every 1 second (eyes)	Elements animation	Volume control 'Pause/ resume' button Balls without touching net or body will disappear from the top of canvas
			
Description	Game end page	Elements	Canvas with background image 'Start' button to start the game 'Pause/ resume' button '4m, 1m, 3m, 5m' button to control the time duration Volume control button
Duration	Wait until user click the 'start' button to play again	Elements animation	Canvas with background image