

# Structure Plane

## Information Architecture

- Single Page Application (SPA)

Home Section

## Interaction Design (IXD)

Game info

- **Game info button**
  - When a user clicks on it a modal pops up with information about how to play the game, and all its different controls

Start

- **Start game button**
  - Starts a new game sequence

Record: 0

- **Score label**
  - Shows the current score of the user ( provided for strict mode only )



- **Game pads**
  - Used during gaming, glowing function provided for easier understanding of the current game sequence

Strict: ☐

- **Strict mode switch**
  - Used for the user to enter in strict mode i.e. be able to win the game when a score of 20 points is reached