



Each of the coloured buzzers will have tunes linked to them so that when the user clicks on a buzzer both the light and sound of that buzzer will play.

The game's screen will display the level the user is on during the game. Branding will be placed above the screen to enhance UX.

The **Start** button will allow the user to begin a new game and the **Hint** button will replay the last selected buzzer as a hint for that round.

The smaller coloured buzzers show how the buzzer will light up when it has been pressed.