

Design: 8 bit  
**Question 1: Desktop Application or Smartphone Application?**

Background: Black  
Title Options: Yellow  
Font Reference: Atari's "Sprint" (1977)  
Options: Blue  
Reference to idea: Atari-8-bit Jumpman

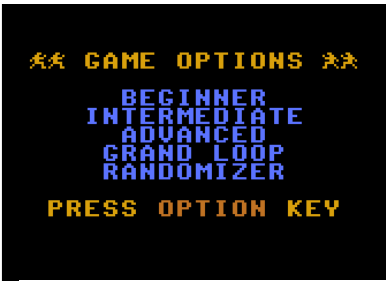


Figure 1 Jumpman Main Menu

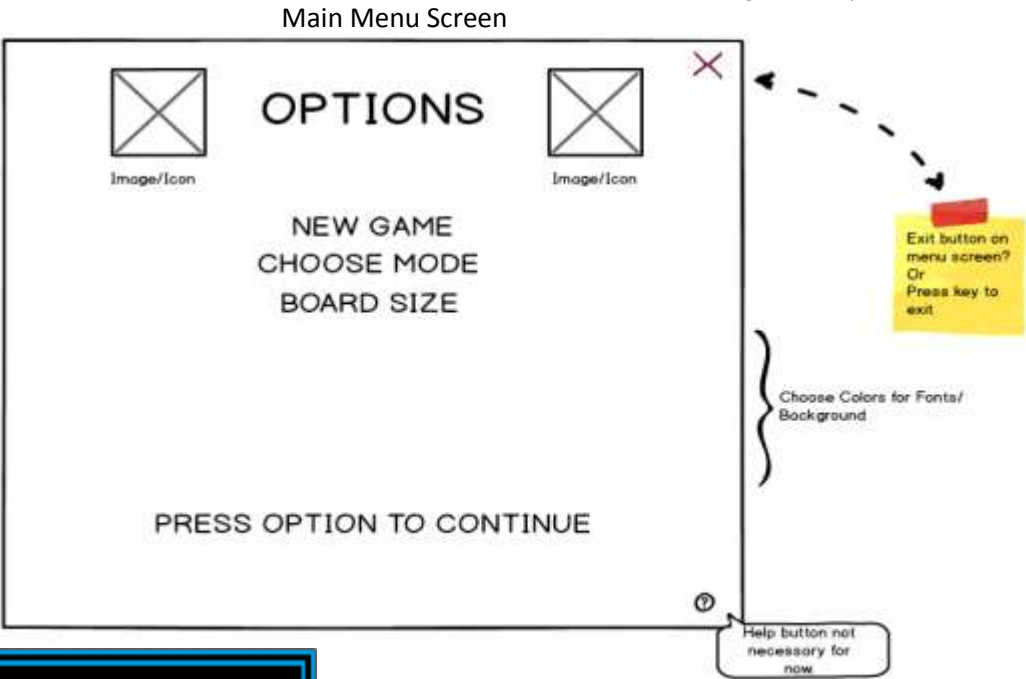


Figure 2 No Images/Icons

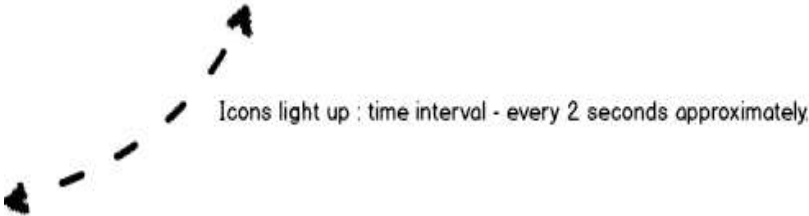


Figure 3 with icons

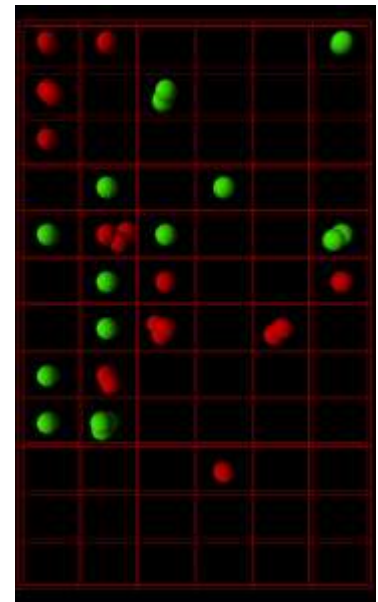
Game Board UI Layer (**New Game Option**)

Width: 521

Height: 563

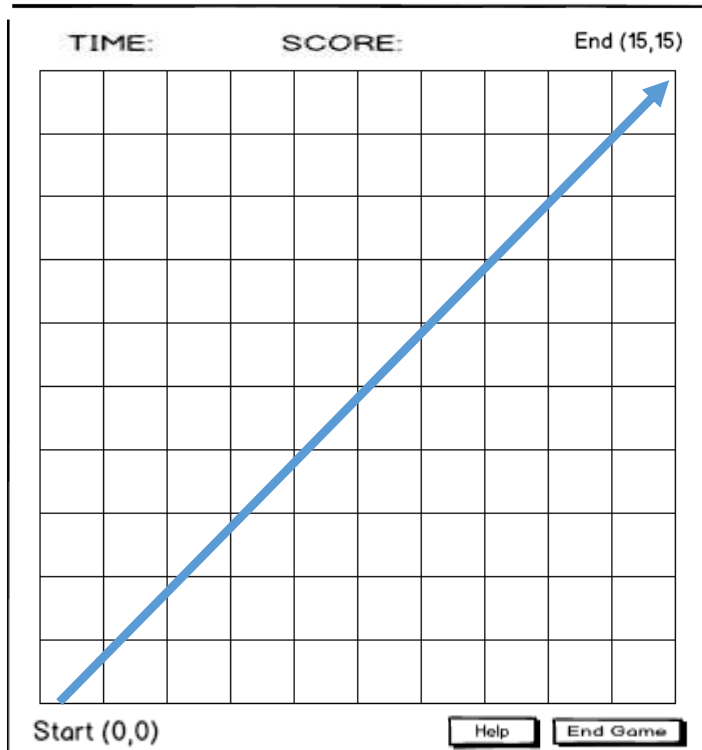
Reference: Chain Reaction on Google Play

Design: 8 bit

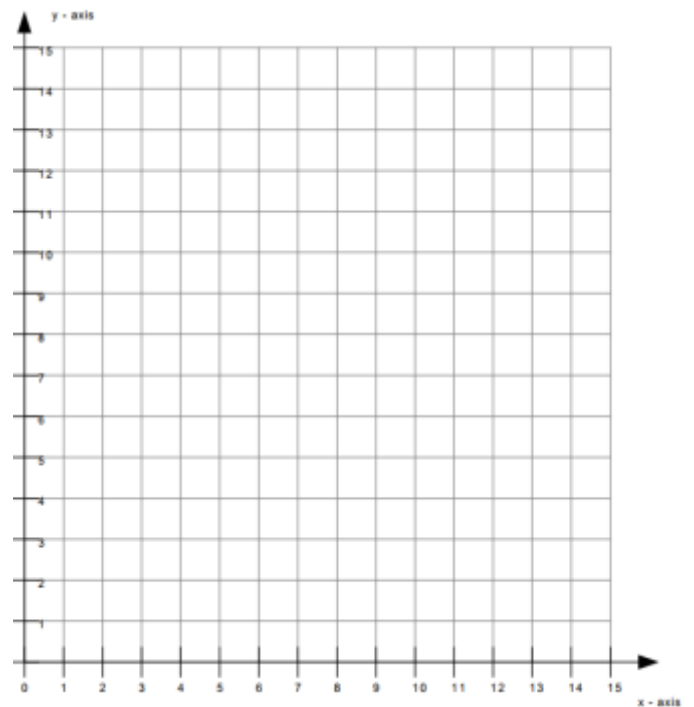


Time/Score track on top ?  
Score based : each coordinate the player is able to join.

Figure 4 Chain Reaction



Grid could either be left out or placed on game board



Are you sure you want to end game?

No Yes

Pop-up after pressing end game button.

If this design doesn't work, I was thinking of a similar design as shown in Figure 4, or possibly similar a layout as the one found in the following link:

How to create a simple game: Peg Board Game

<http://www.survivingwithandroid.com/2014/03/android-app-tutorial-custom-layout.html>

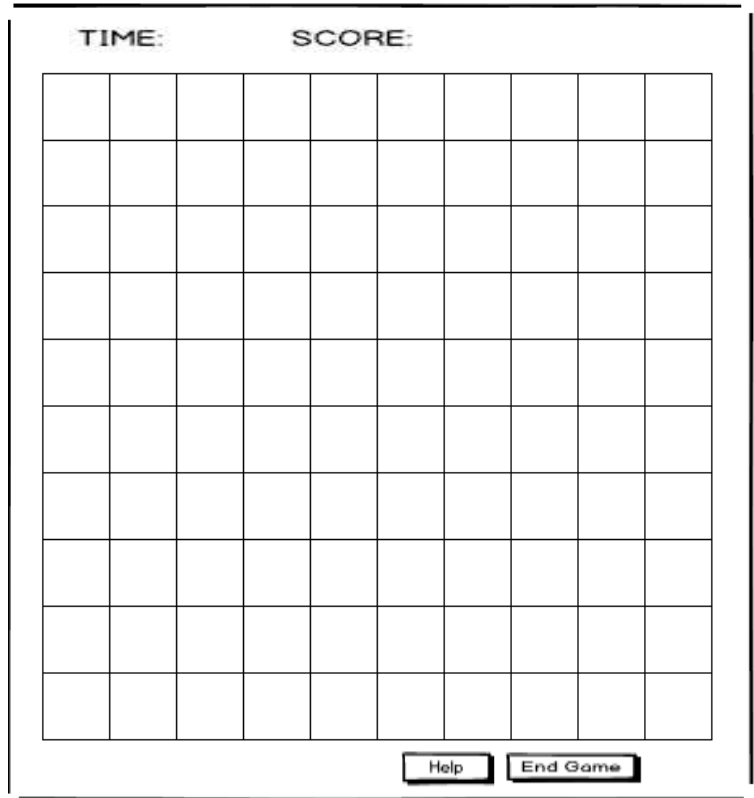
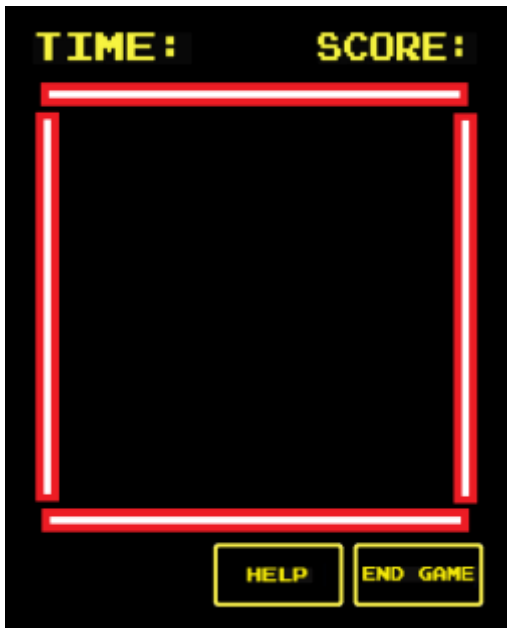


Figure 5 Empty Game Board

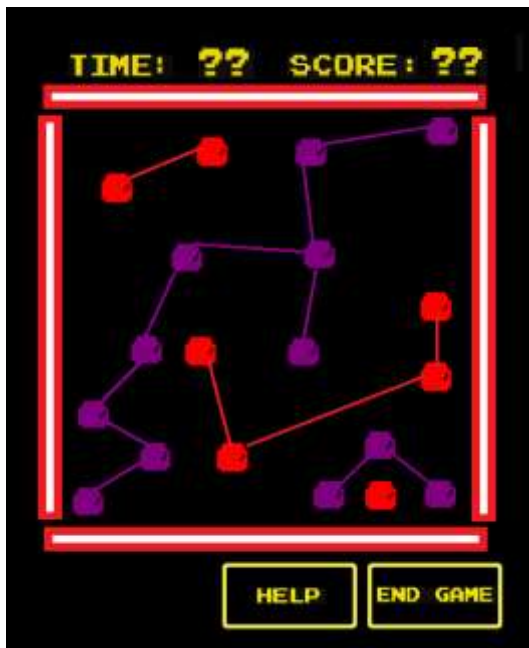
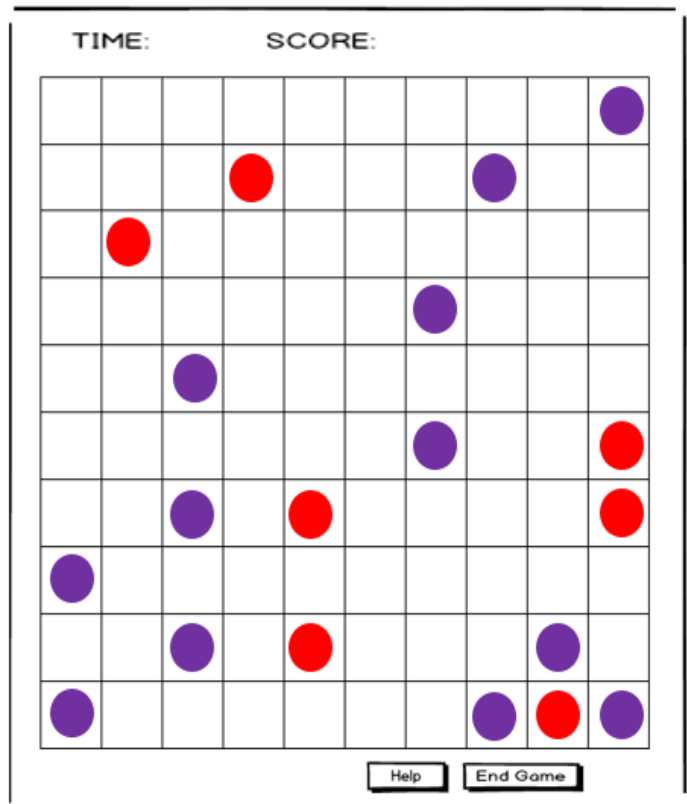


Figure 6 Game Play



**(Choose Mode Option)**

Reference to idea: Black Ops 2

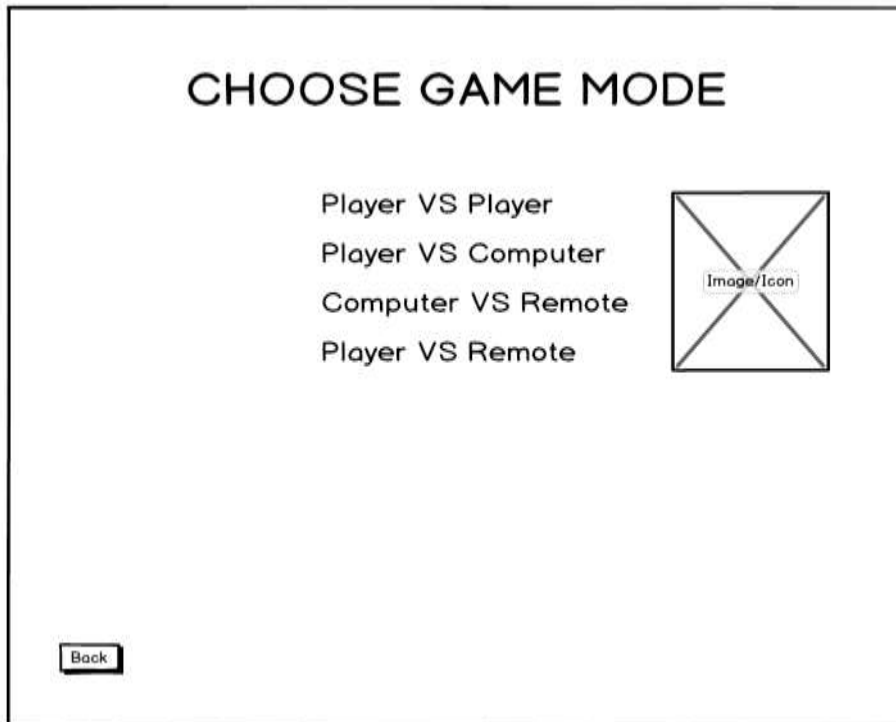
Design: 8 Bit

Reference: Computer Icon



Figure 7 Black Ops 2

[http://24.media.tumblr.com/tumblr\\_m0x89hS4hg1qba0ogo1\\_r1\\_500.gif](http://24.media.tumblr.com/tumblr_m0x89hS4hg1qba0ogo1_r1_500.gif)



When player chooses option (Text gets highlighted)



**(Board Size Option)**

Dimensions: ? X ?

