

Assets needed:

- UI: Julia/Mart
 - Beginning screen menu
 - Start button (play button)
 - Tutorial symbol
 - Settings symbol
 - About symbol
 - Tutorial screen
 - {contains a comic}
 - Back button (back to beginning)
 - Settings
 - Sound /{on off}/
 - Game
 - Stamp
 - Stamp X
 - Forum, (safe yes, no, jail?)
 - Yes and rightfully = super happy kid
 - Yes but wrong = super sad kid
 - No but rightfully = happy kid
 - No but wrong = super sad kid
 - Warning screens /{Exclamation mark}/
 - Lose screen
 - Win screen
 - Esc menu
 - About screen
- Art: Mart
 - Room (in de background)
 - Interactable objects (2x all only if there is time! All diffractions of the same object must remain the same size)
 - 2x Couch
 - Loose pillows
 - 2x Lamp
 - On and off or lampshade off
 - 2x Rug
 - Look into the pit?
 - 2x Plant
 - Leaves loose
 - 2x Painting
 - Movable painting, safe behind it
 - Bad items
 - Knife
 - Gun
 - Piranha Plant
 - Toxics
 - An actual heart

- Actual kidnapped person
 - Good items
 - Teddy bear
 - Candy
 - Money
 - Heart <3
- Development: Thomas
 - Dimensional clicking
 - Double click = place a stamp
 - Stamp moves with the mouse
 - Click drag (Move objects)
 - Click once
 - Functional menu
 - Functional esc
 - Implement sound
- Sound: Gaqca / Julia
 - Menu screen
 - 10 seconds for the game
 - 3 different files it chooses from?
 - Click (menu etc)
 - Stamp sound (when you stamp something)
 - Wrong (if you stamp incorrectly)
 - Right (If you stamp right)
 - Gun loading
 - Piranha plant
 - Knife sharpening
 - Couch
 - Moving pillows
 - Tapping the couch
 - Rug
 - Tapping the rug
 - Painting
 - 'Hmm' (tapping the painting)
 - Slide painting
 - Lamp on / off
 - High click sound
 - Low click sound
 - Leaves
 - Sliding leaves
 - Rustling of leaves (when tapped)
 - Paper moving
 - Lost sound /Imagine a sad man who just lost his job/
 - Win sound /imagine Happy kids who feel at home/

{ } = Assets needed

"" = text you see (or message we try to convey)

// = what you see

Home screen

"Start" /{play button}/ "Tutorial" /{mouse + questionmark}/ "Settings" /{cog wheel}/ "About" /{info symbol}/

Start

Tutorial

Settings

About

Intro

"Hello Gjorge! As you know, all your coworkers are sick, so it is your job to work EXTRA HARD and check all these homes for the homeless kids to make them feel safe! Now get out there, time = money!

Hurry!"

/{Comic about Gjorge, why he's working and why there is a time constraint}/

{Spacebar to skip}

Tutorial:

You have 10 seconds to find all the bad around the house

Click and drag to move objects around

Put your mouse on the right location and double click to stamp things with the X

{Room, stamp {that follows your mouse}, icons to explain the rules}

/At the end of the 10 seconds get a certificate that has yes or no/

{certificate}

If you found 3 or less mistakes the child can live there.

If you found more than 3 they cant.

There are also good things. If you miss stamp 3 times you get fired

{Fired screen}

Game:

{UI of wrong selects and right selects}

/Room 5 object/

Move things around and find the wrong things.

Settings:

Escape:

Shows if you press Esc

/Continue, Tutorial, Settings, quit/