

# GAME NAME

New Game +

New Game

Continue

Setting

Quit

Continue the last  
save game progress

Direct to the  
Setting page



# GAME NAME

New Game +

New Game

Continue

Continue the last  
save game progress

Setting

Direct to the  
Setting page

Quit

Status names

Status values

PAUSED

LEVEL 1 - 1

Max Health	150
Attack	27
Defense	18
Critical Chance	25%
Critical Damage	130%
Armor Shred Ratio	150%
Cast Damage	10
Cast Capacity	3
Movement Speed	50



Setting

Continue

Give Up

Home

Direct to the  
Setting page

Automatically  
lose the game  
and back to  
home page

Ask the player to  
save or not. Then  
direct to the Home  
page.

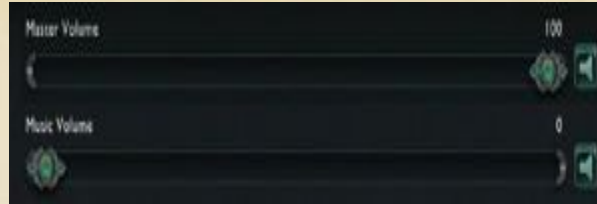


# PAUSED

Volume

Brightness

Control



Direct to the  
Setting page

Back

Continue

Give Up

Home

Automatically  
lose the game  
and back to  
home page

Ask the player to  
save or not. Then  
direct to the Home  
page.

Input Mapping

# BOON

Choose one of the following as your reward



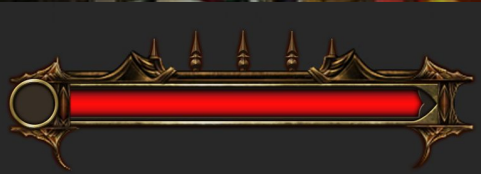
Description of the boon.  
Just some random text  
for place holding. Rise  
the attack damage to the  
120%.



Description of the boon.  
Just some random text  
for place holding. Rise  
the defense to the 120%.



Description of the boon.  
Just some random text  
for place holding. Rise  
the movement speed to  
the 120%.



Health Bar



Direct to the  
Pause page



# YOU DEAD

New Game

Setting

Home

Quit

Direct to the  
Setting page

Direct to the  
Home page.

# YOU SUCCESS


New Game

Setting

Home

Quit

Direct to the  
Setting page



Direct to the  
Home page.

