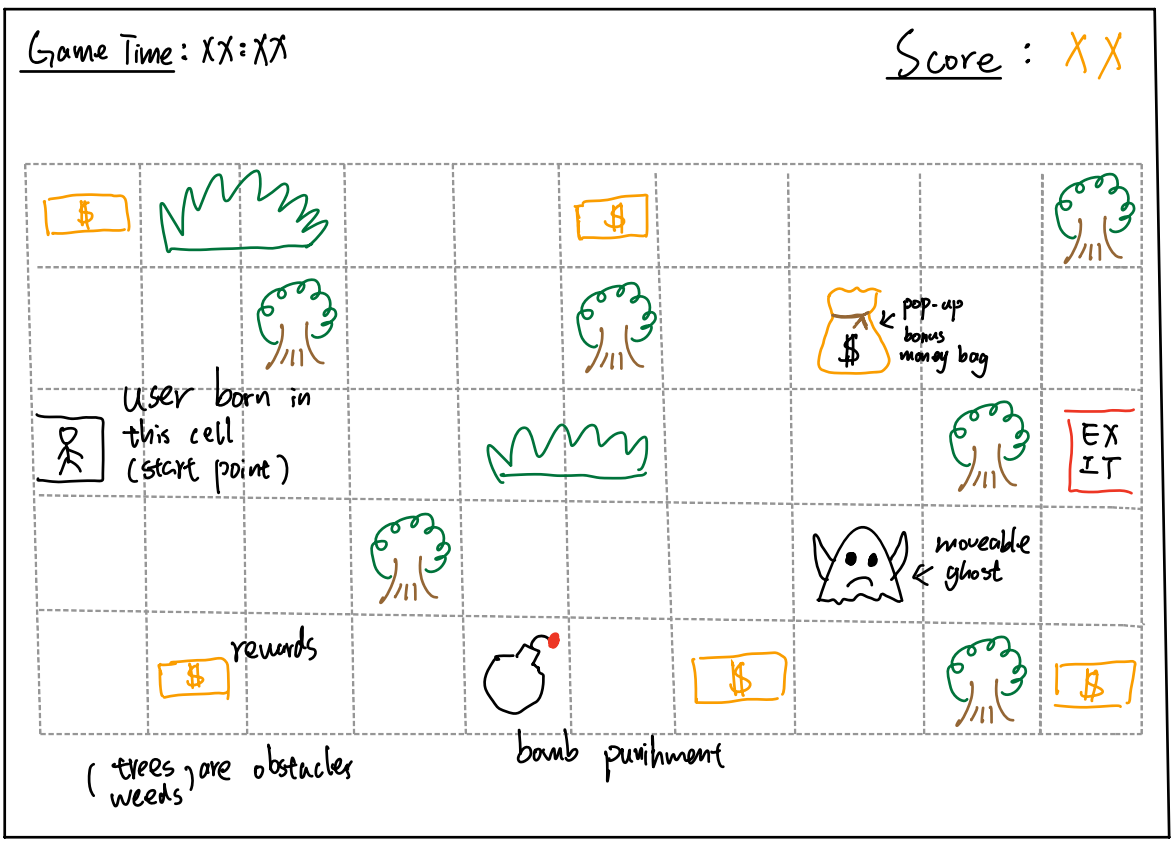
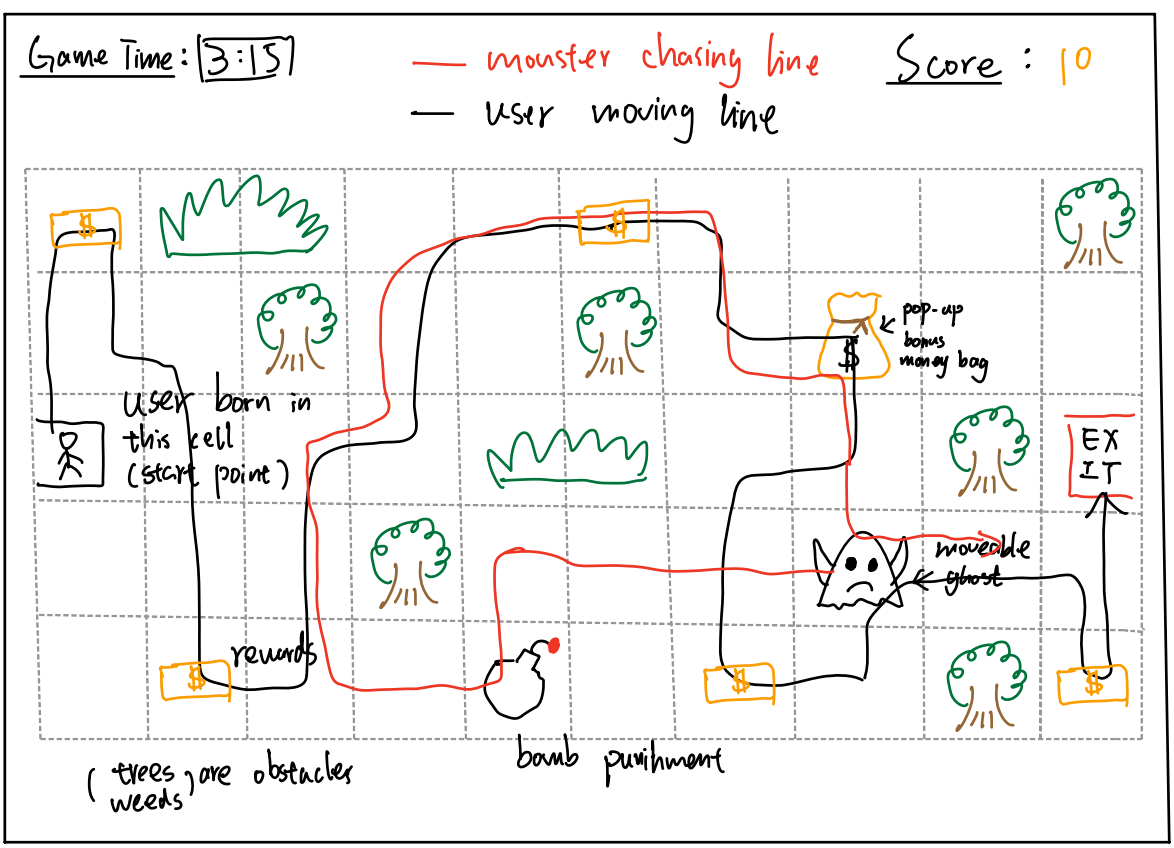

Game Time: XX:XX
Score : XX
pop-up bonus money bag
User born in this cell (start point)
EX IT
moveable ghost
rewards
(trees, ore weeds) are obstacles
bomb punishment


Game Time: 3:15
monster chasing line
user moving line
Score : 10
pop-up bonus money bag
User born in this cell (start point)
EX IT
moveable ghost
rewards
(trees, ore weeds) are obstacles
bomb punishment

User Interface Design (&Mockup)

- “Ghosts” are designed to Moving Enemies, and “ghosts” cannot move through trees and bushes.
- The “bomb” is designed as a Punishment, when stepping on the bomb, the user's score will be reduced by three points.
- “Cash” is designed as a Regular Reward, when users get “cash” game score plus one.
- “Money Bag” is designed as Bonus Reward, when user get “money bag” game score plus five.
- Tree and bushes are designed as blocking cells.