

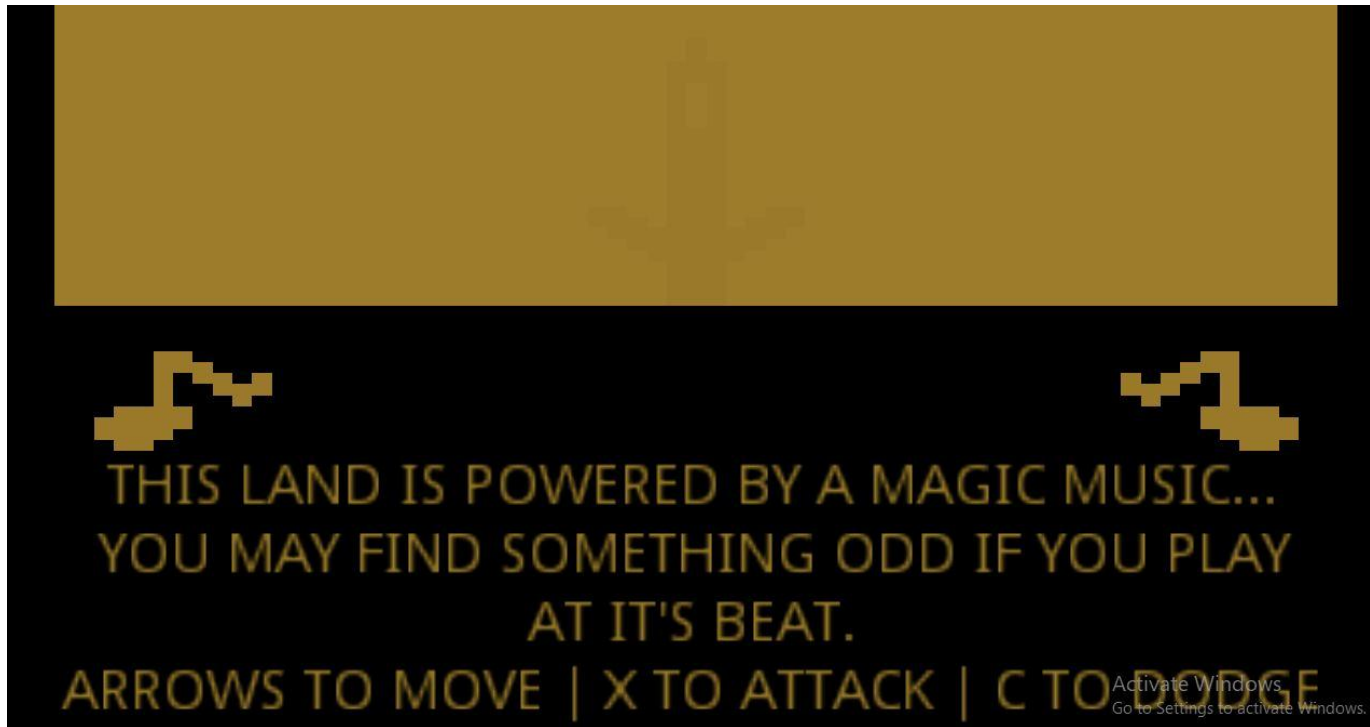
Criterion B: Design

GUI Element 1: Start Screen



The client enter any key to start and sends them to the loading screen

GUI Element 2: Loading Screen



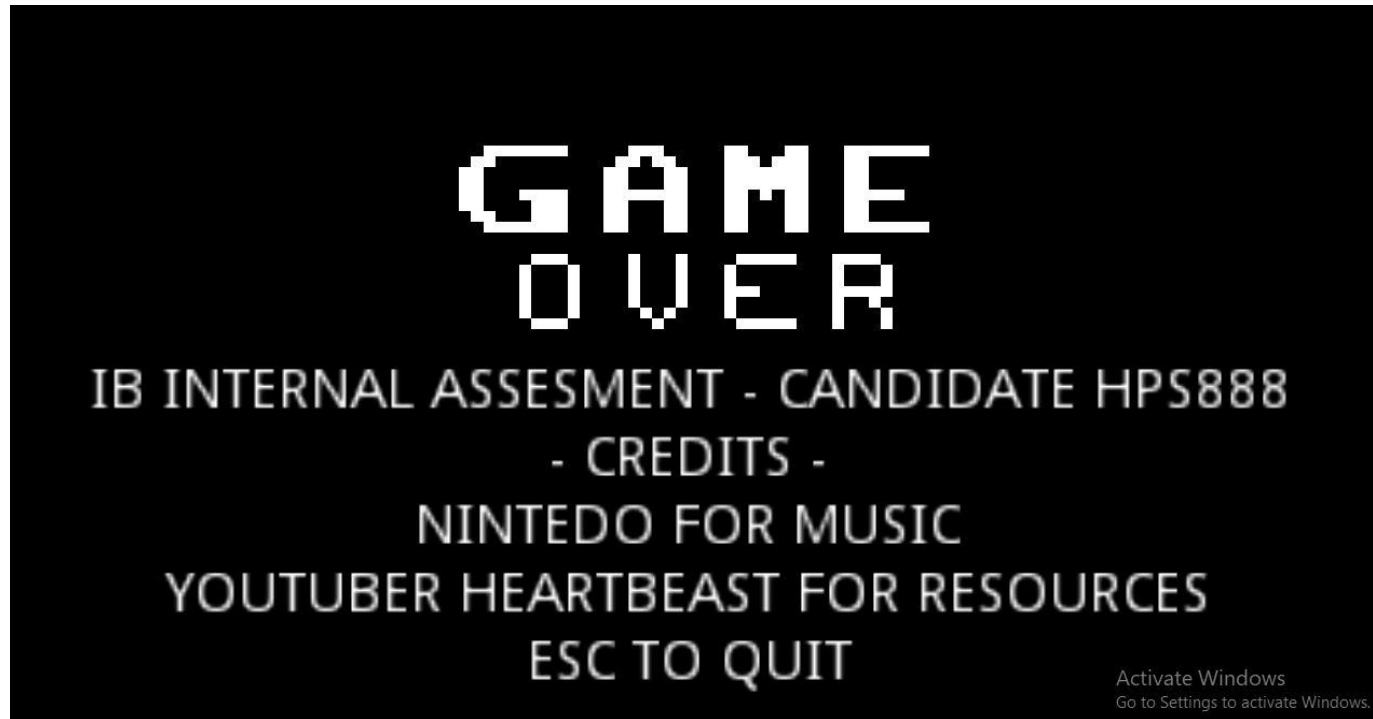
This screen is designed to give the client knowledge about the input they may take

GUI Element 3: World/Forest Scene



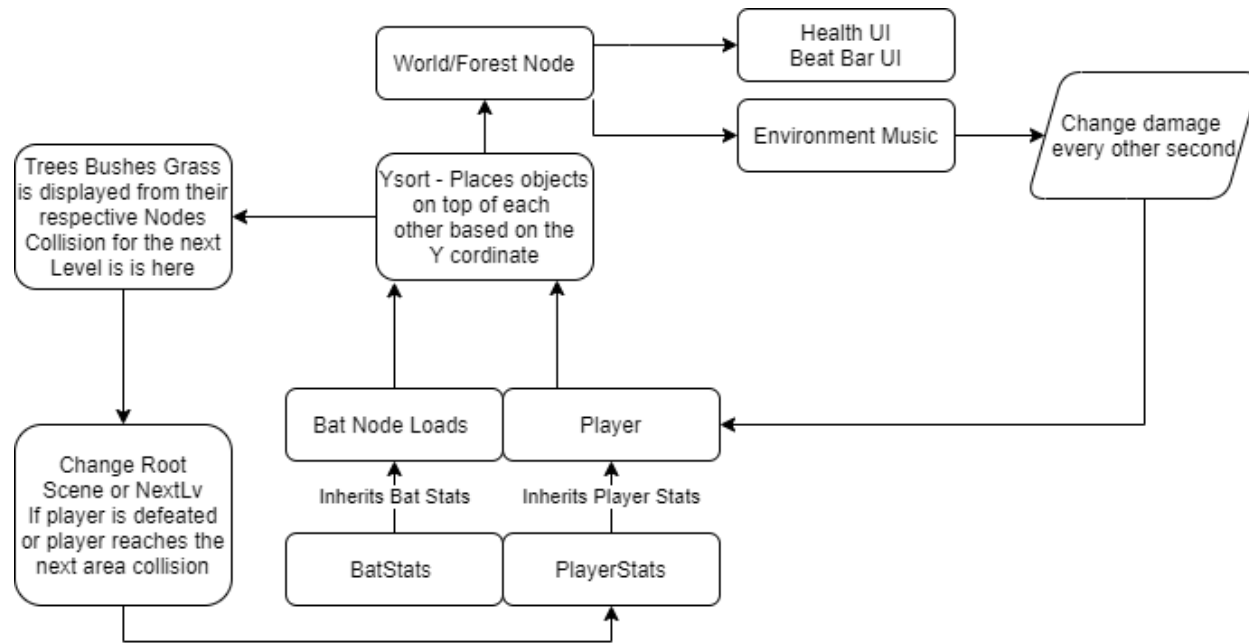
This is the environment that the player is to interact with, 2 GUI items are displayed:
Hearts - Amount of hit the Player body can take | Beat Meter - Glows when damage increase

GUI Element 4: Game/Simulation Over Scene

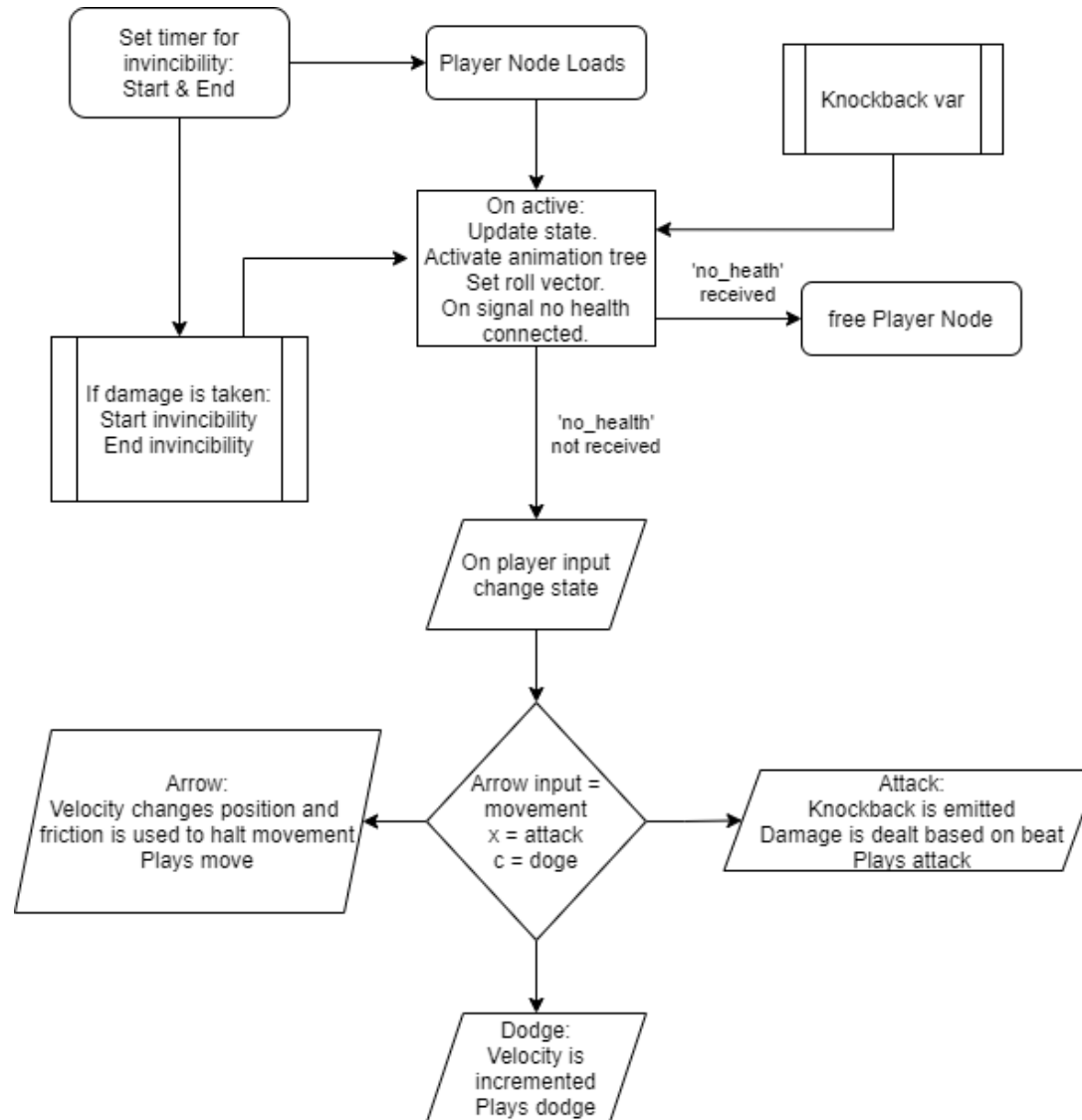


This gives the client the credits to the developer, resource provider, and a way to exit

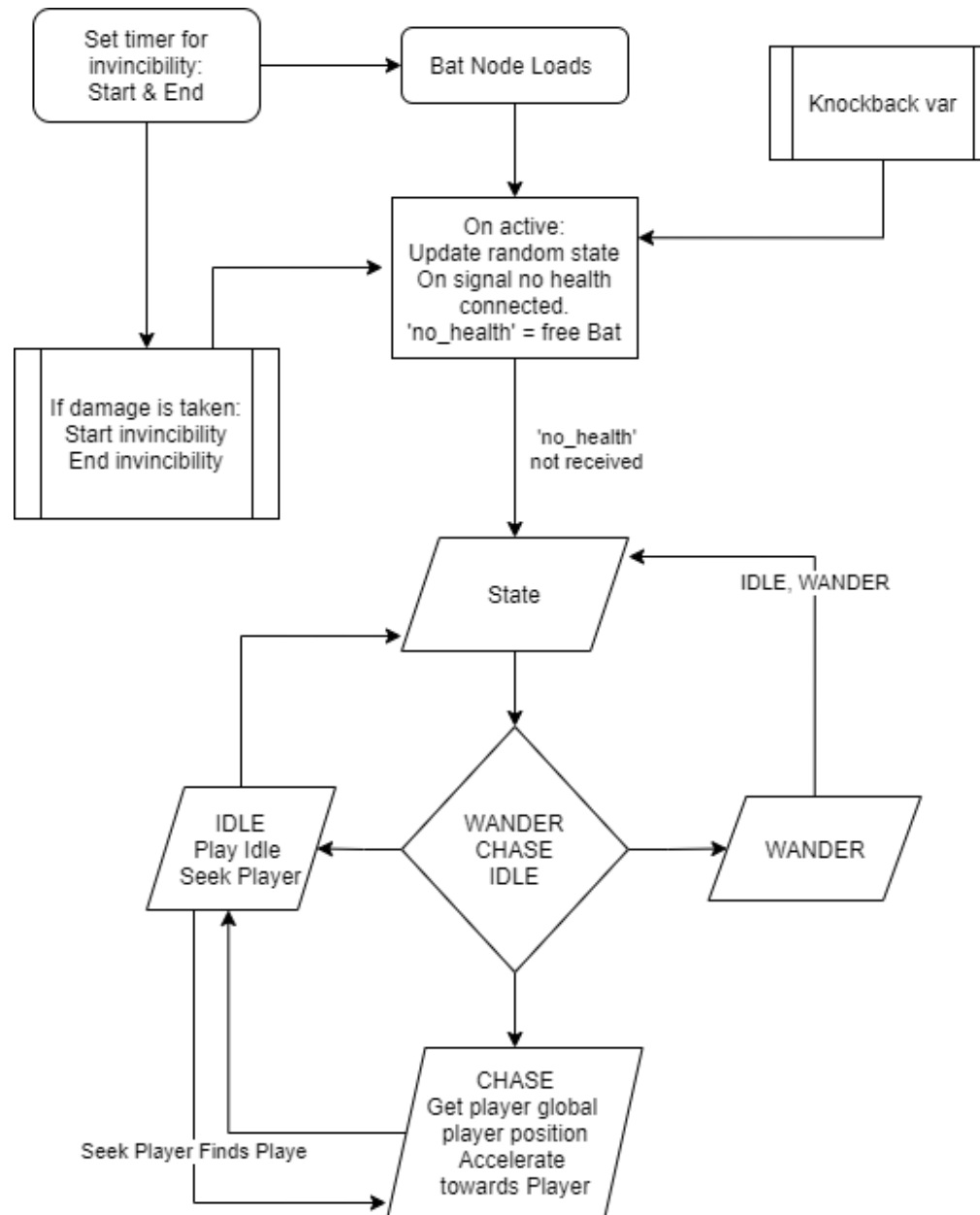
Flowchart - World



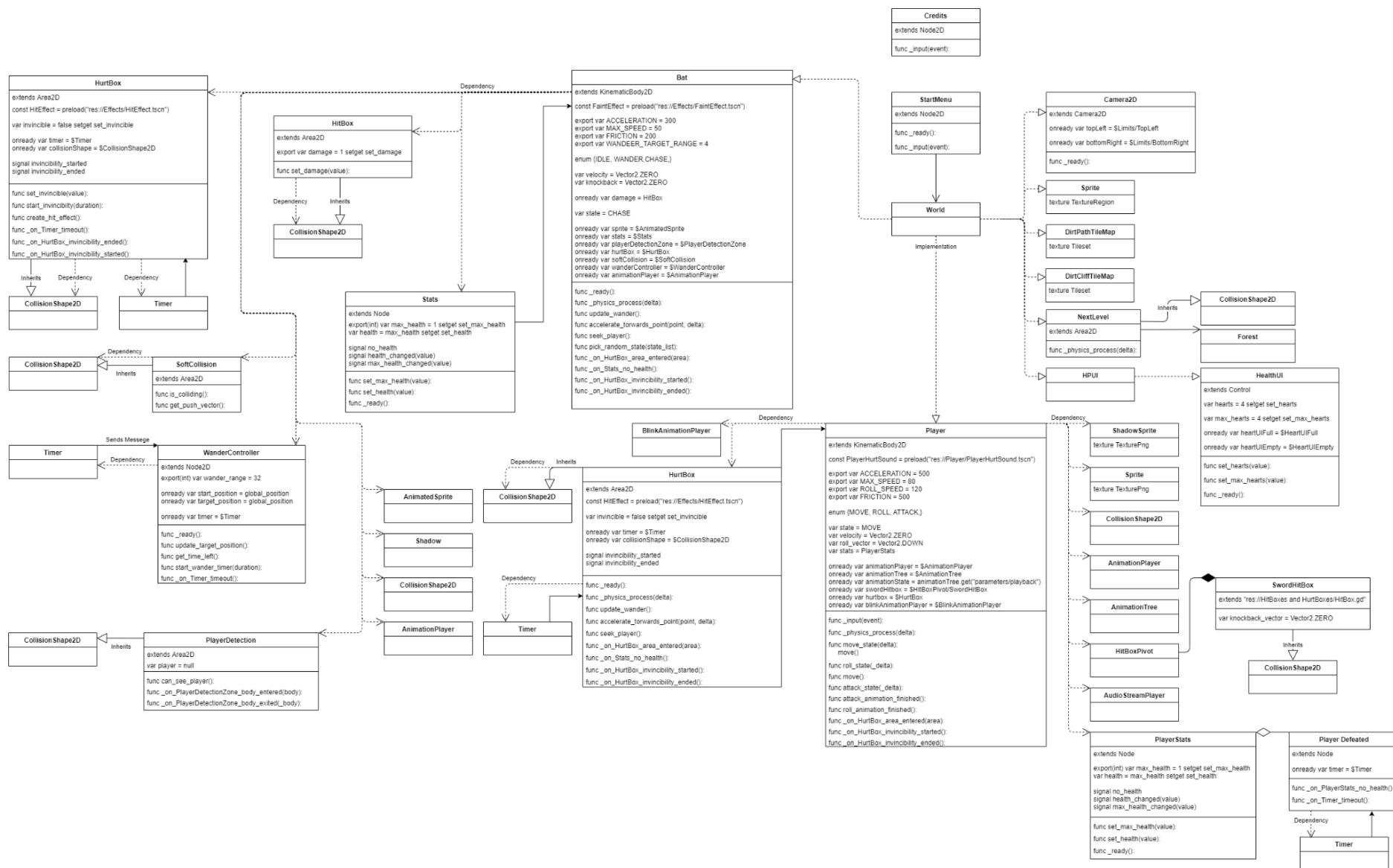
Flowchart - Player



Flowchart - Bat



UML - World



UML - Forest

