*USER INTERFACE FOR START AND END OF GAME*

Below is a general but not final depiction of what the user will interface with in the beginning and end portions of the app.

MAIN MENU: **Welcome to Bounty Collector.**

**1. START MISSION  
 2. QUIT**

The Setting gets presented as : **You are Aster Roid, you are known across the Void Empire as the one who travels through space to collect bounties. You are invited to a secret rebel planet called Hubb where they are planning to overthrow the Void Empire. They chose you to be the hero and you will collect bounties from four other planets: Red Sand, Watergate, Static, and Void. The bounties you collect can be traded in for spaceships. For every planet you are going to need a special spaceship.**

1. **GO TO HUBB**
2. **QUIT**

HUBB: **Welcome to HUBB , the rebel planet**

1. **BROWSE SHOP**
2. **START MISSION**

AFTER DEFEATING MEATY ORE (FINAL BOSS) IN PLANET VOID ….

The Ending gets presented as: **You have returned to Hubb where the planet’s inhabitants are grateful. You have just brought an end to the Void Empire and have brought peace to the earth. The mayor of Hubb says that you can trade your bounty for the golden spaceship that can take you to any of the 5 planets in the galaxy. The galaxy has been renamed Matter and everyone lives happily ever after.**

**Press any key to end the game.**