Mockups of our User Interface

Starting page
1. Our name of the game
2. If the player clicks this, the game will start
3. If the player clicks this, the instruction page will appear

Game board
1. Starting point : The main character will be placed at this starting point when the game begins
2. Main Character
3. The room number: There will be four rooms and the main character will need to walk into all the four rooms/shops to get all the disguise items
4. Cameras: They will work as punishments in this game
5. Disguise items: This is one of the regular items and the main character must get every item placed in each shop
6. Paparazzis: They will work as the enemy in this game
7. Exit: Goal of the game
8. Time: this will keep counting down till the player reaches the goal. The main character needs to exit before the time becomes 0:00.
9. Fan : This will works as the reward in our game
10. Score: The player's score will be appear on the screen whole time until he/she reaches the goal
11. Items: All of your obtained rewards will be appear in this section

Escape from Paparazzi!

①

Play ②

Instructions ③

EXIT ⑦   Time: 3:30 ⑨

ROOM 4   ROOM 3

⑧

ROOM 2

⑤   ④   ⑥

③ ROOM 1

②

SCORE: 50p ⑩   Your items: ⑪   START ①