Title Page - The first page that the user will see when playing this game. It contains the name and the author of the game and three buttons: **Start**, **Setting**, and **Exit**.

Start - This will lead the user to the Menu Page. The left side of the page prompts the user to enter his or her name and asks the user to chose the game difficulty(normal/hell), while the right side introduce the background and objective of the **Game**.

>   Game difficulty:
>
>>   Normal (default): Little amount of monsters which don't do much damage
>>   Hell: Number of monsters*10 + speed*3 + damage*1.5

Game - This is a 2D platform game that acquires the player's character to reach the bottom of the dungeon. (Control panel is WASD, could be changed in the Setting)

> At the start of the game, the game will input the status of the character (life + damage) and enemy or NPC according to the level chosen. After loading, the player will be able to control his or her character to explore the deep dungeon with various monsters (skeletons, ghosts, bats...) who will try to murder the player, mysterious NPCs (devil little girl, sketchy businessman, mysterious monsters...) that have usefulness, and awesome items (weapons, armours, potions, and maybe magic?) that can definitely make the player stronger. And as the player gets deeper into the dungeon, the monsters will become stronger, the NPCs will become more mysterious, and the rewards will become more awesome!!! (However, any items or buffs gained during the game will not be inherited after the character reaches the objective or dies)

> Once the player is killed, they can chose either to restart or return to the Title Page. And if the player reaches the objective, there will be a congratulations page and then the player will be redirected to the Title Page after a period of time.

Setting - This button will lead you to a page where you can alter and view the setting of the game, including: Change the background music , character/weapon skins and control panels, as well as check the time cost for each round of game(die or achieve objective).

Exit - This button will allow the player to end the program.