

# UI - Scribble + Instructions

• start application

• click to throw snowball

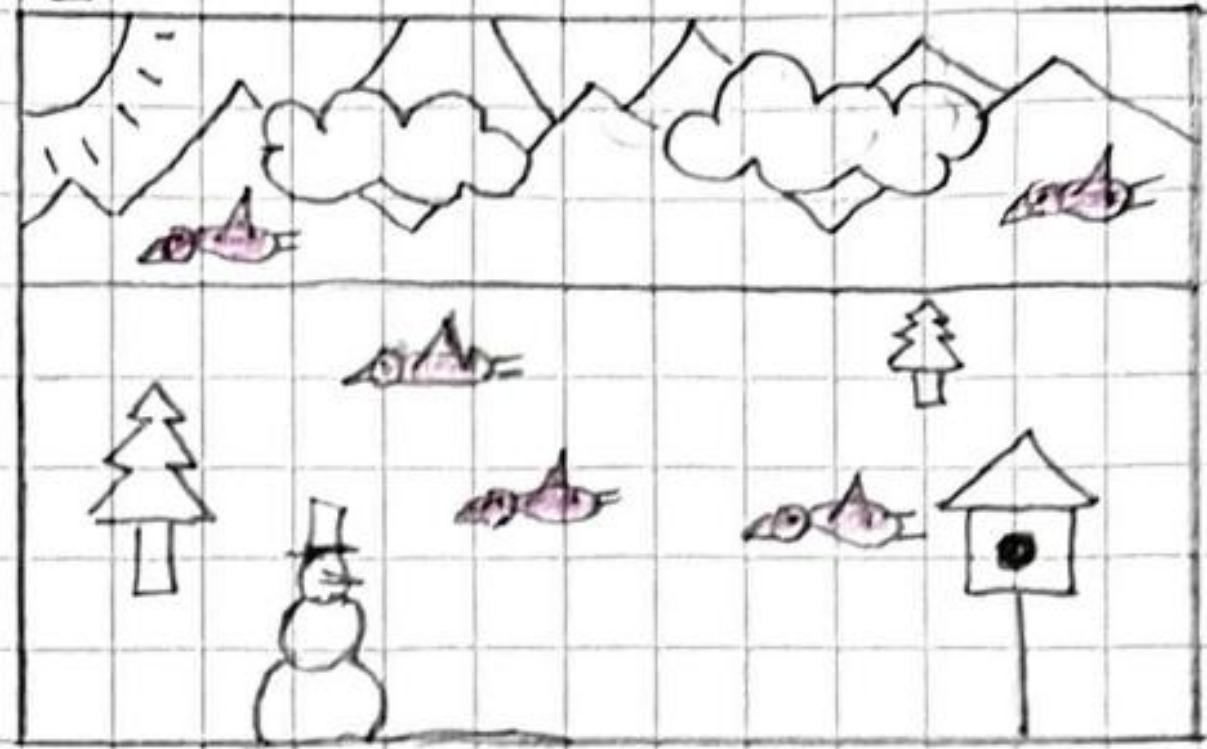
1

## Vogelhaus Predator

START

Highscores

2



• birds

3

time: 0:26



\*click\*

4

Congratulations!

Score: 510

play again

show highscores

• score depends on time needed to shoot all birds

### ① - start screen

- press "START" to start application

- press "Highscores" to open highscore table

### ② - application screen

- canvas with mountains, clouds, sun, trees, birdhouse, snowman

- animated birds, snowflakes

### ③ - goal: shoot all birds as fast as possible

- left click to throw snowball

- right click to throw birdfood → birds will fly to that position

### ④ - ending screen

- final score is shown

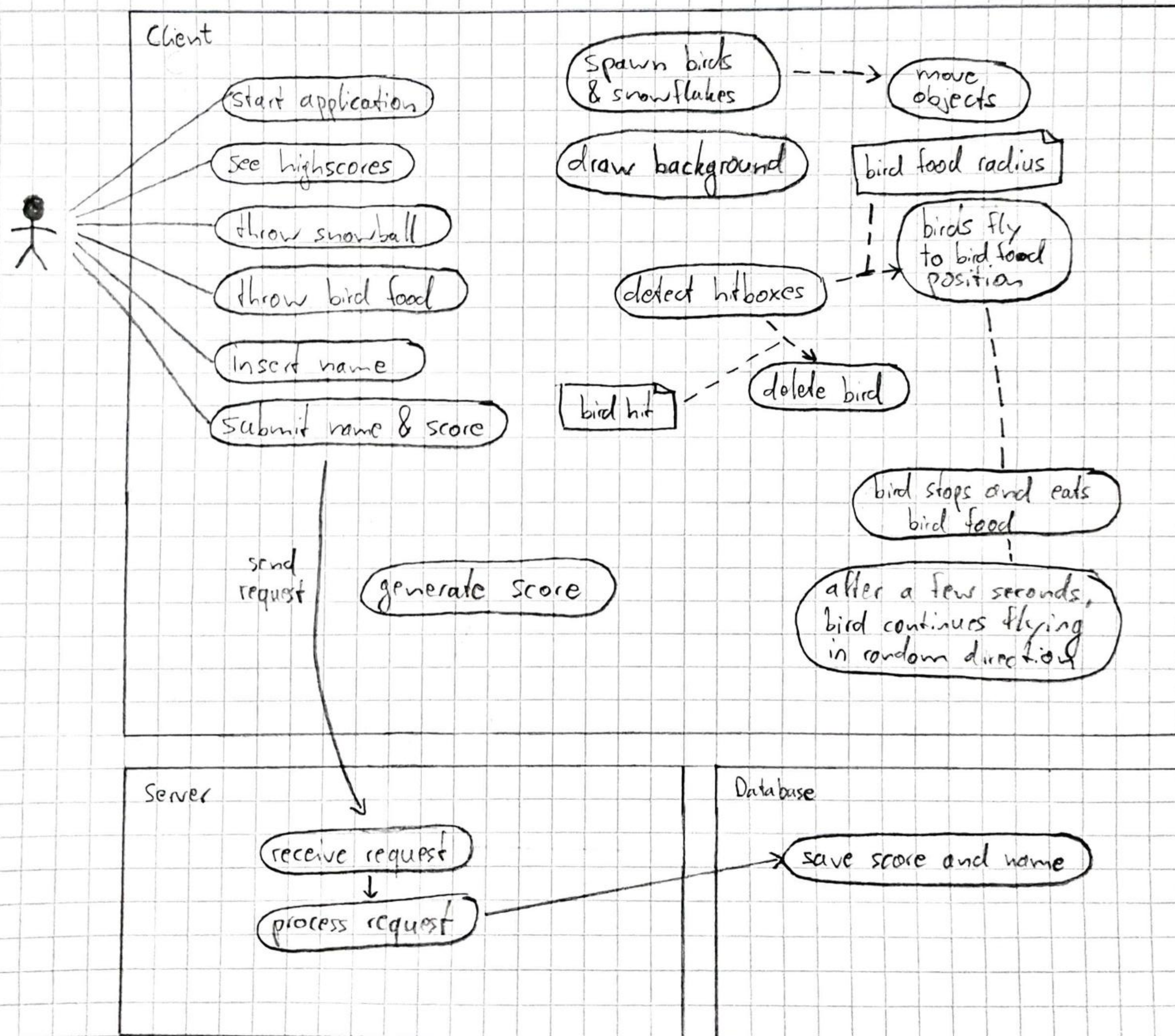
- button: "play again"

- button: "show highscores"

- enter name to be shown in highscore table

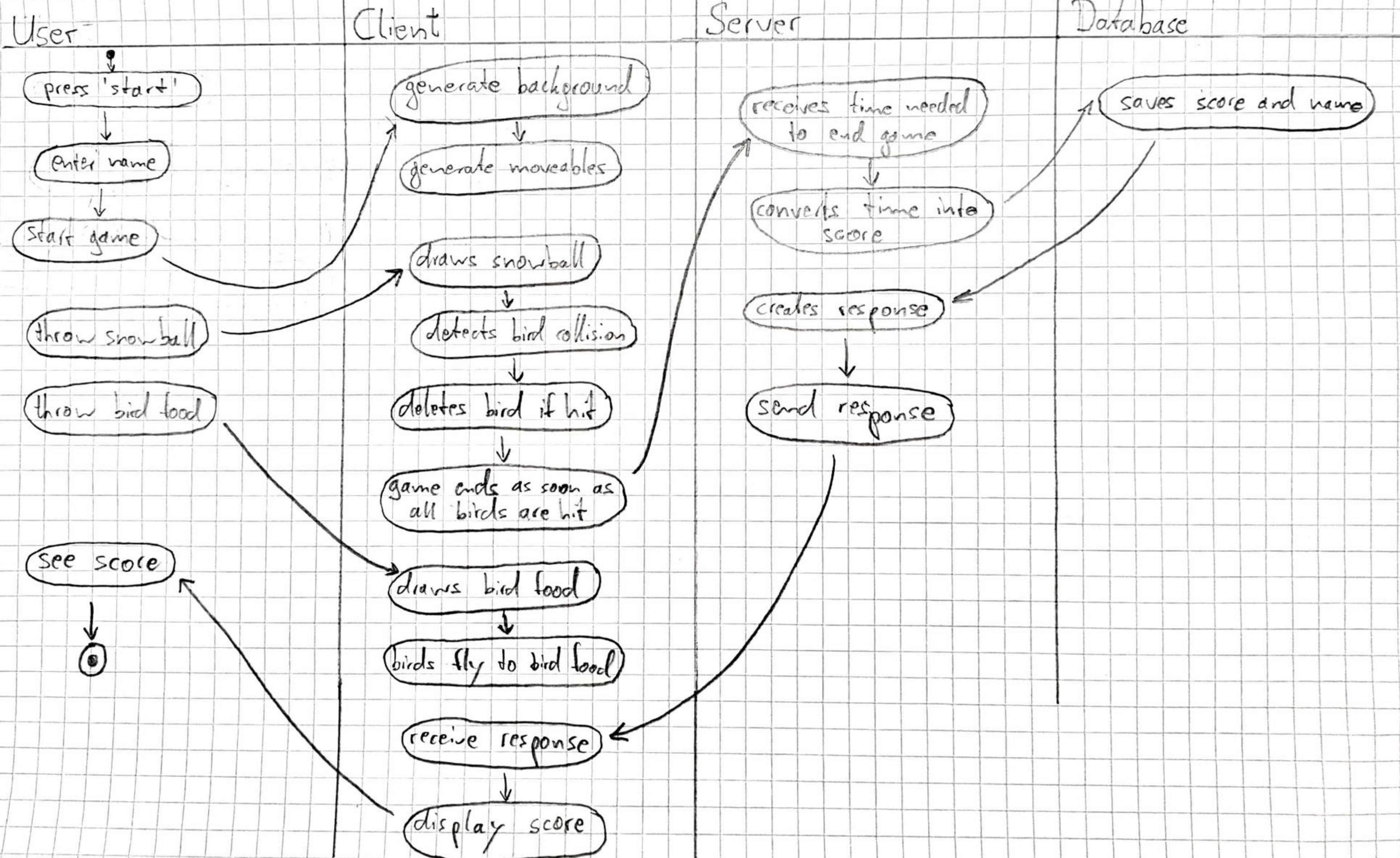


# Use - Case - Diagram



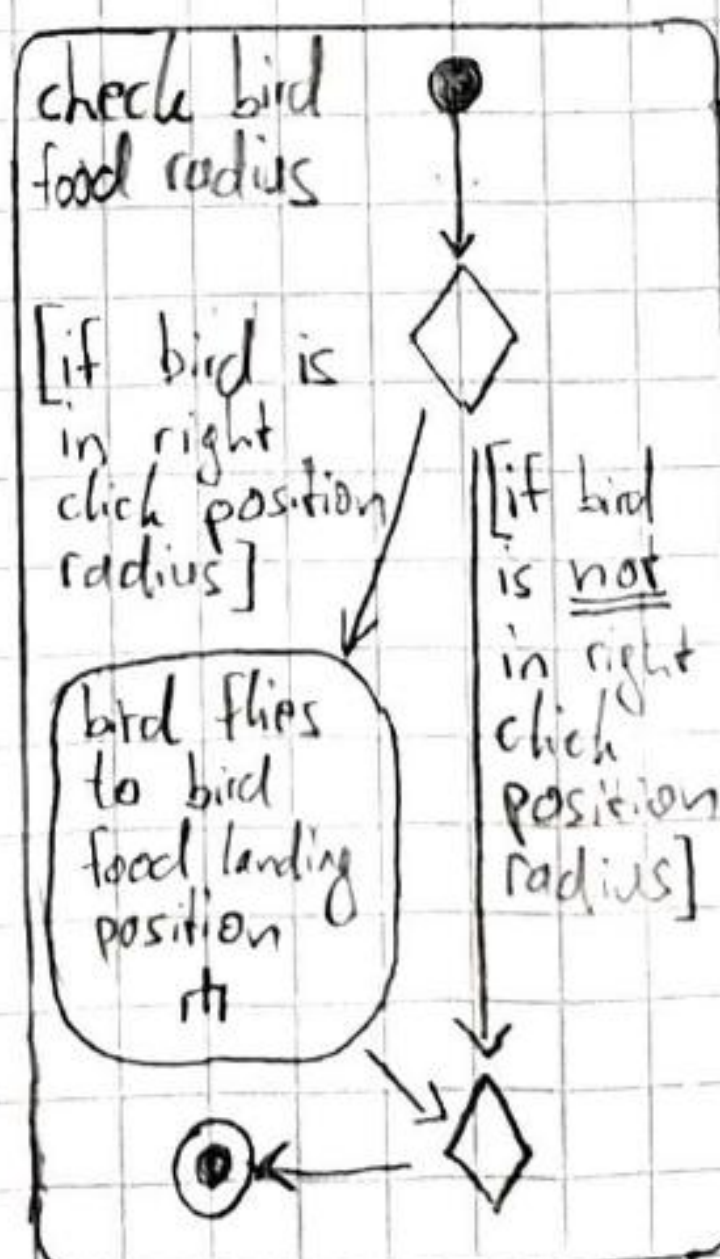
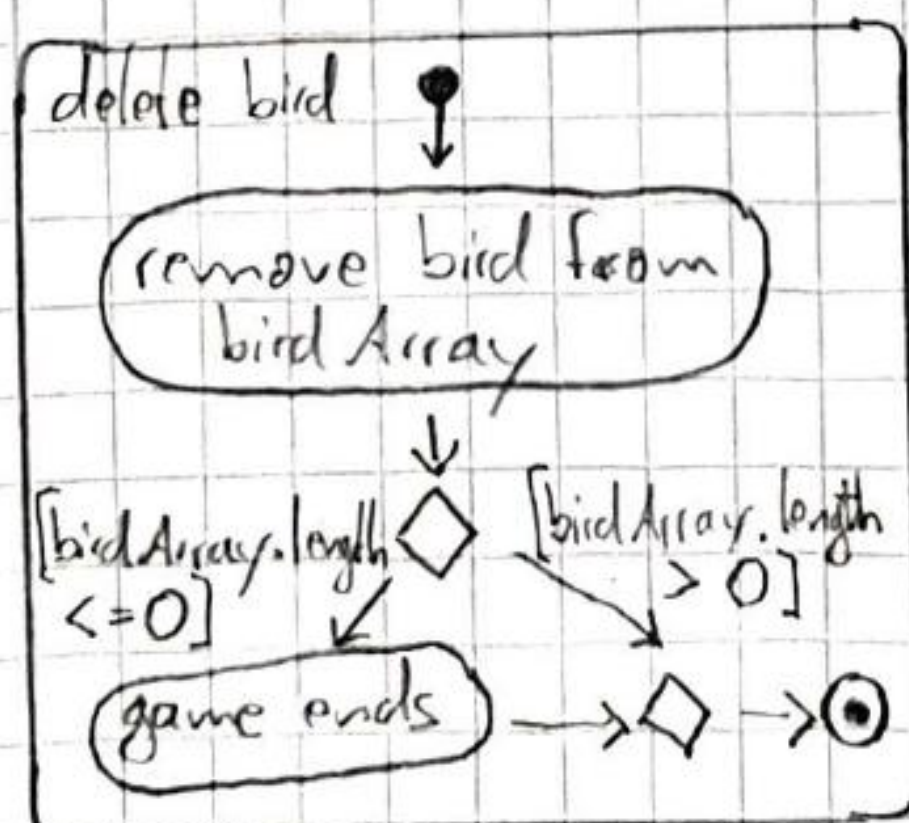
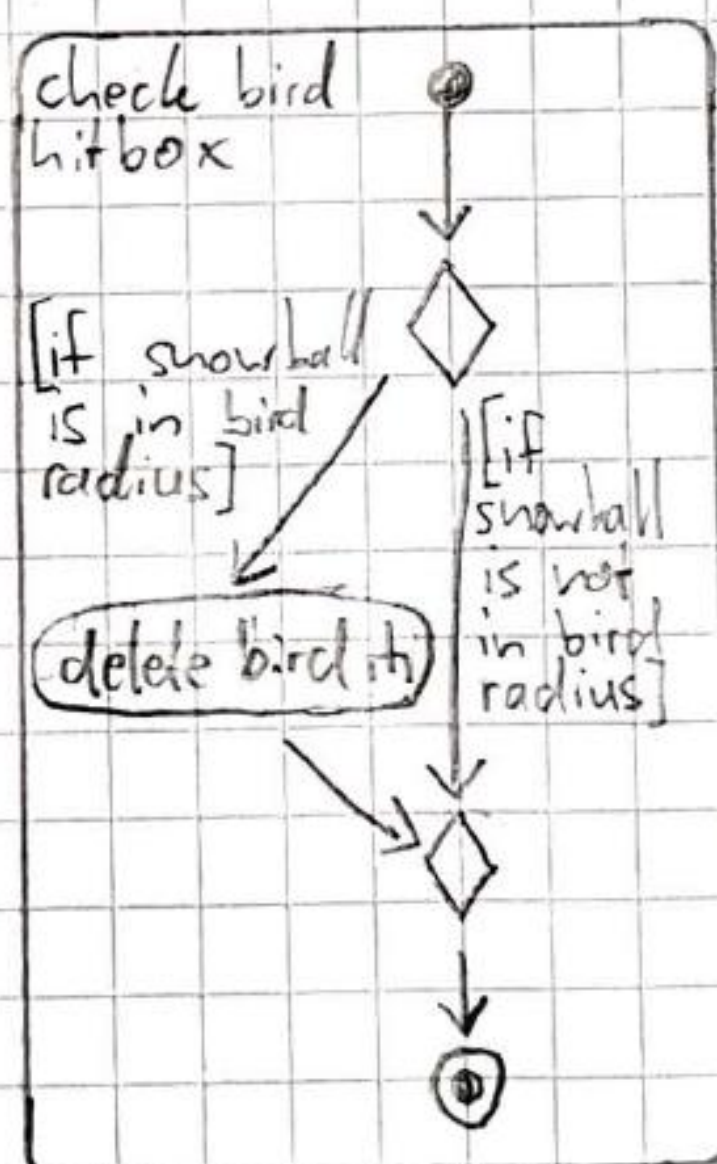
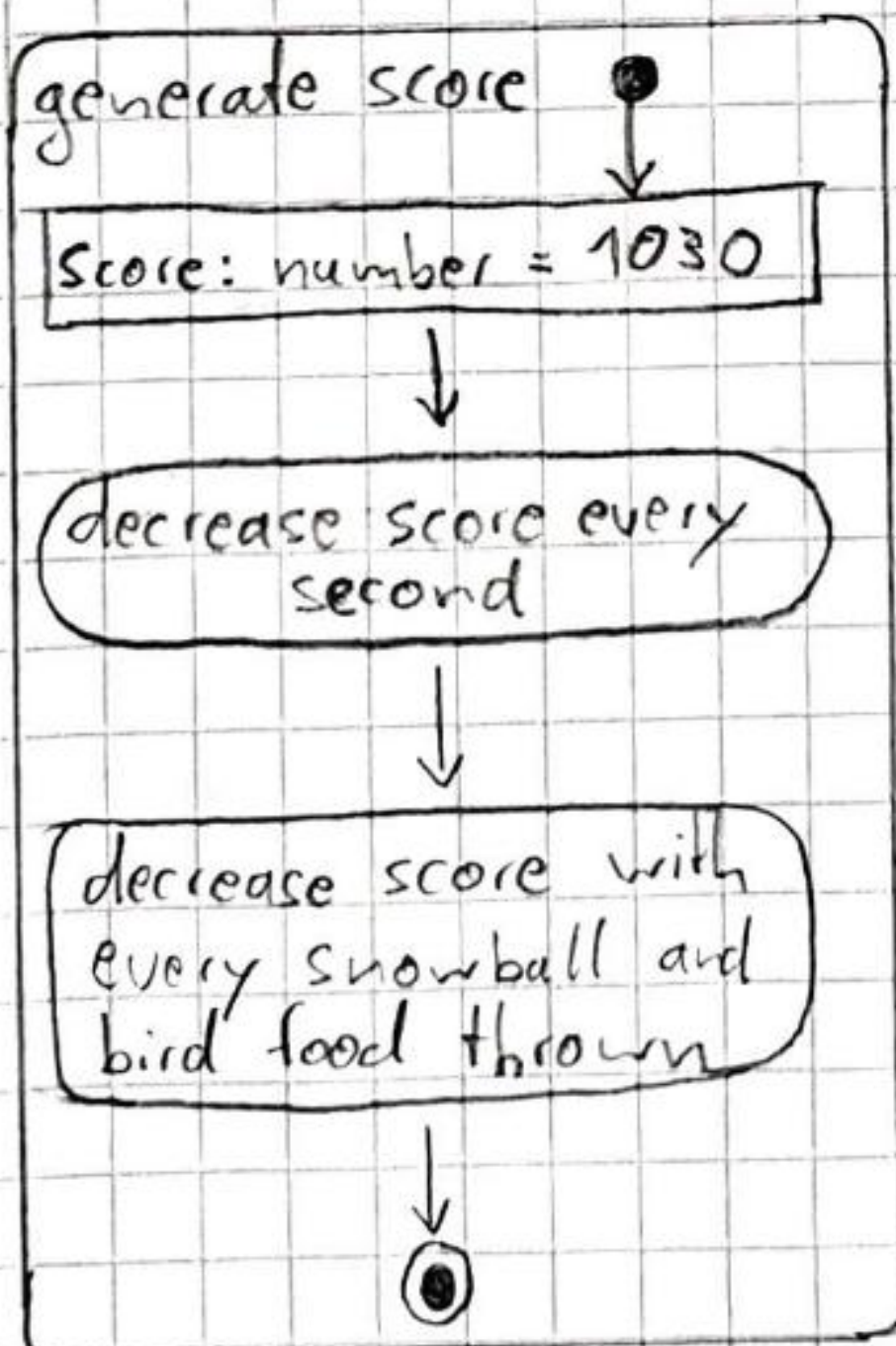
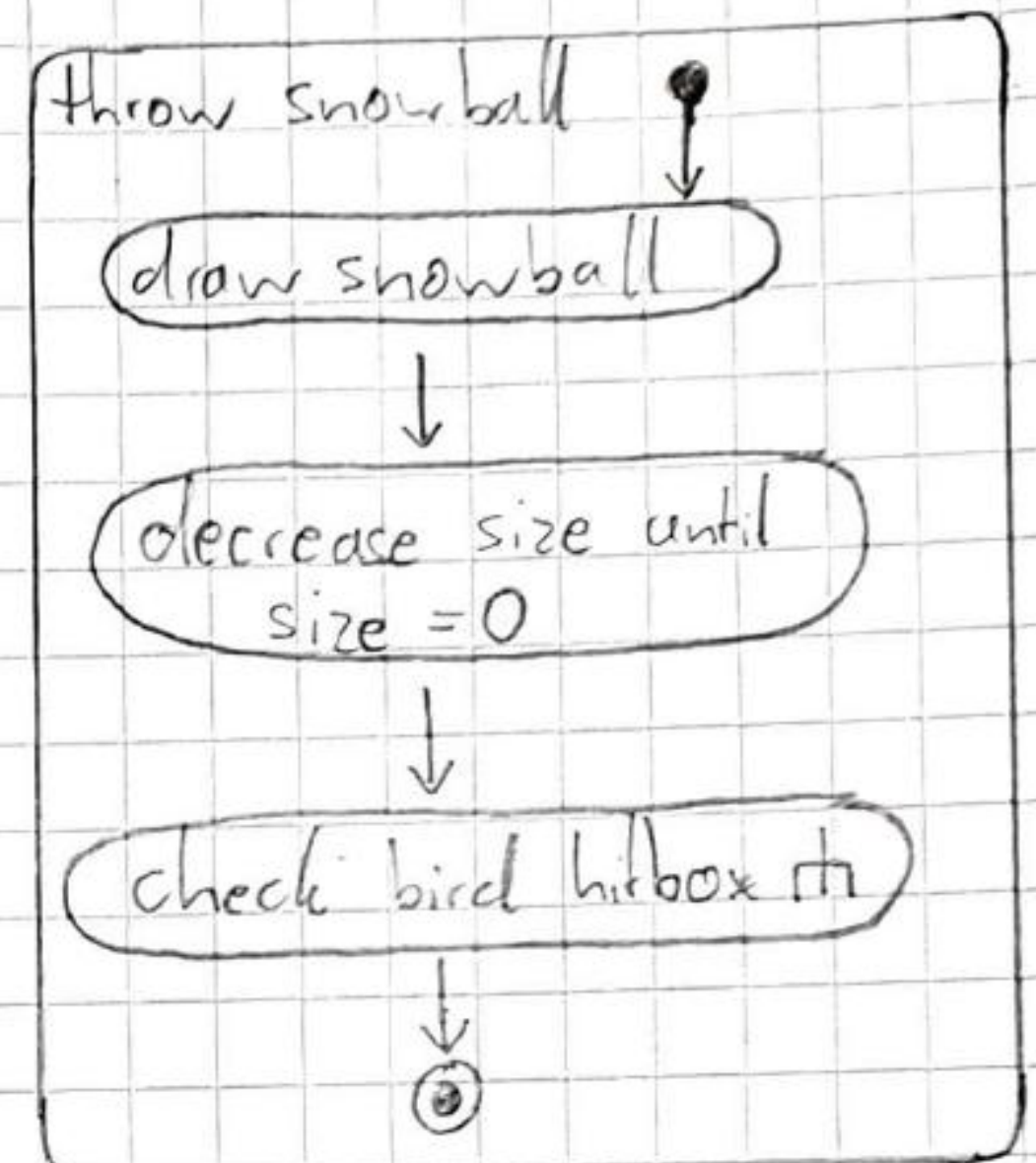
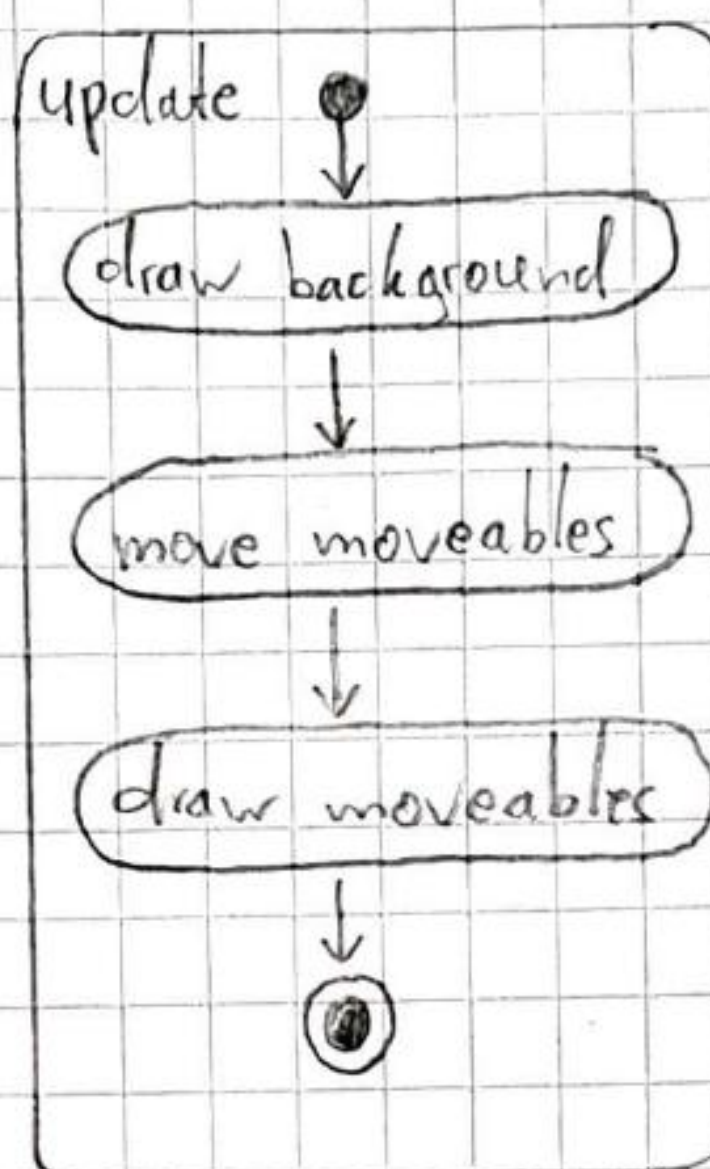
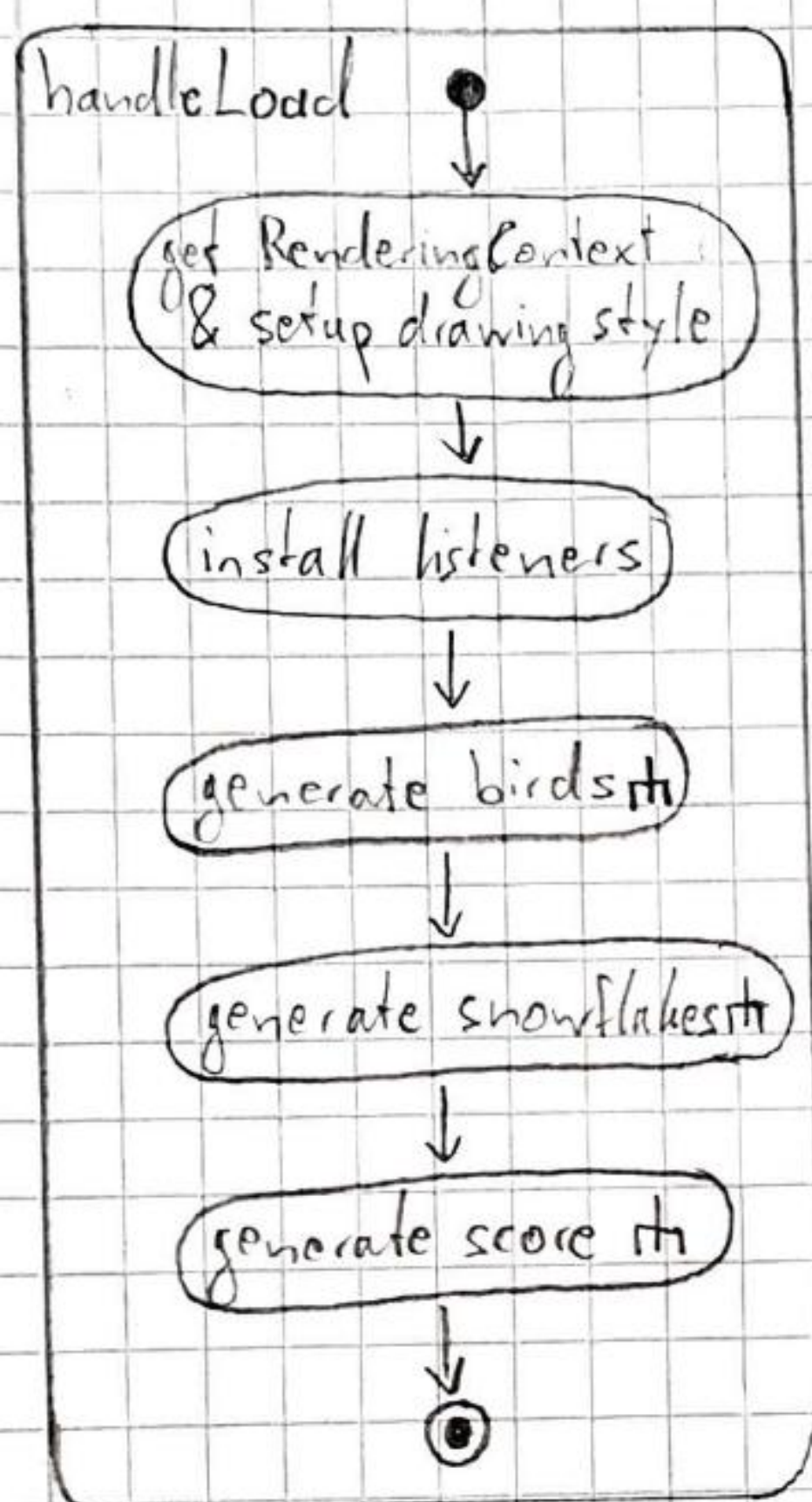
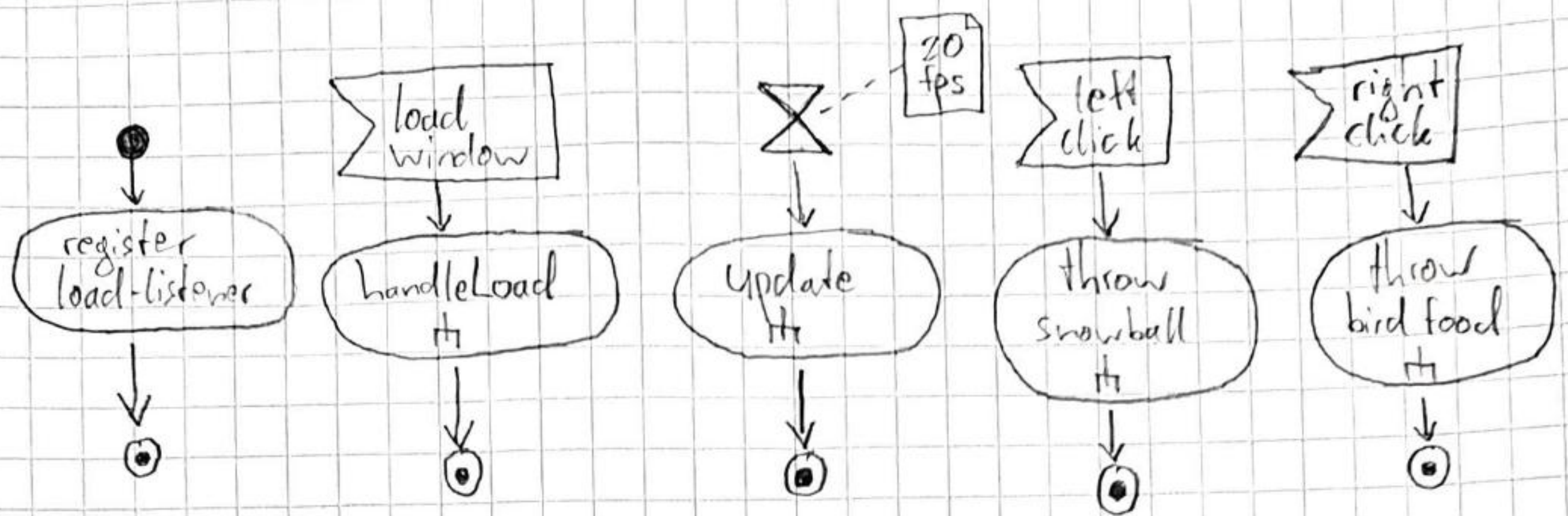


# Snowlane Diagram



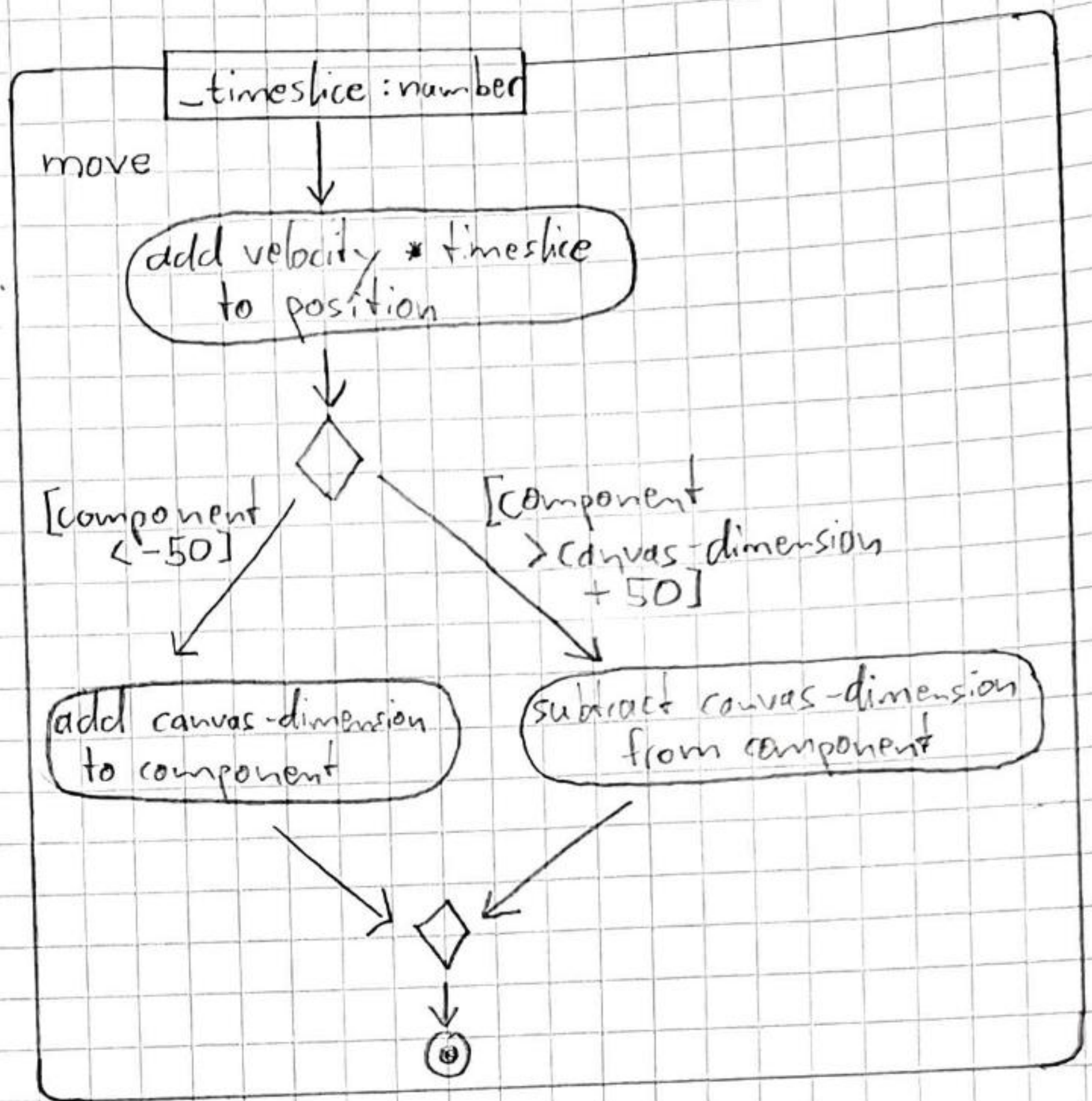
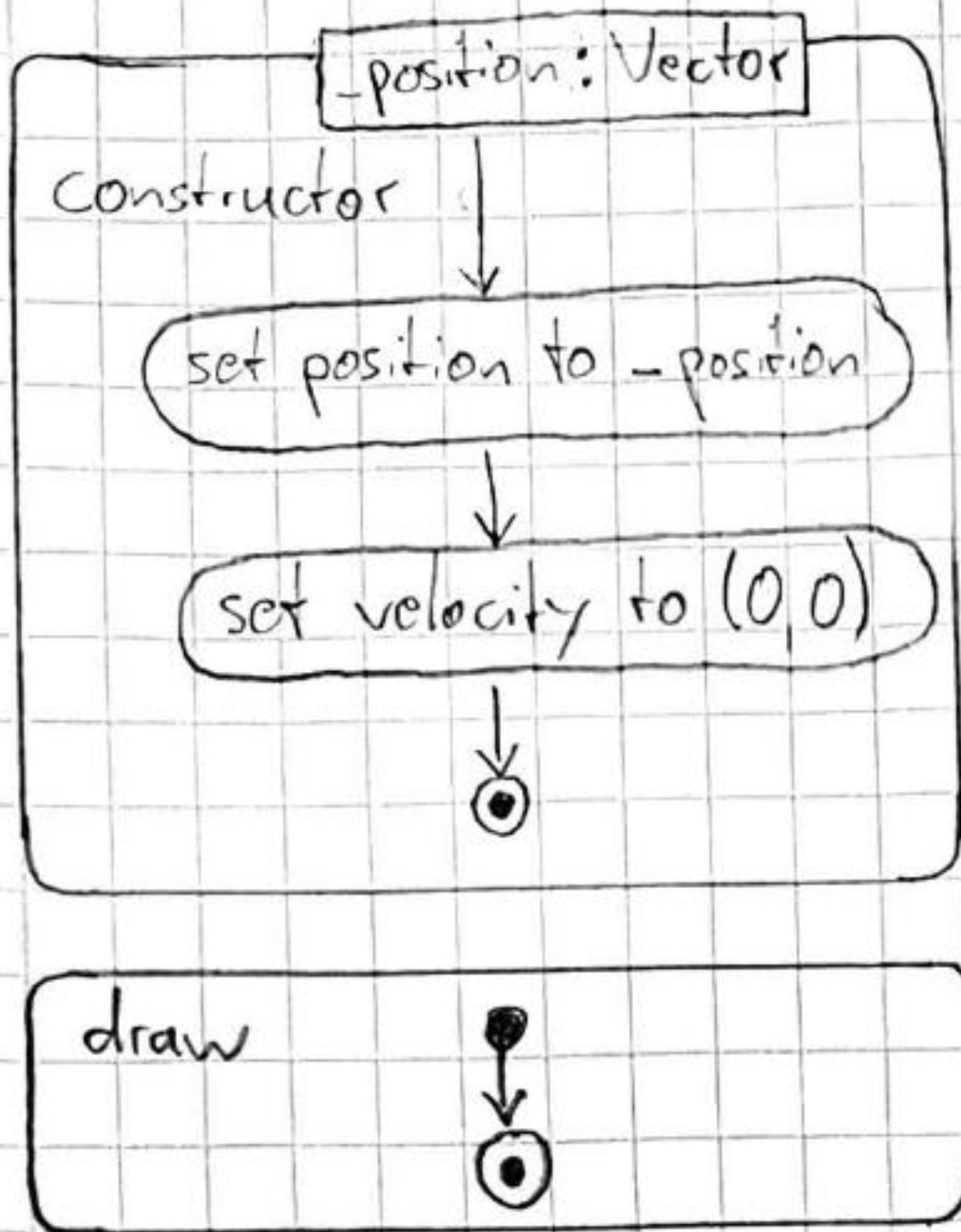


Main  
(1/2)

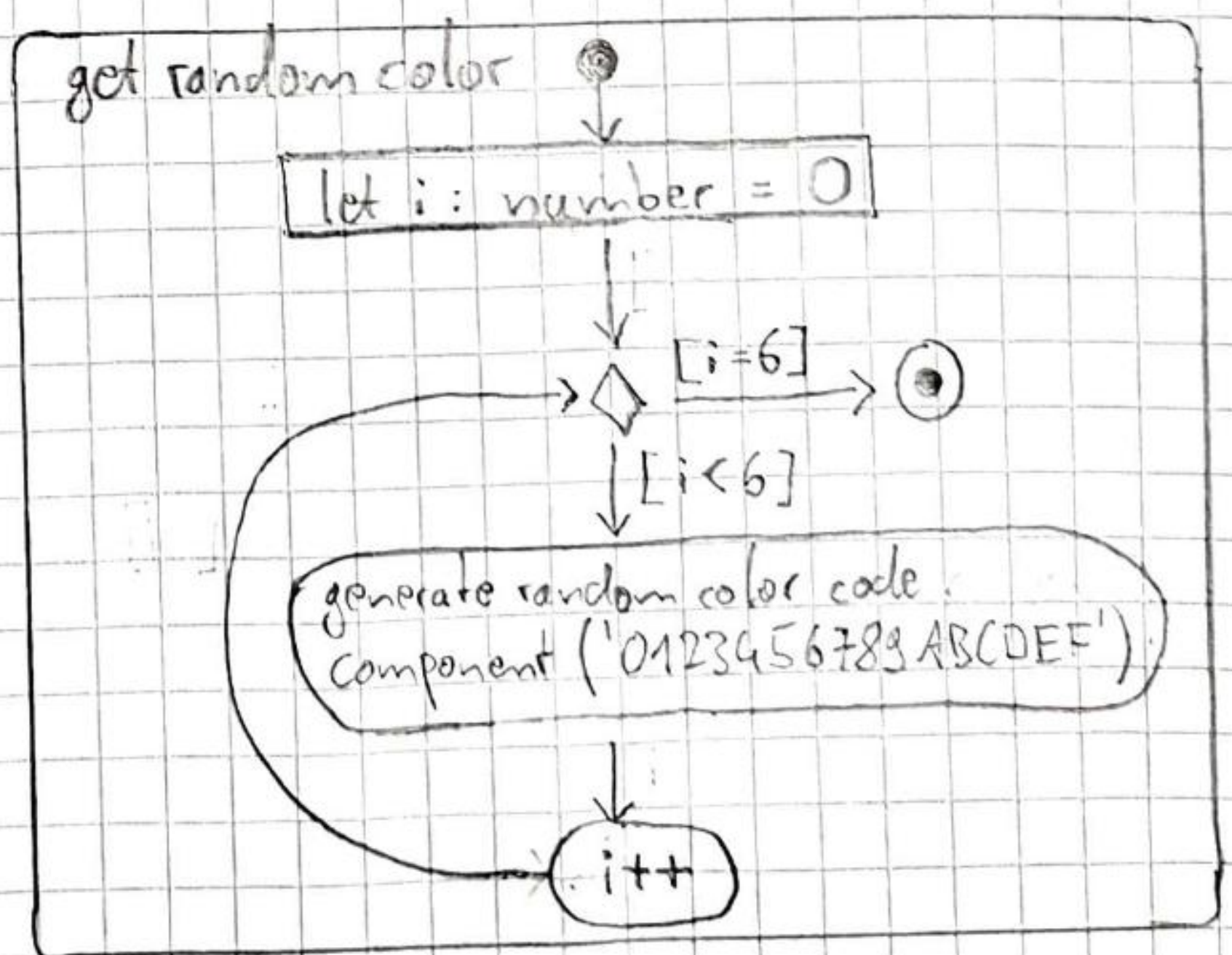
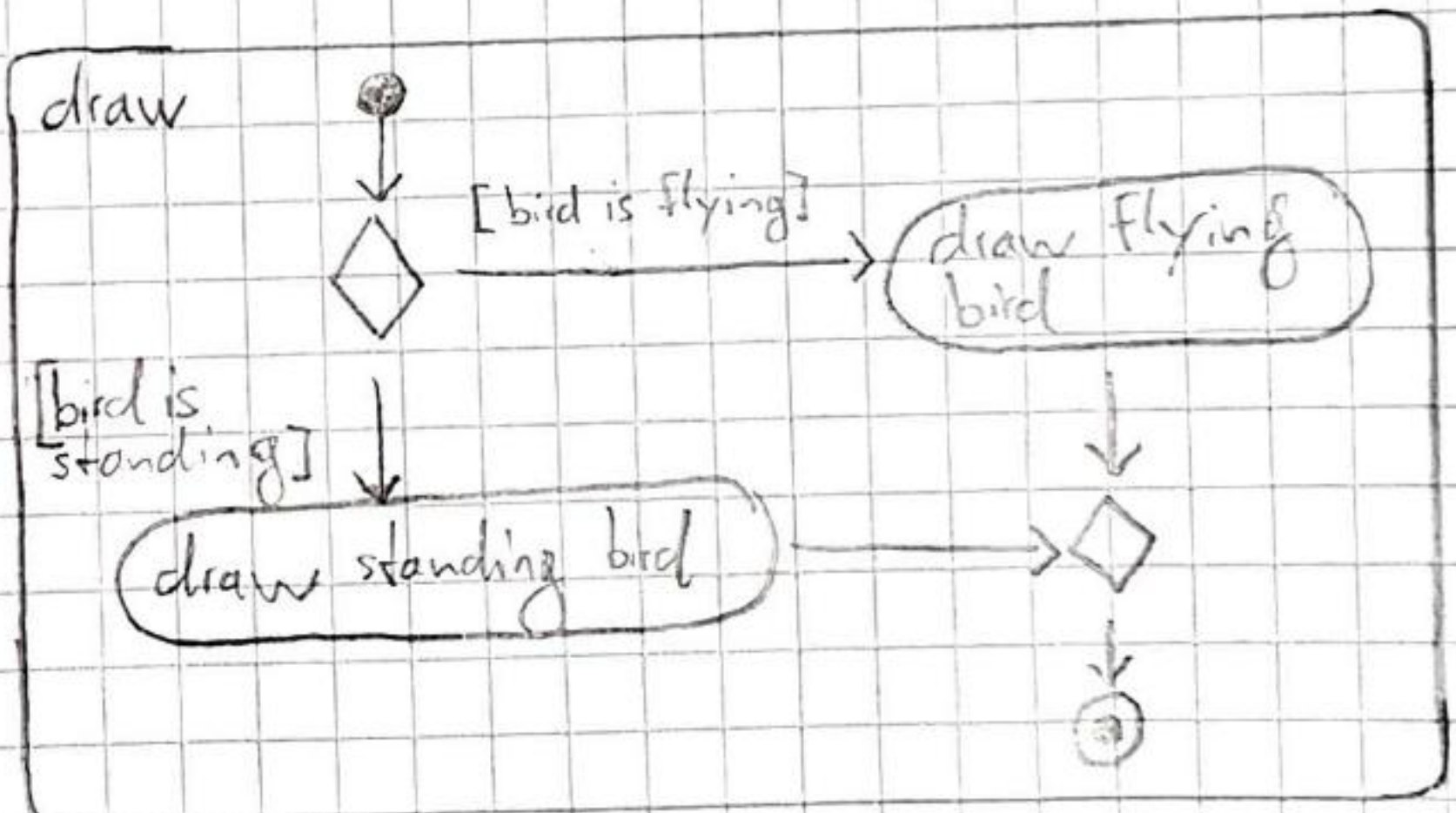
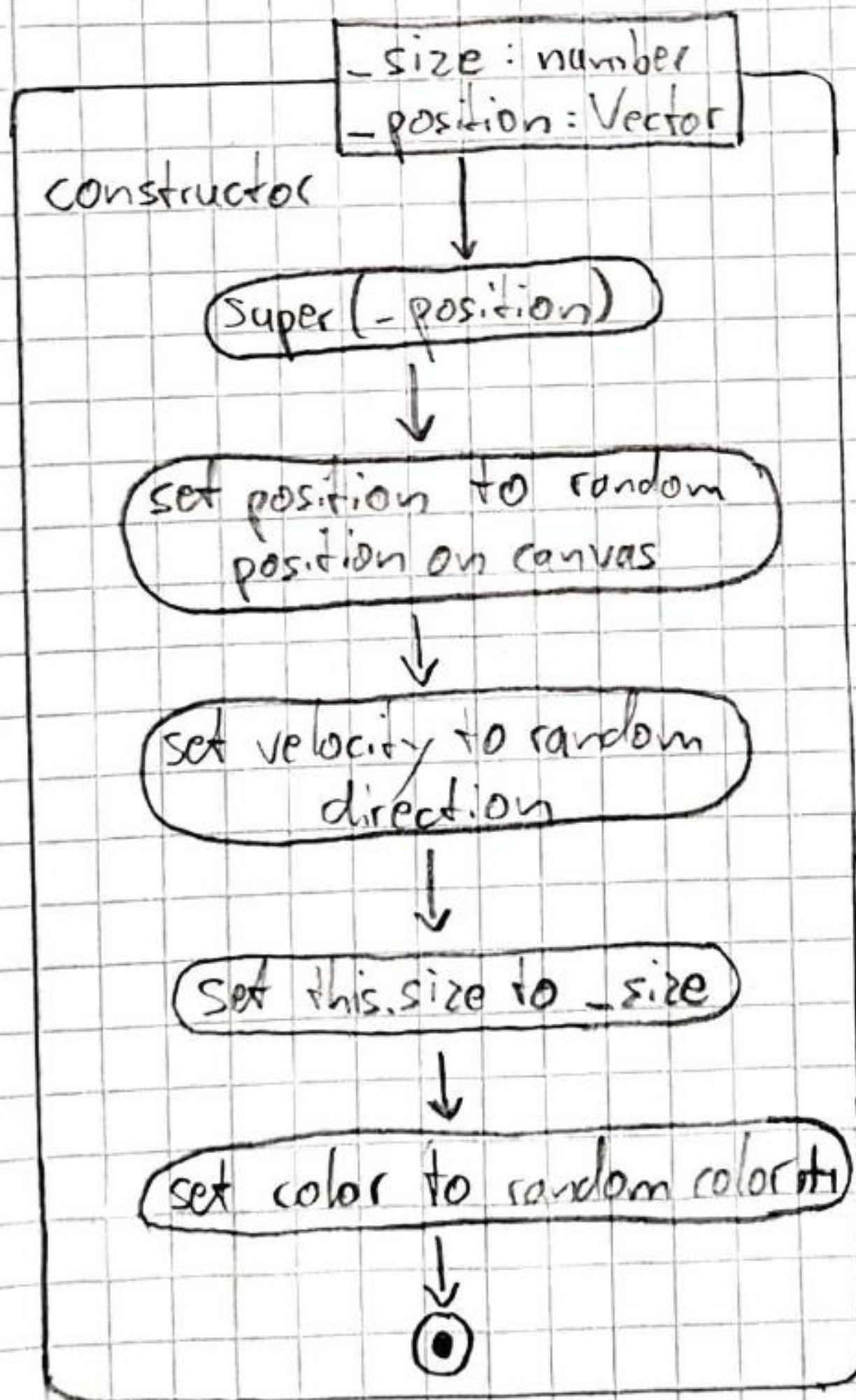




## Moveable

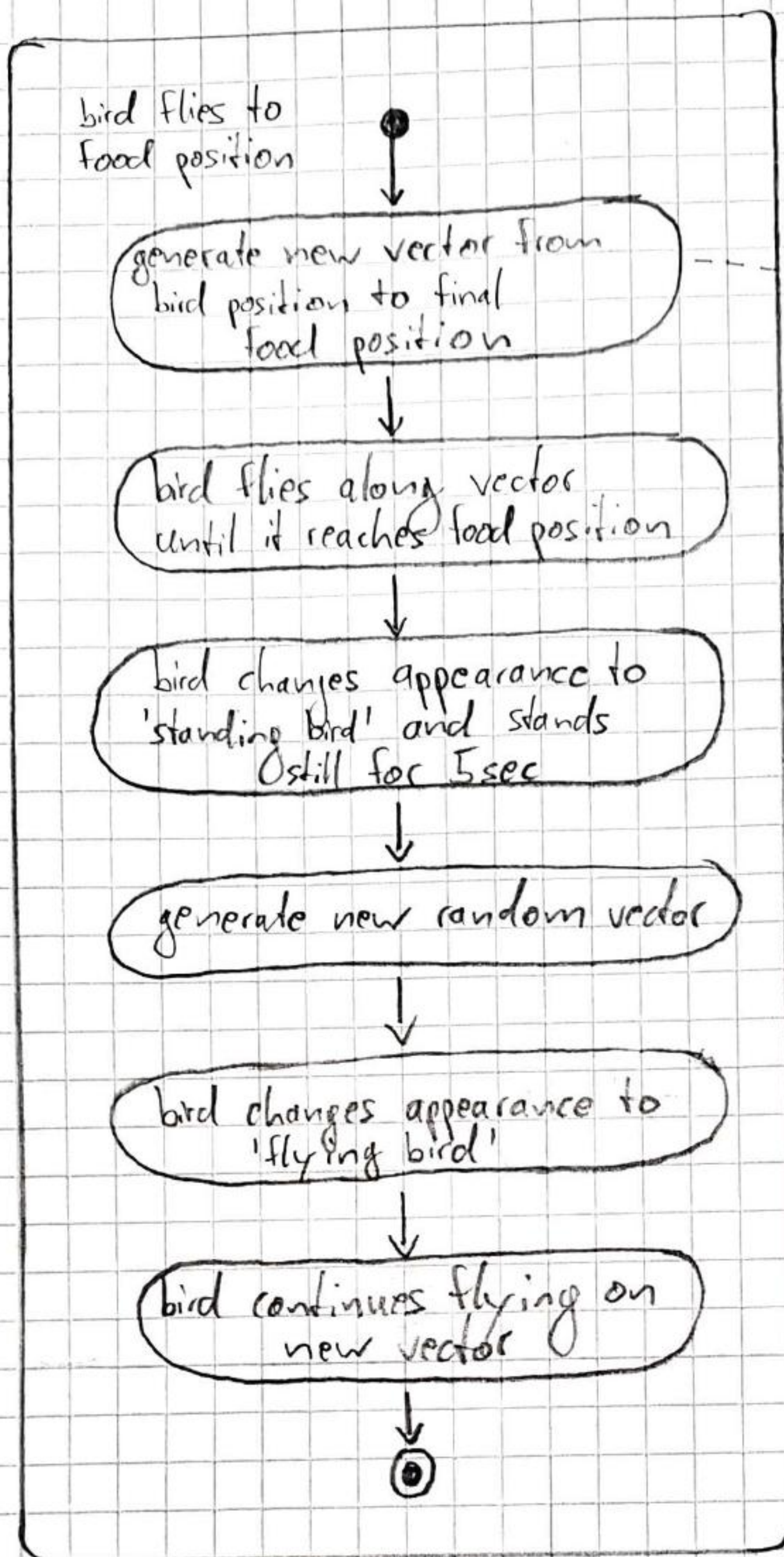


## Bird (1/2)



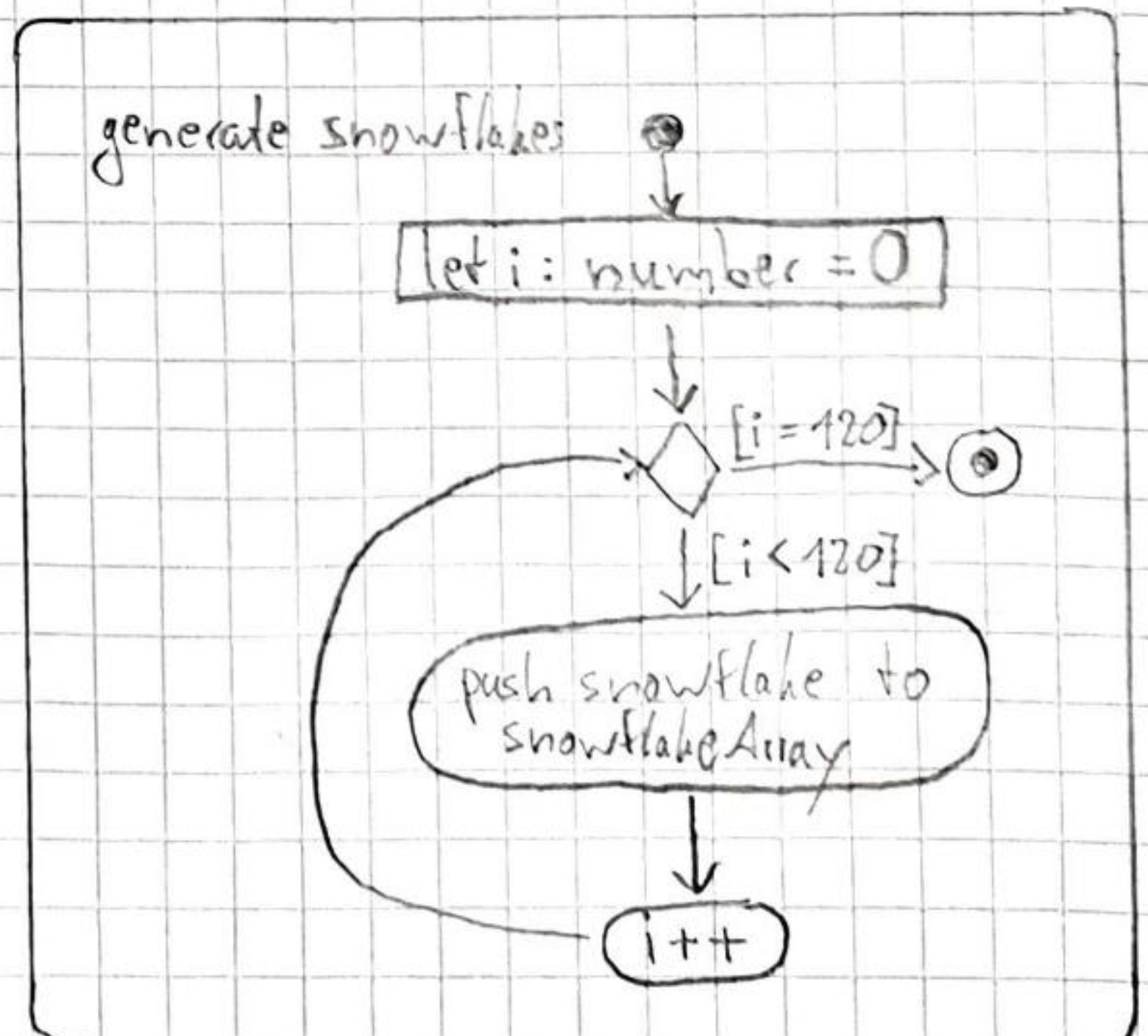
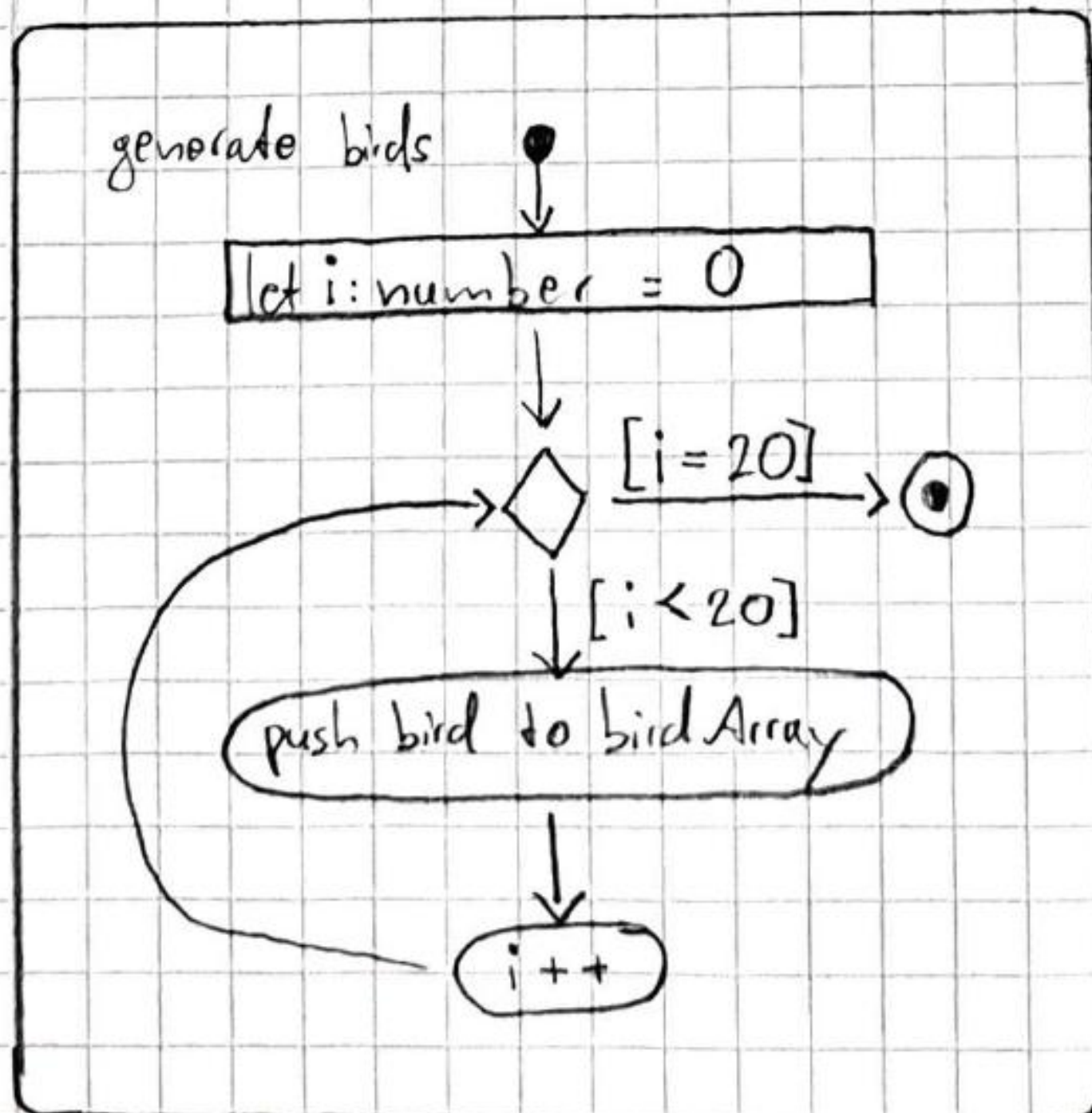


Bird  
(2/2)



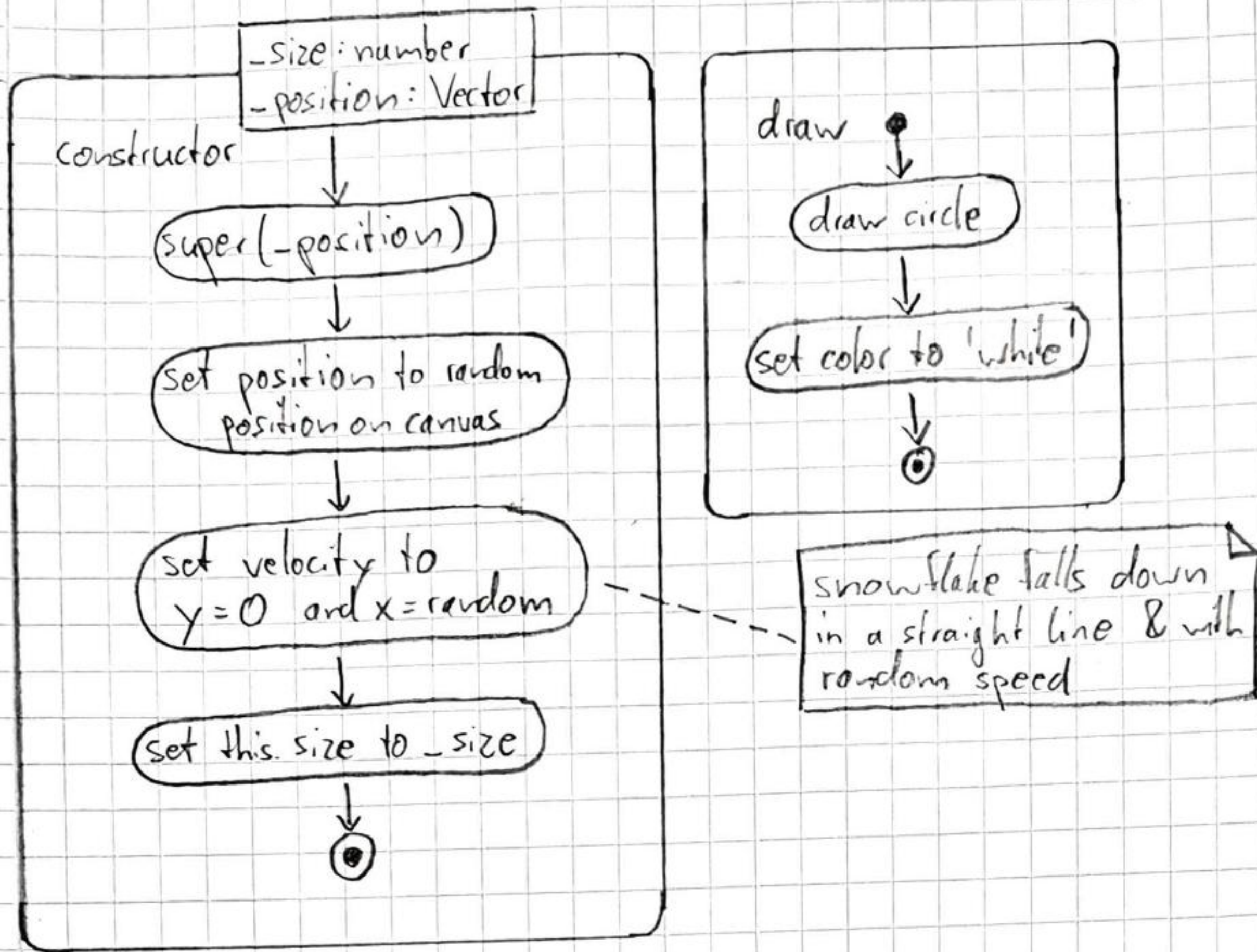
$\text{birdfood.position} - \text{bird.position}$

Main  
(2/2)

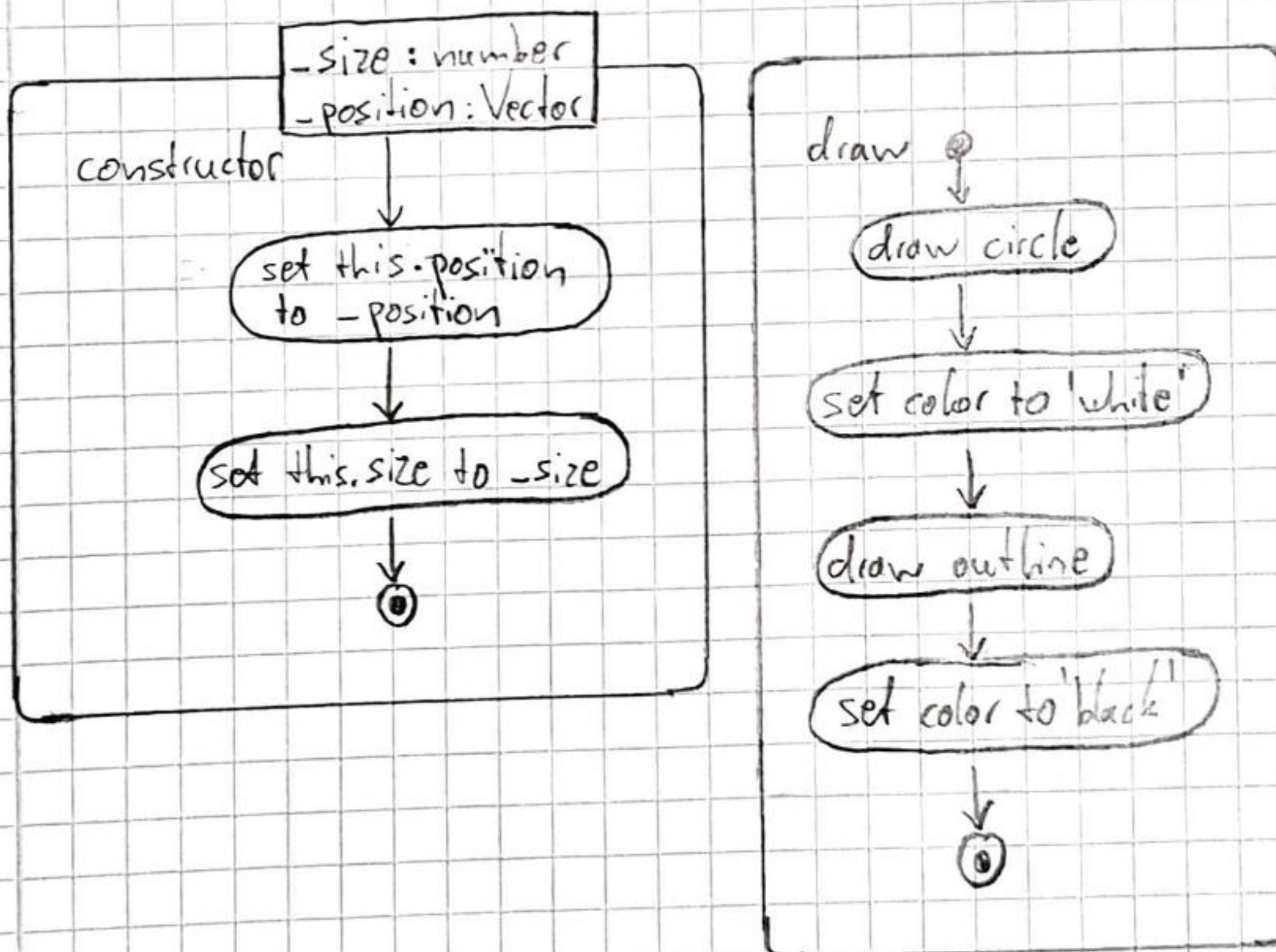




## Snowflake



## Snowball



## Bird food

