User Interface

Play button

Level select
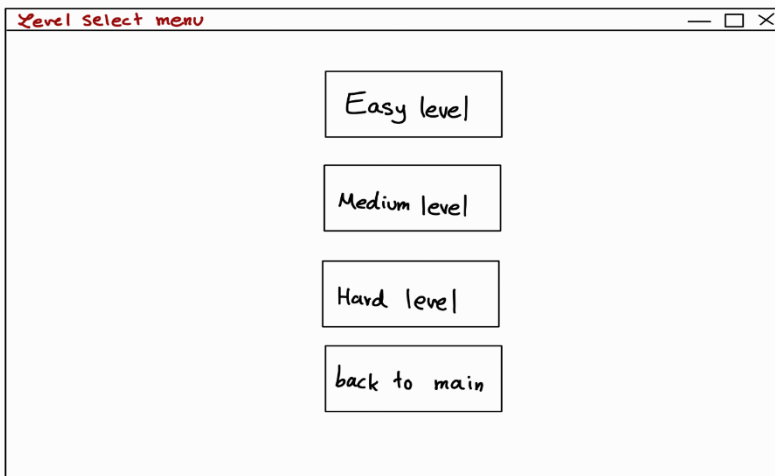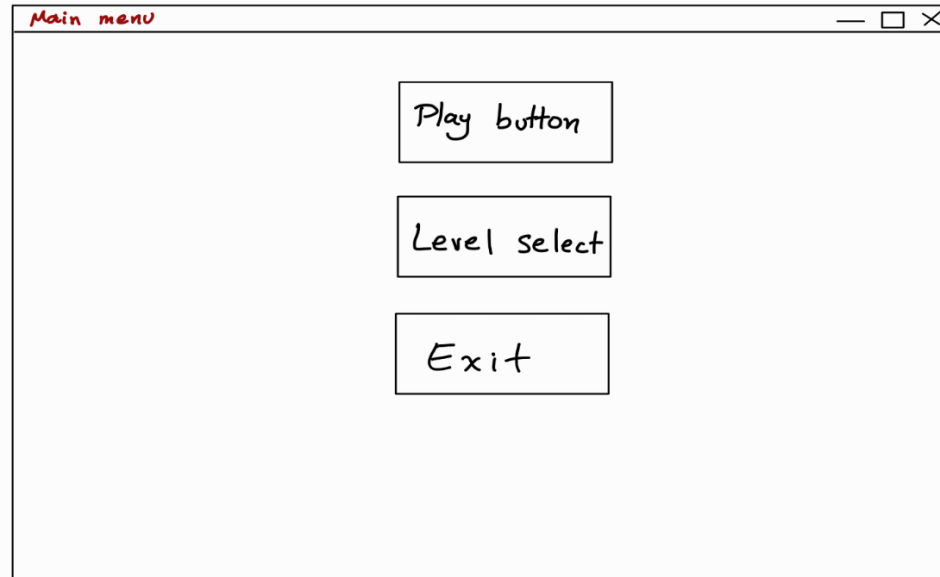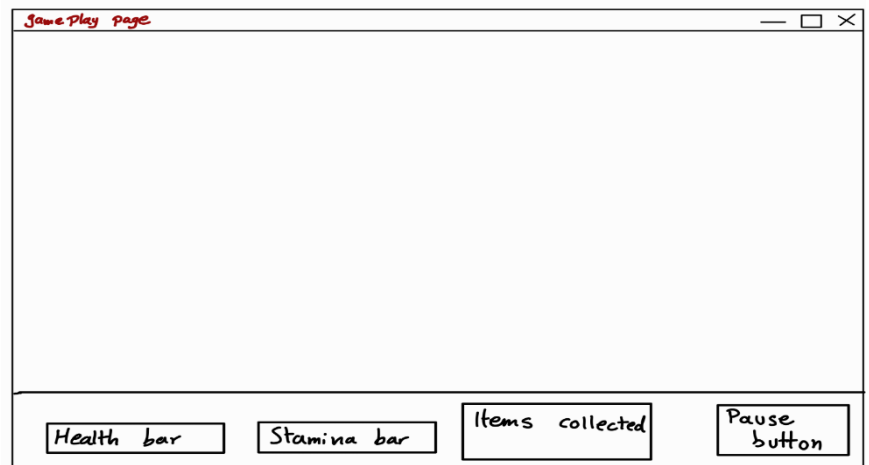
Exit

Easy level

Medium level

Hard level

back to main

Level Selection menu appears after you choose Level Selection from Main Menu. Let's user choose difficulty of game play.

In Game Play display bar, that shows the Players Health, Stamina, Items/Points collected, and a Pause Button that will bring up a Pause Menu.

Health bar   Stamina bar   Items collected   Pause button

Continue

Main menu

Exit

Health bar

Stamina bar

Items collected

Pause button

Won / failed

Current Score:

time:

Replay

main menu

exit