Functioneel ontwerp

Project Lode Runner

Martin Steenbergen AM3B

# Inhoud

[Schermen structuur 4](#_Toc493490659)

[Main Menu 5](#_Toc493490660)

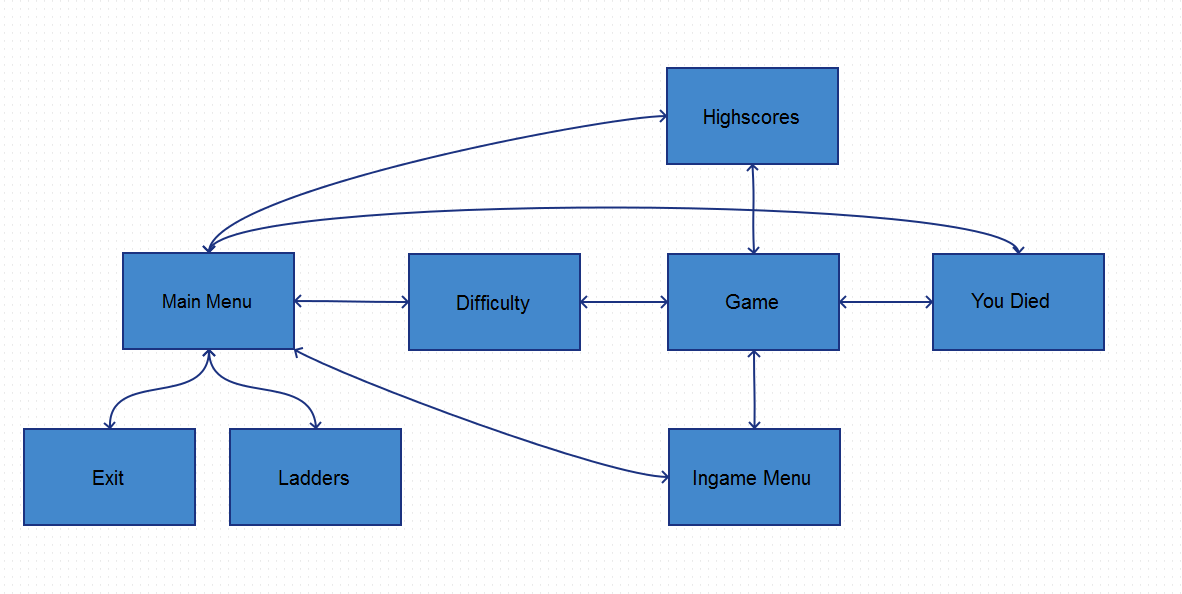
[Choose difficulty 6](#_Toc493490661)

[Ingame Menu 7](#_Toc493490662)

[Highscores 8](#_Toc493490663)

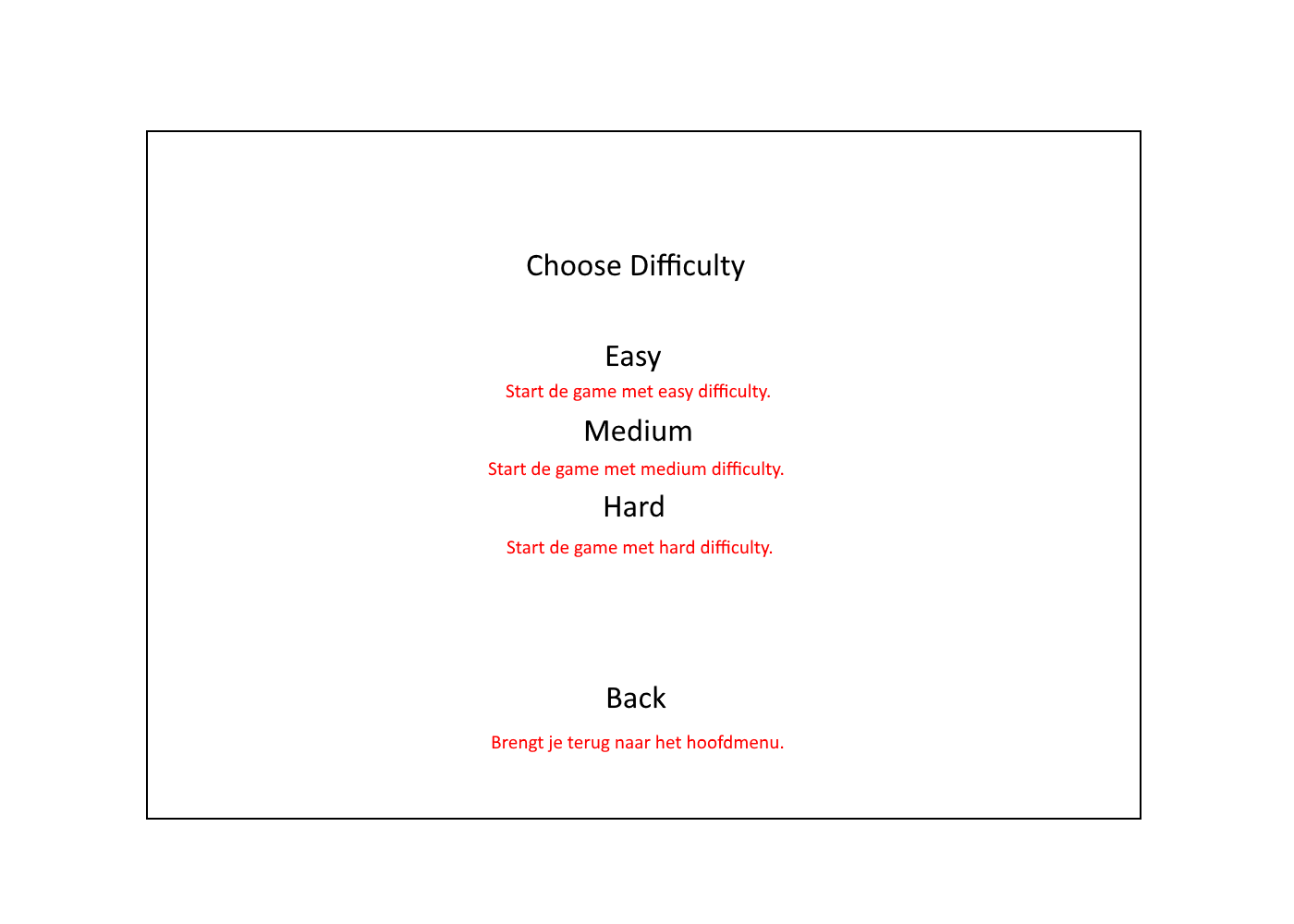
[Game Over 9](#_Toc493490664)

# Schermen structuur

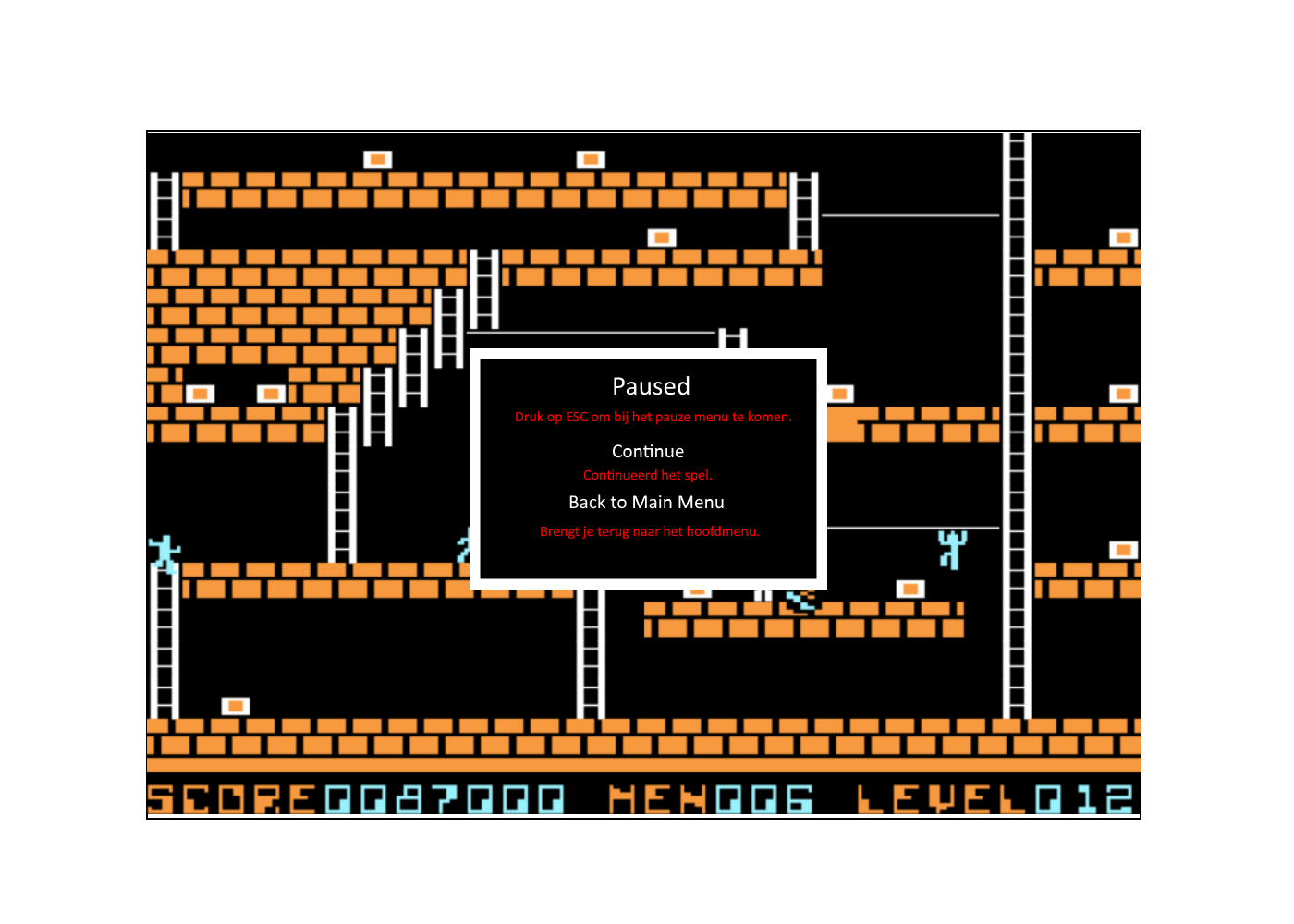


# Main Menu

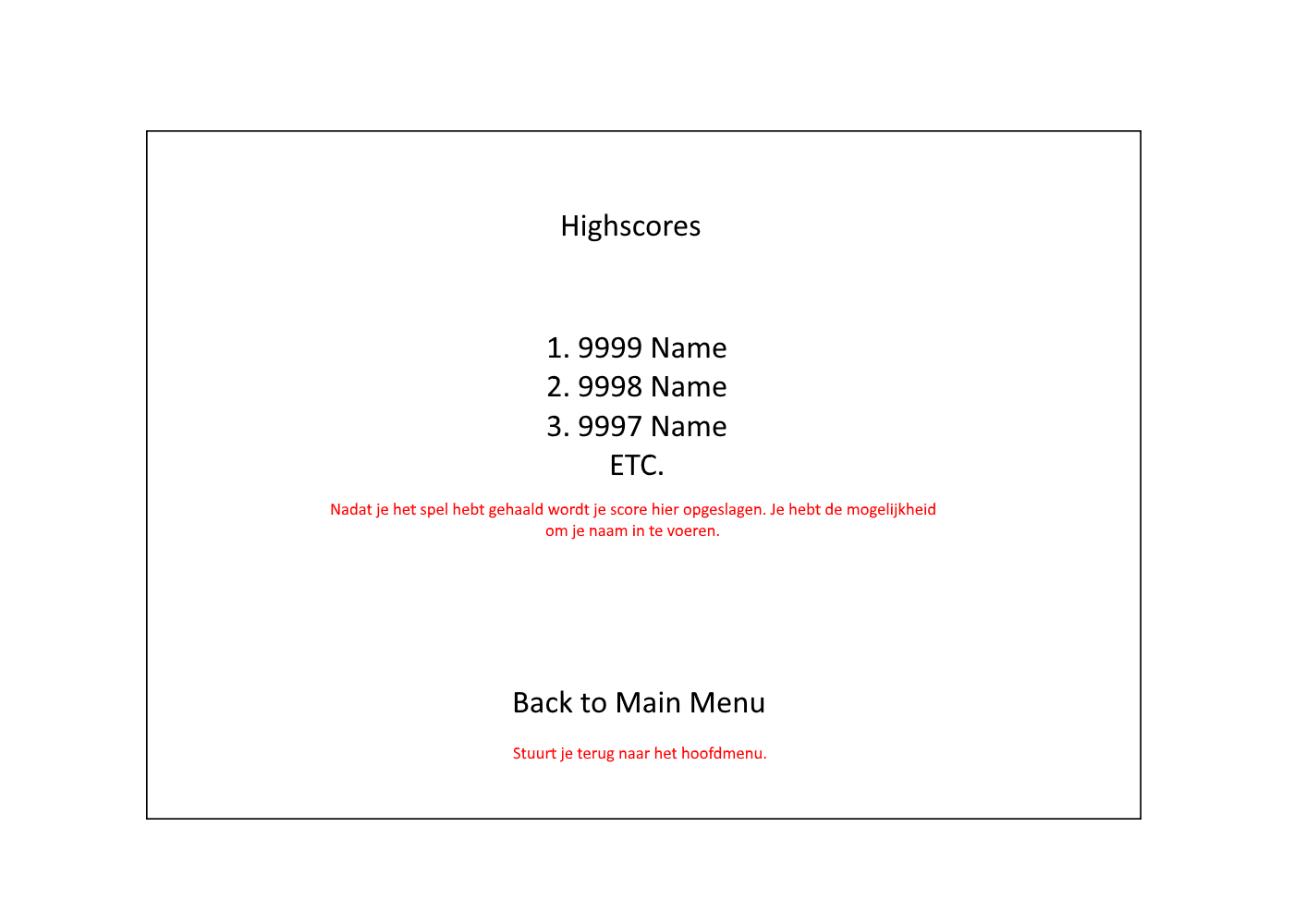
# Choose difficulty



# Ingame Menu



# Highscores



# Game Over

