**Team 2: Juice List**

Matthew Satterfield and Rebecca Tester

1. Buttons grow when hovering
2. Buttons wobble when hovering
3. Screen transitions
4. Reticle wobbles
5. Menu elements tween onto the screen
6. Gameplay HUD tweens onto the screen
7. Slime animations
8. “3,2,1,Go!” Countdown tween/animation
9. Flash of white when die
10. Hunger UI grows when food collected