

Score: 5


3 minute 59 seconds

4 Minute

Set Timer

Restart

Run Without Timer



Description: In this frame 6 px bugs/cricles are produced	Elements: Character, net, bugs, timing buttons, restart button, difficulty slider, game score
Duration: Every 1.8 seconds	Elements Animation: Bug is produced with the size of 6px every 1.8ms

Score: 5


3 minute

4 Minute

Set Timer

Restart

Run Without Timer



Description: More bugs are produced, the bugs change colour in 3 seconds	Elements: Character, net, bugs, timing buttons, restart button, difficulty slider, game score
Duration: 3 seconds	Elements Animation: Bugs change colour from yellow to red within the duration of 3 seconds

Score: 5

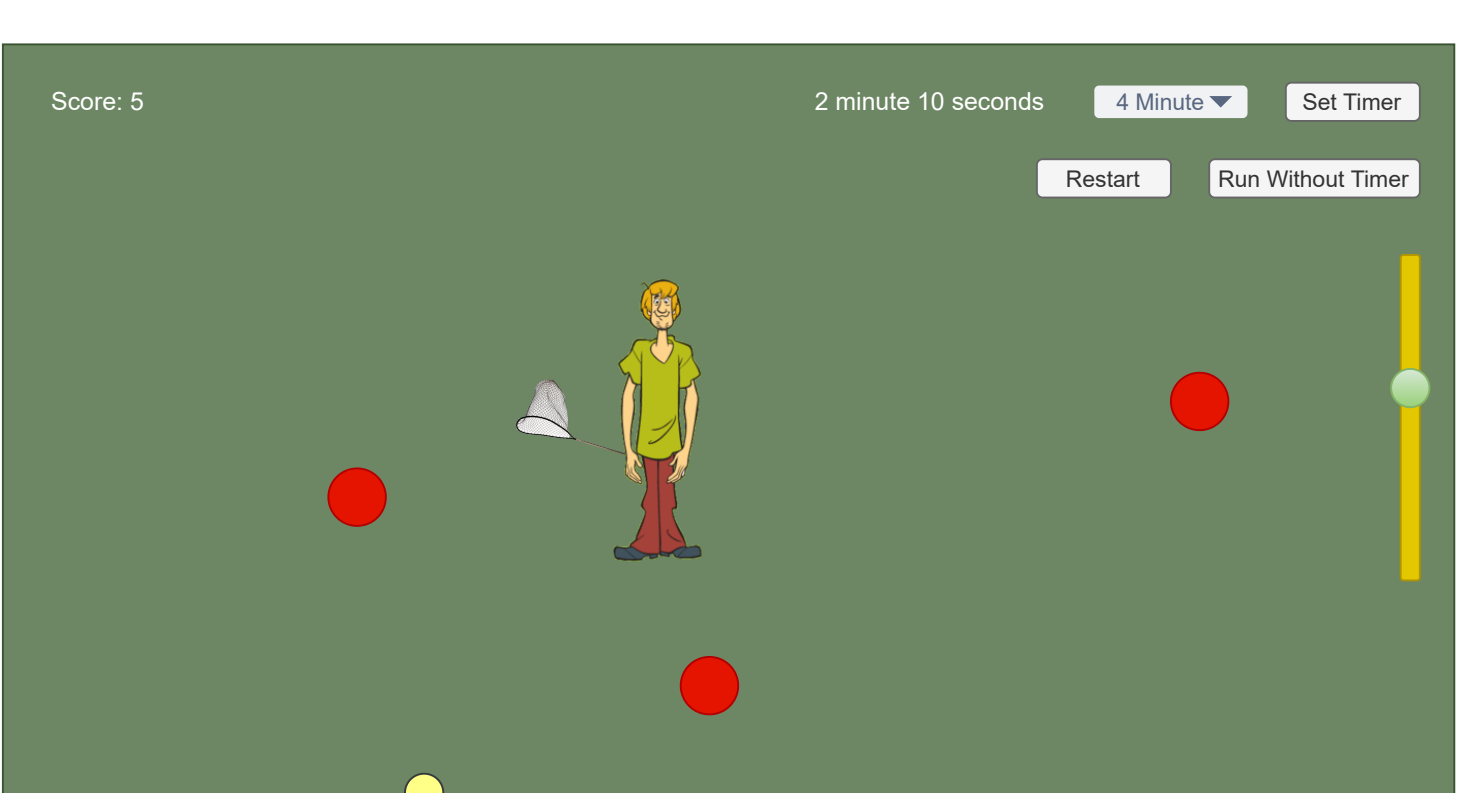
2 minute 10 seconds

4 Minute

Set Timer

Restart

Run Without Timer



Description: The bug stays down for 4 seconds before lefting up covering the distance in 6 seconds	Elements: Character, net, bugs, timing buttons, restart button, difficulty slider, game score
Duration: 10 seonds (4 seconds down + 6 seconds treverse up time)	Elements Animation: Bugs stay down for 4 seonds before lifting up and travelling 6 seconds till they reach the top

Score: 5

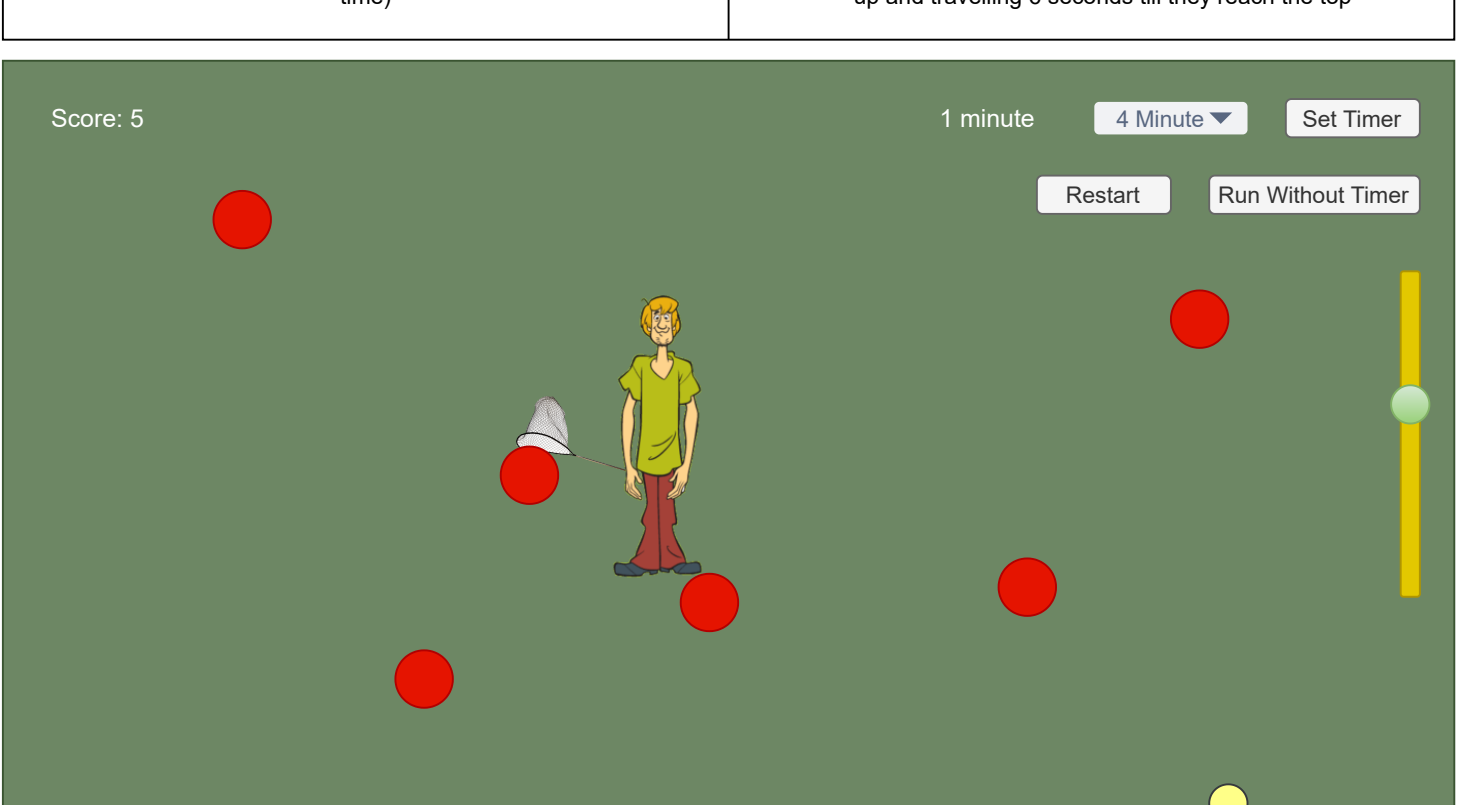
1 minute

4 Minute

Set Timer

Restart

Run Without Timer



Description: If the bug is hit score is added by 1; If it hits the character the score reduces by 1.	Elements: Character, net, bugs, timing buttons, restart button, difficulty slider, game score, sounds
Duration: Any ~	Elements Animation: If the bug touches the net the score adds by 1 sounds and disappears. If the bug hits the character the bug sounds and disappears

Score: 5

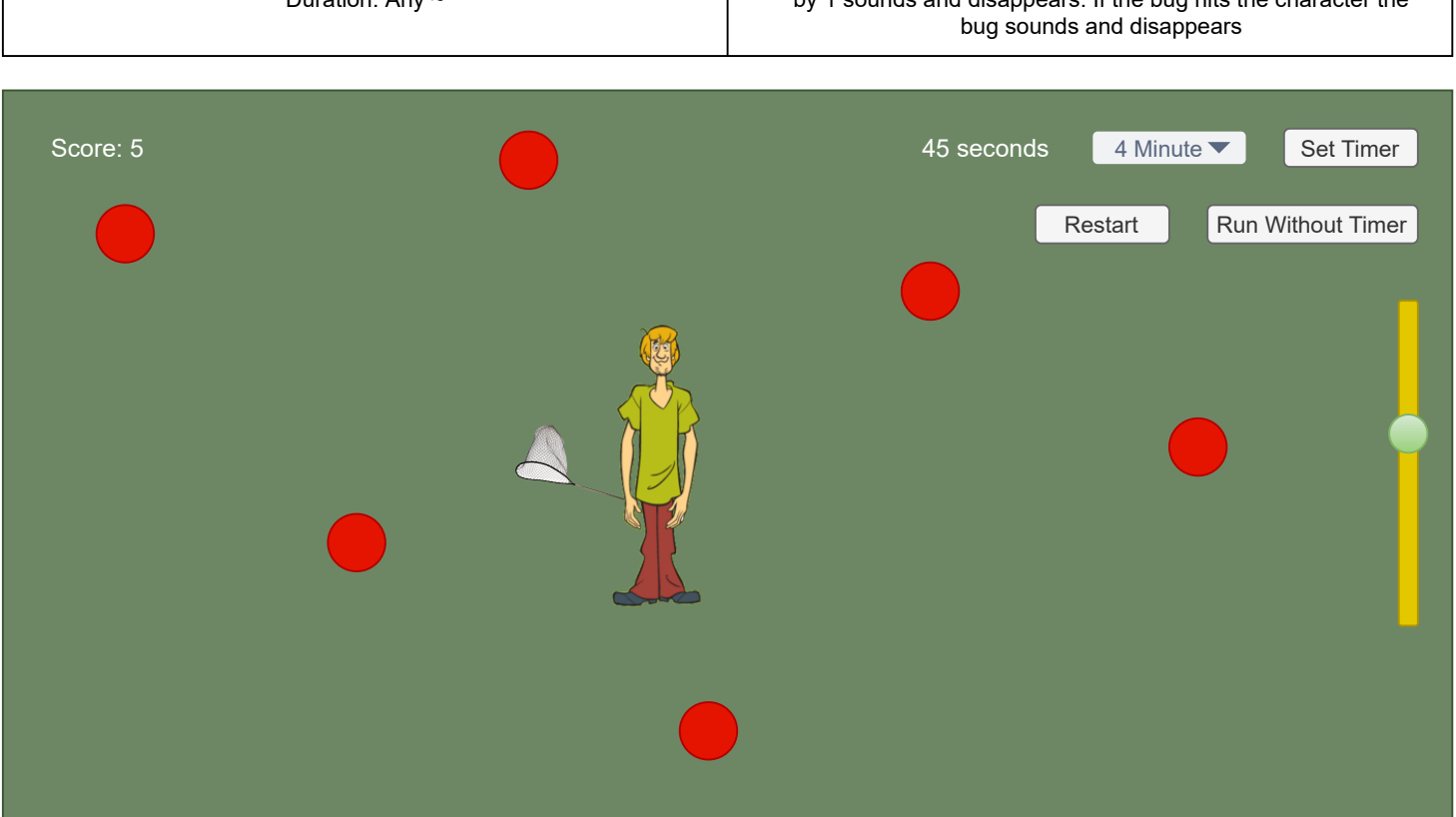
45 seconds

4 Minute

Set Timer

Restart

Run Without Timer



Description: Game over screen is shown when the timer / count down is over.	Elements: Character, net, bugs, timing buttons, restart button, difficulty slider, game score, game over container
Duration: Any ~	Elements Animation: Game over container appears with the score and a button to play again

Score: 5

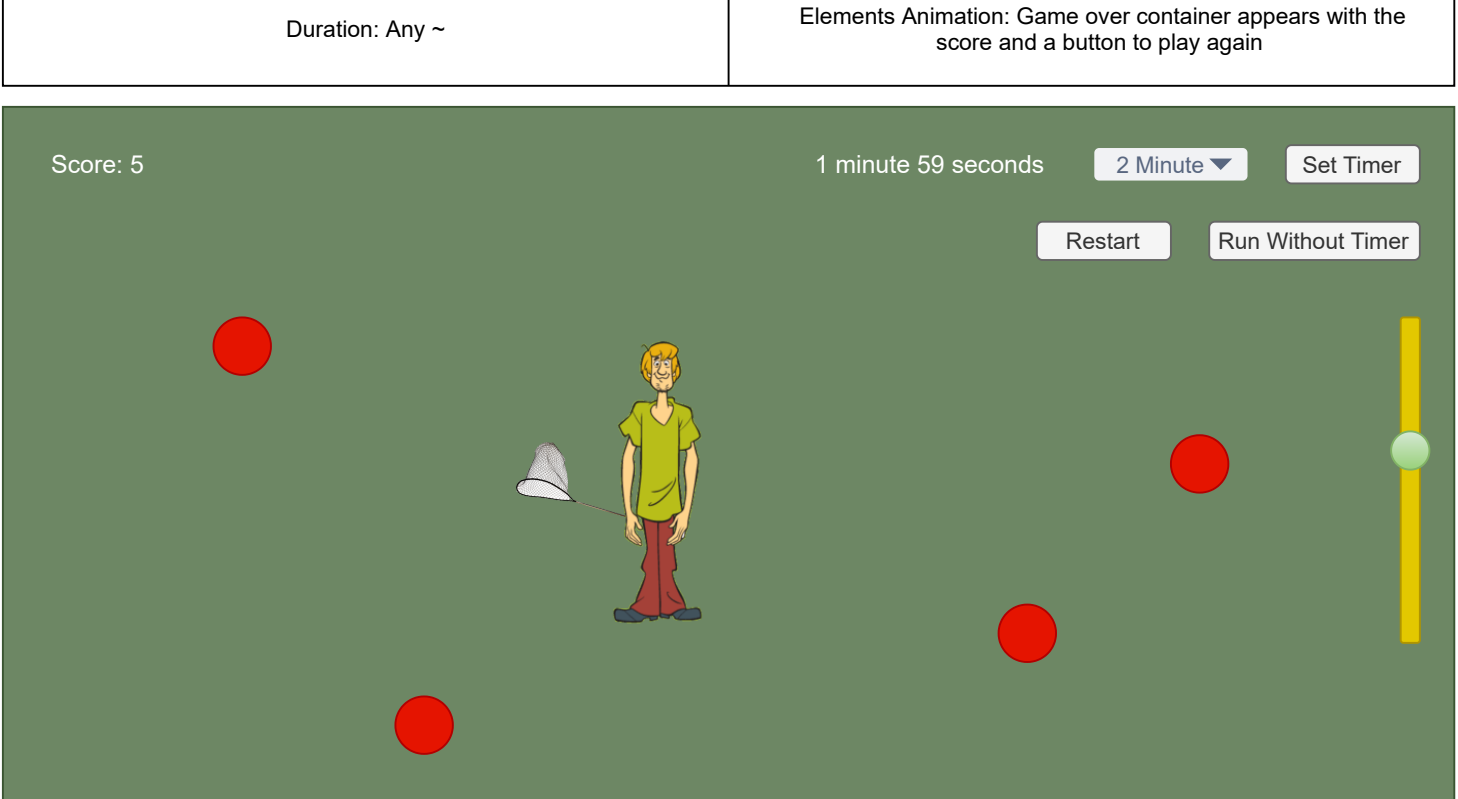
1 minute 59 seconds

2 Minute

Set Timer

Restart

Run Without Timer



Description: Throughout the game there is an option for the user to change the timings of the game or to run without the timer.	Elements: Character, net, bugs, timing buttons, restart button, difficulty slider, game score
Duration: Any ~	Elements Animation: Game is refreshed and timer is reset to the users value.