1. STORYBOARD FOR THE GAME :

STORYBOARD

| scene 1 | → | scene 2 | → | scene 3 | → | scene 4 |

Scene 1
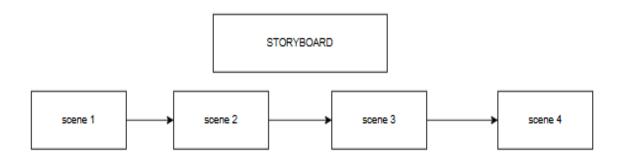
Description : The player sees the game's title, along with a "Start Game" button and two additional buttons to select the game duration (1 minute or 2 minutes).

Elements :
•   Title of the game ("Swimming Pool Toy Collection Game").
•   Button options: "Start Game", "1 Minute", "2 Minutes".
•   Audio: Soft background sound starts playing

Scene 2

Description : After pressing "Start Game," the player is shown a canvas with a swimming pool background. The player controls a diver (controlled using arrow keys or W/A/S/D), and toys start falling from the top of the screen.

Elements :
•   Diver character appears at the bottom center of the canvas.
•   Toys (balls) drop randomly from the top of the screen, shrinking as they fall.
•   A timer begins counting down (based on selected time).
•   Score is displayed in the top left or center above the canvas.
•   Timer display (top right or next to score).
•   Sound: "Game Start" sound plays.

Scene 3

Description : The player moves the diver to collect toys by pressing the space bar. Successfully collecting a toy increases the score and plays a "happy" sound. If a toy reaches the top without being collected, an "unhappy" sound plays.

Elements :
•   The diver's movement is visually represented with an image facing the correct direction.
•   Toys shrink while falling, stay at the bottom for a few seconds, then grow and rise back to the top.
•   When a toy is collected, the score increases, and a new toy drops.
•   Audio: "Happy" sound plays when toys are collected, and "Unhappy" sound plays when the toy escapes to the top.
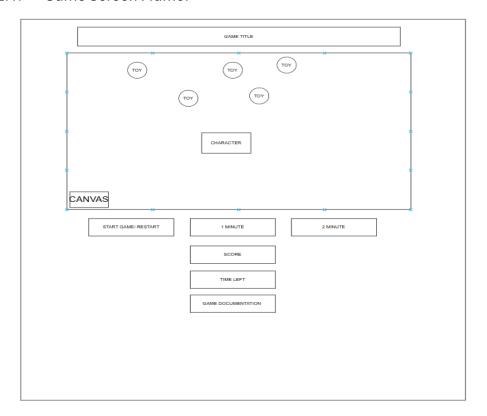
Scene 4

Description : When the timer runs out, the game ends. A "Game Over" screen appears, displaying the final score, a feedback message based on performance, and a "Restart Game" button.

Elements :
•   "Game Over" overlay appears in the center.
•   Final score and feedback message displayed (e.g., "Good job!" or "Keep practicing!").
•   "Restart Game" button appears.
•   Audio: "Game Over" sound plays.

2. WIREFRAME for the Game :

2.1. Game Screen Frame:

2.2. Game Over Screen Frame