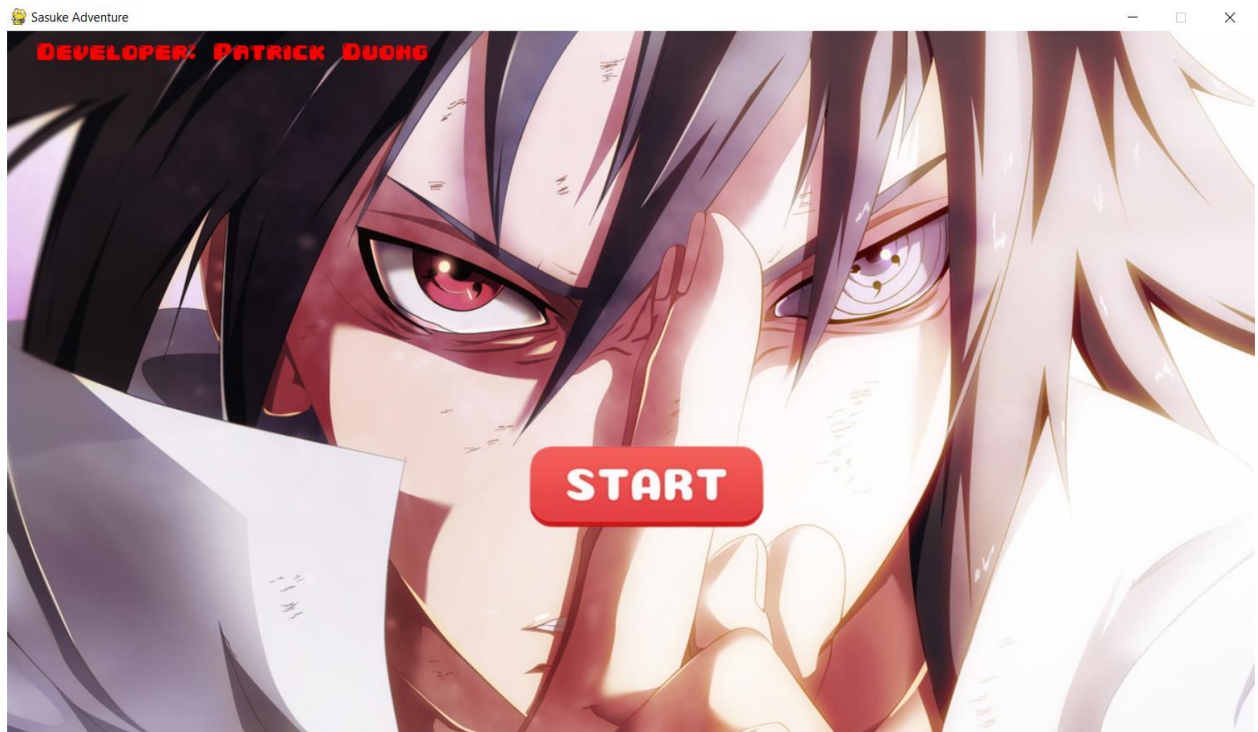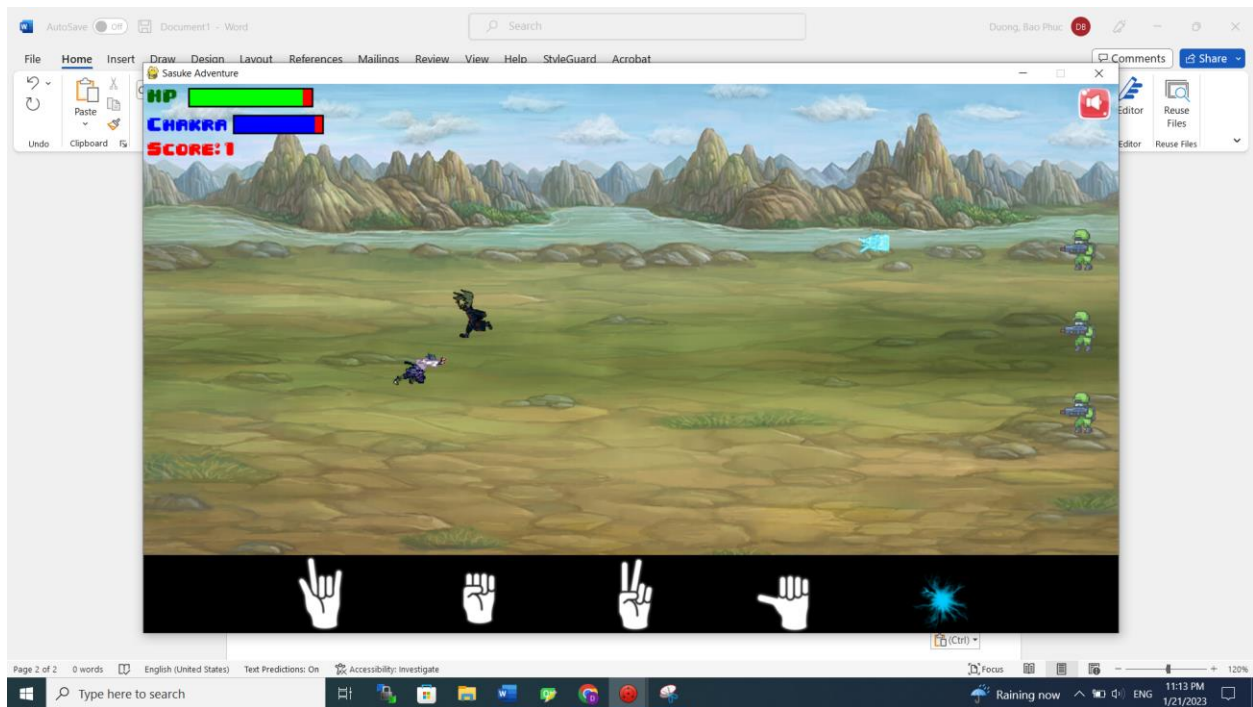**Main Menu Screen.**

NPC chases the player.

Game recognizes that the user shows an invalid sequence of hand signs.

NPC attacks player within a proximity.

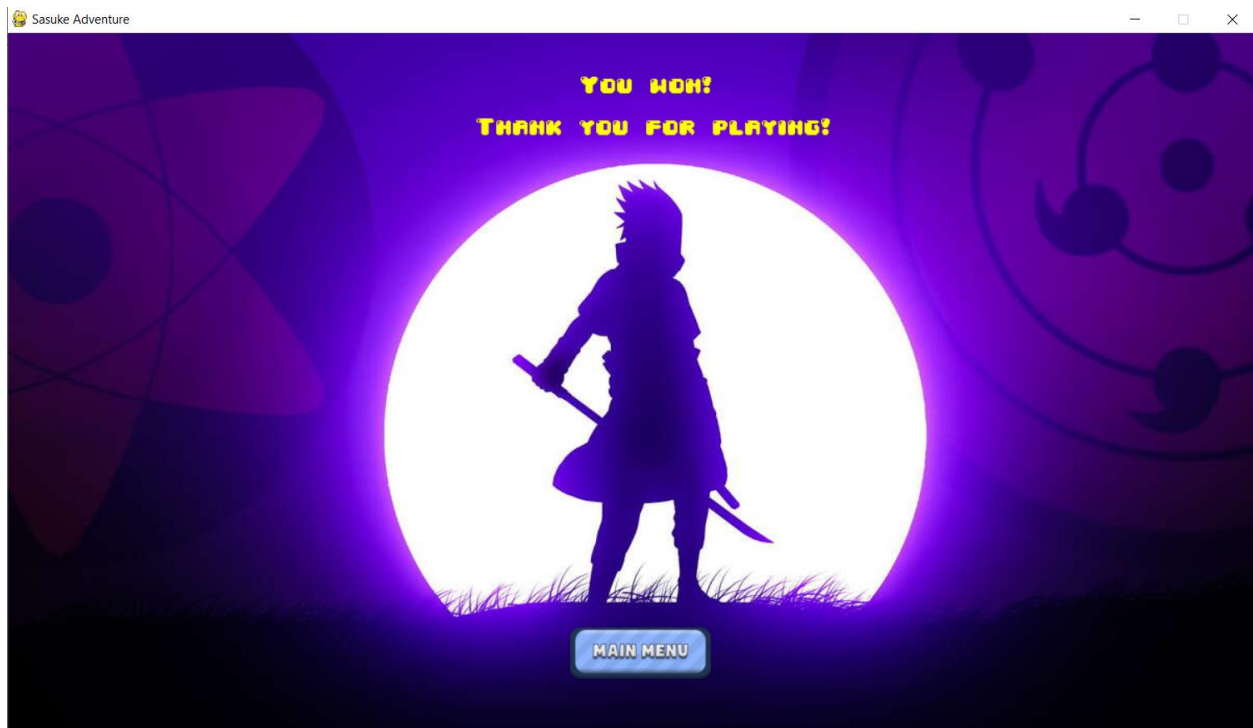**Player displays the correct sequence of hand signs to perform Chidori.**

Player displays the correct sequence of hand signs to perform Katon.

End-game screen when the player beats all the enemies.

End-game screen when the player fails to beat all the enemies and gets destroyed.