

**Game State: Game Over Screen**

Sprites – Buttons (Menu, Quit), Background (destroyed city)

Text – Title ‘Robot Defence’, Score (shows the players score from that playthrough), ‘Game Over' (lets the player know that the game has ended)

Music – Retro Music

Buttons – Main Menu (takes the player to the main menu screen), Quit Game (closes the game)

**Game State: Main Menu**

Sprites – Buttons (Start, Quit), Background (city)

Text – Title ‘Robot Defence’, Instructions (shows the player how to play the game)

Music – Retro Music

Buttons – Play Game (takes the player to the gameplay screen), Quit Game (closes the game)