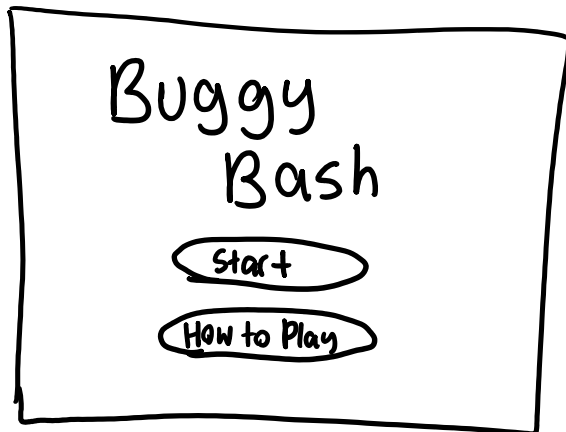
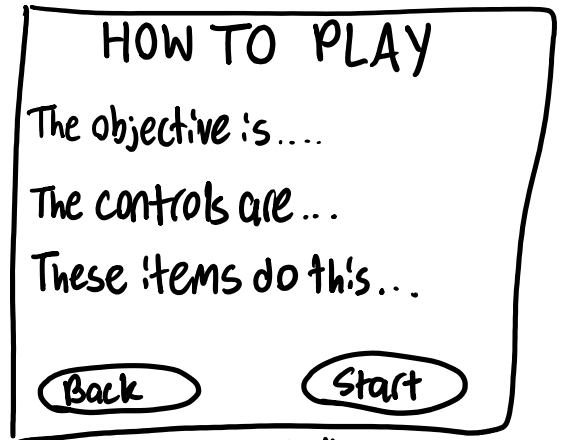


# 112 Storyboard

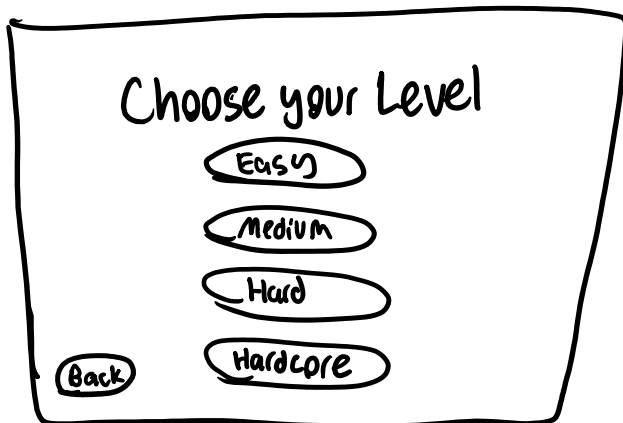
Tuesday, April 16, 2019 5:04 PM



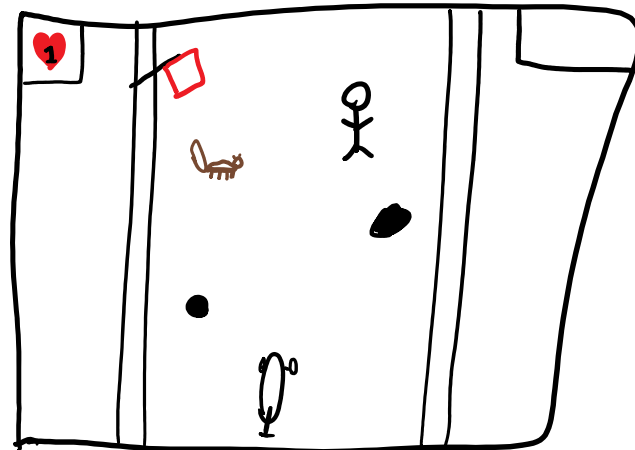
The user is shown a home screen, prompting them to start the game or learn how to play.



Clicking "How to Play" brings the user to a screen that teaches them the objective of the game, as well as controls and interactions with different items. The user can then go back to the home screen or start the game.



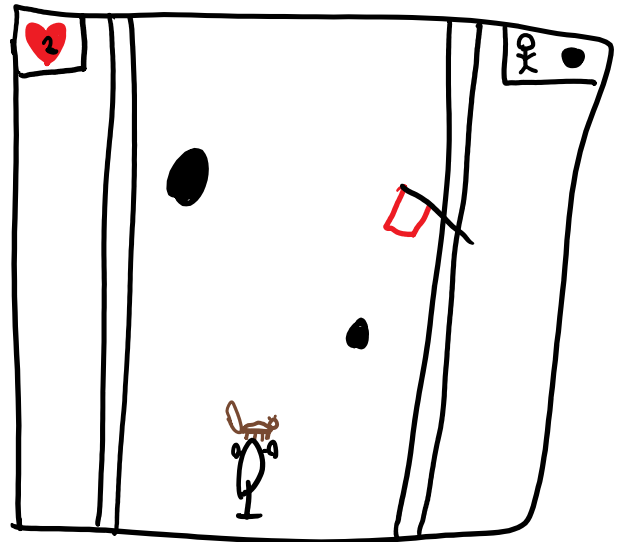
If they click the start button, the user then selects one of four levels, which influence stats such as move speed, number of obstacles, and amount of item drops.



Next, the game starts. The user controls the buggy with the arrow keys, trying to avoid potholes and pedestrians while trying to run into squirrels and flags. They navigate the buggy through the course.



If the user crashes into the curb, or crashes into a pothole or pedestrian with only one life, the game is over. They can choose to play again.  
Note: If they hit a non-curb obstacle with  $>1$  life, the obstacle is removed and they lose a life.



If the user runs into a squirrel or flag, they get a power-up, which is chosen randomly. These powerups include extra lives, pothole removers, or pedestrian removers, and are shown on the indicators in the top corners. The removers can be activated by pressing keys on the keyboard.



If the user is able to navigate the buggy through the course without crashing, they win! They are presented with a victory screen and are prompted to play again.