

# Assignment 5: Concept Sketches



400  
main  
game

text changes w/ score



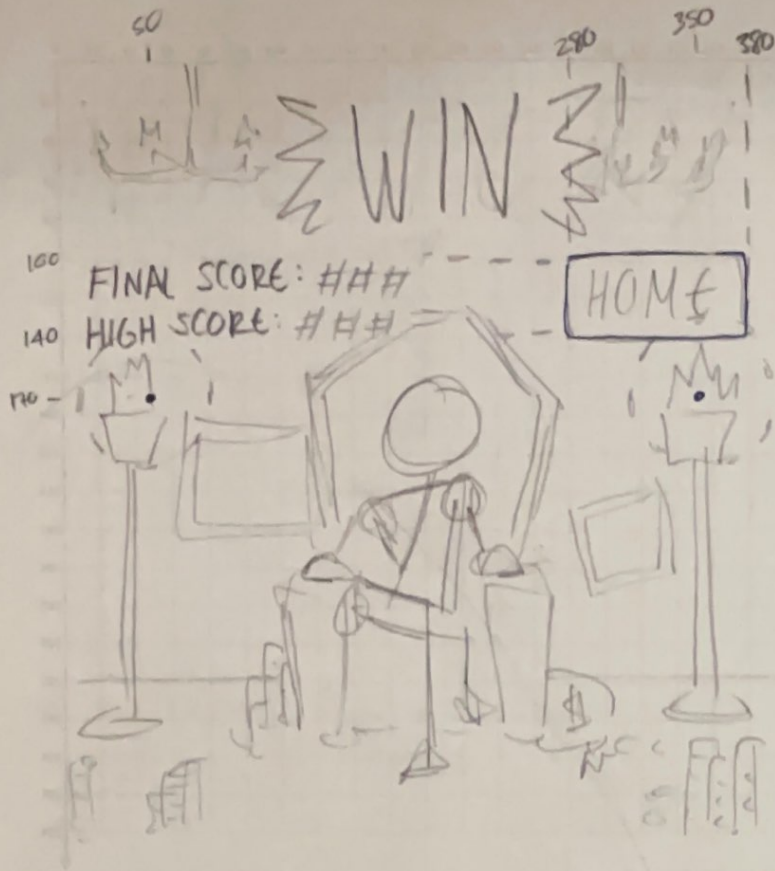
title  
screen



Game Over  
Screen



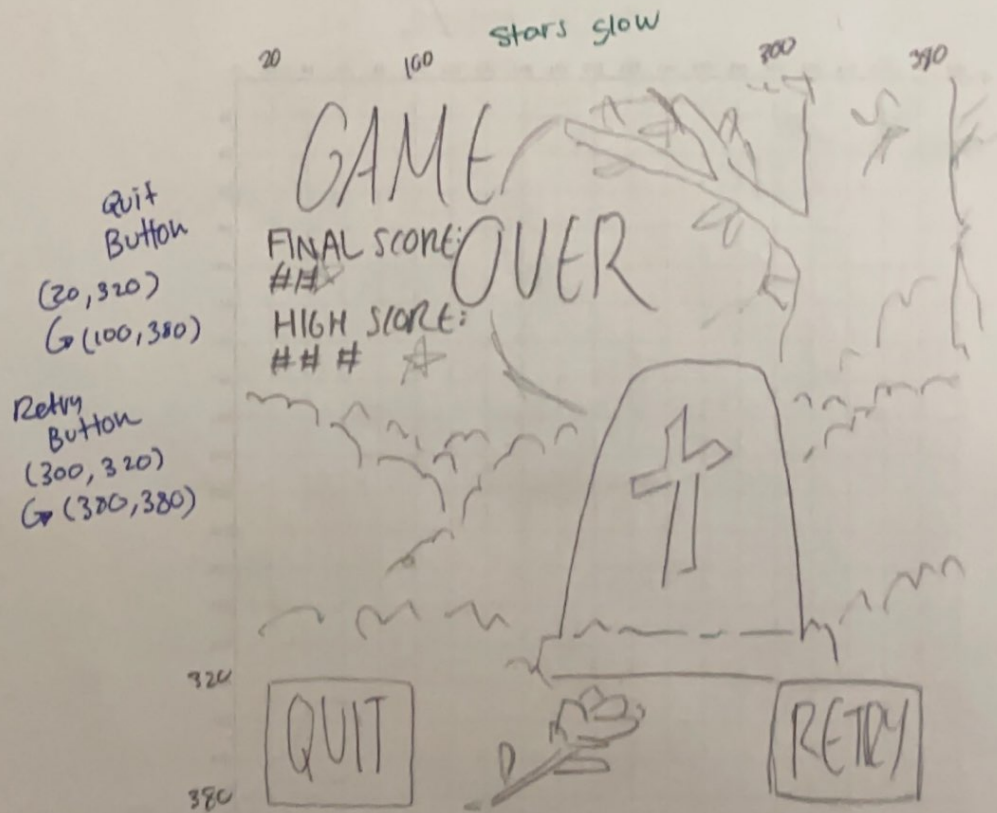
Victory  
screen



HOME  
Button:  
(280, 100)  
↳ (380, 140)

Glow points:  
(50, 170)  
(350, 170)

← slow  
around fire



Quit  
Button  
(20, 320)  
↳ (100, 380)

Retry  
Button  
(300, 320)  
↳ (370, 380)

GAME  
OVER  
FINAL SCORE: ###  
HIGH SCORE: ###

QUIT

RETRY



