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| Title | Start screen | Game in progress screen | Game over screen |
| Image |  |  |  |
| Details | Base screen with fixed background and all elements hidden. Remains unchanged until user clicks anywhere within the play area  Has a dropdown to allow for different playtime to be selected | Once game has started all mounds disappear and slowly appear in various locations during the 180 second round duration. | Once time is up displays popup with score and game-over message. |
| Duration | Inf | 180 seconds – 60sec – 240sec – 300sec | Inf |
| Elements | Text1  Text2  Start Text  Background  Sprite  Worm mounds  dropdown | Text1  Text2  Sprite  Background  Worm mounds | Button  Text1  Text2  Game Over text  Background  Sprite  Worm mounds |