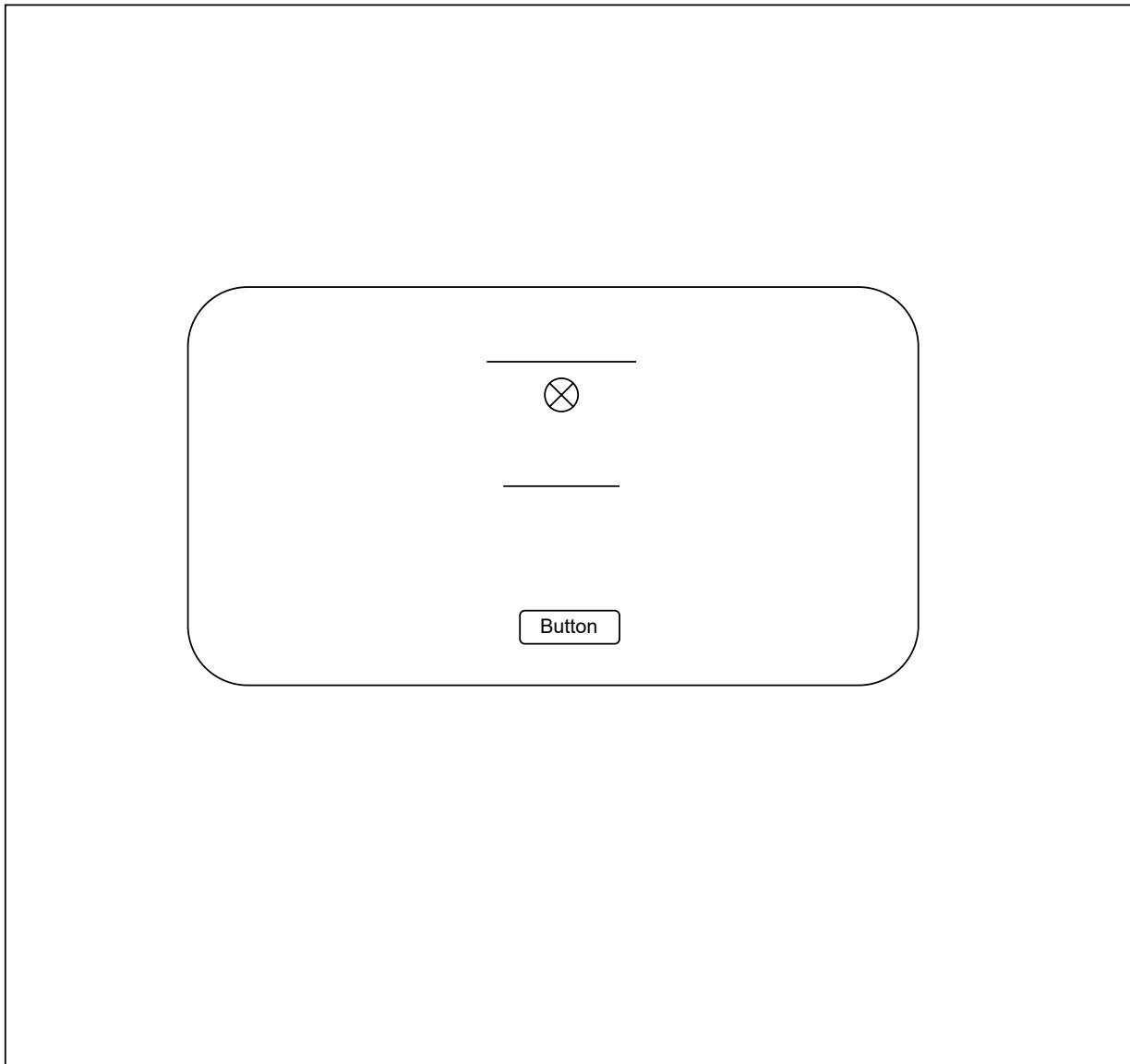
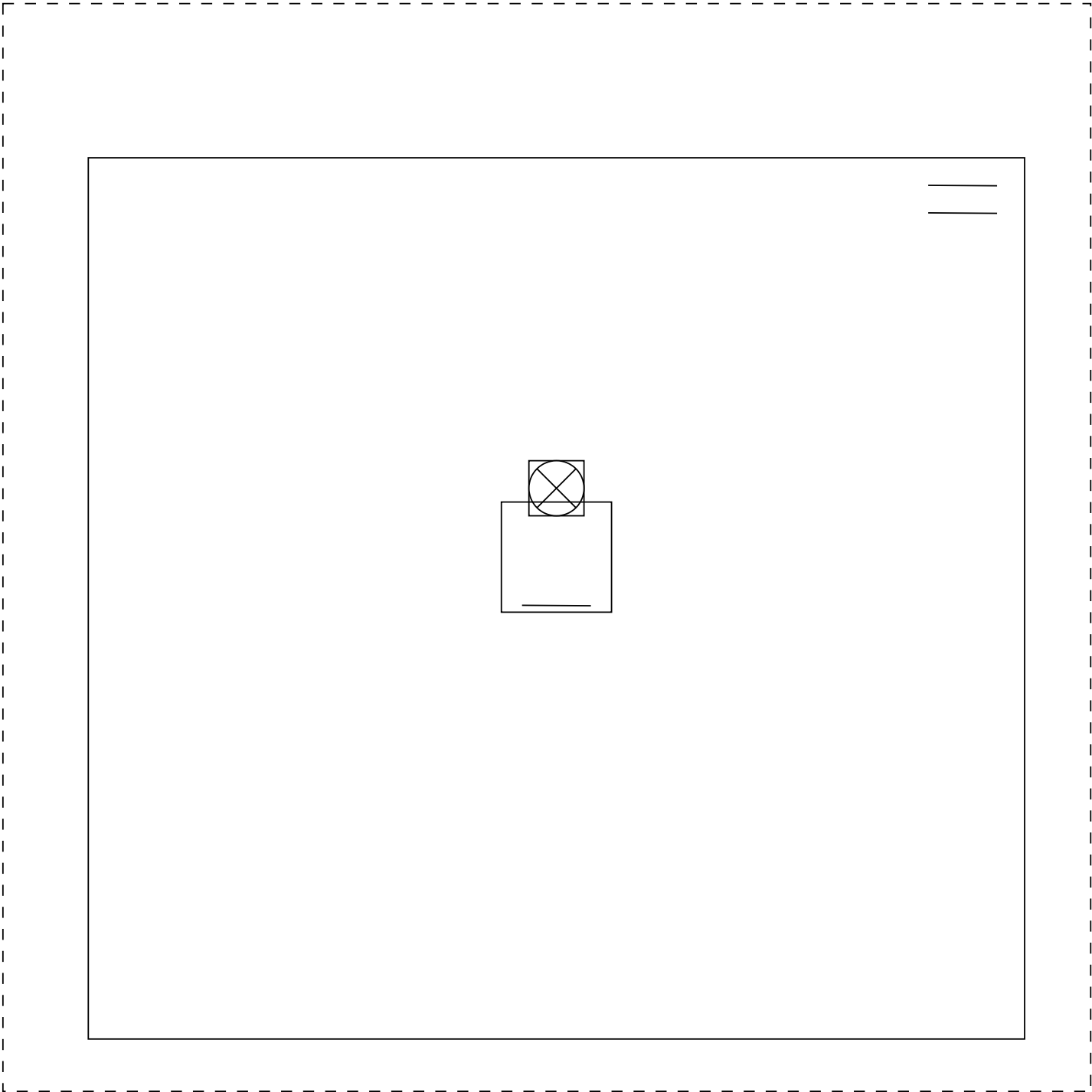


Scene 1



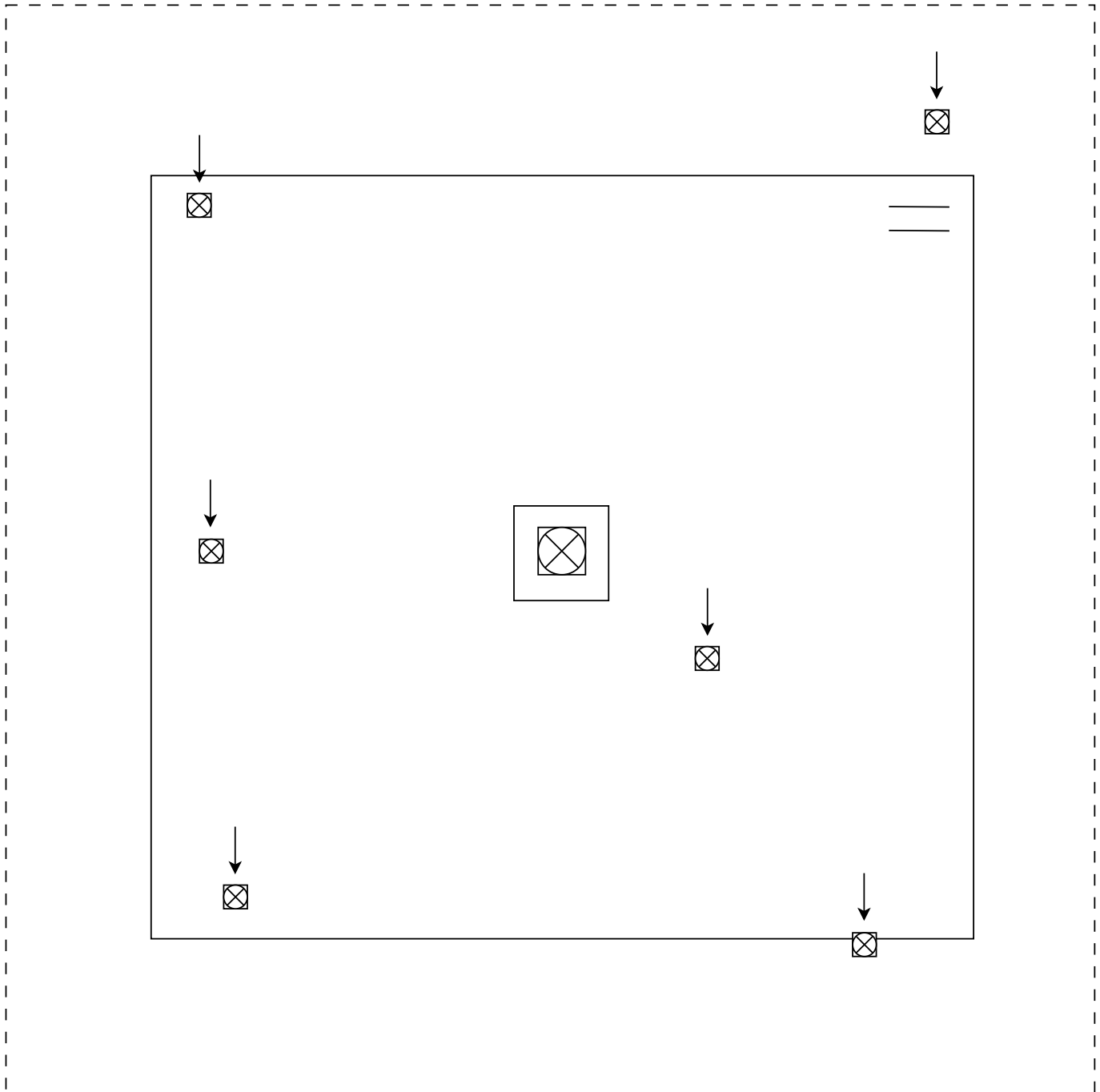
Scene 1  
Div1 display  
If Button1:isClicked  
Next scene:  
Div1 hidden, Obj1, Obj2 created(instance)

Scene 2



Scene 2  
Text1 display  
Text1 context change per sec (3s)  
Text1 hidden  
Text2 context change (until end)  
Next scene:  
Obj3-7 created in random location inside Image1(instance)

### Scene 3



### Scene 3

Obj3-7 fall slightly (1s)

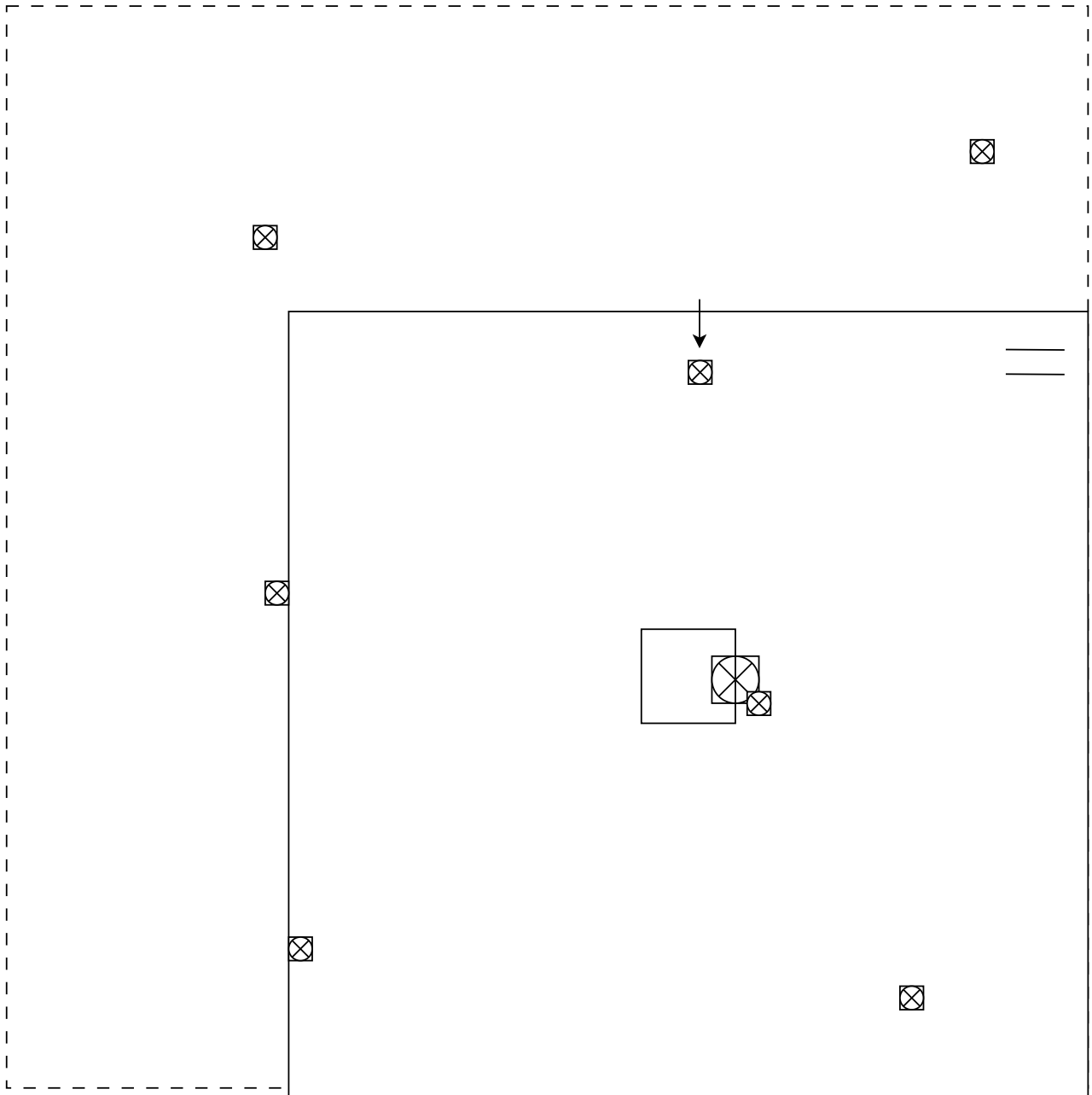
User can use "WASD" to move Obj1

Obj2 follow Obj1 and center the Image1 (instance/ smooth)

Next scene:

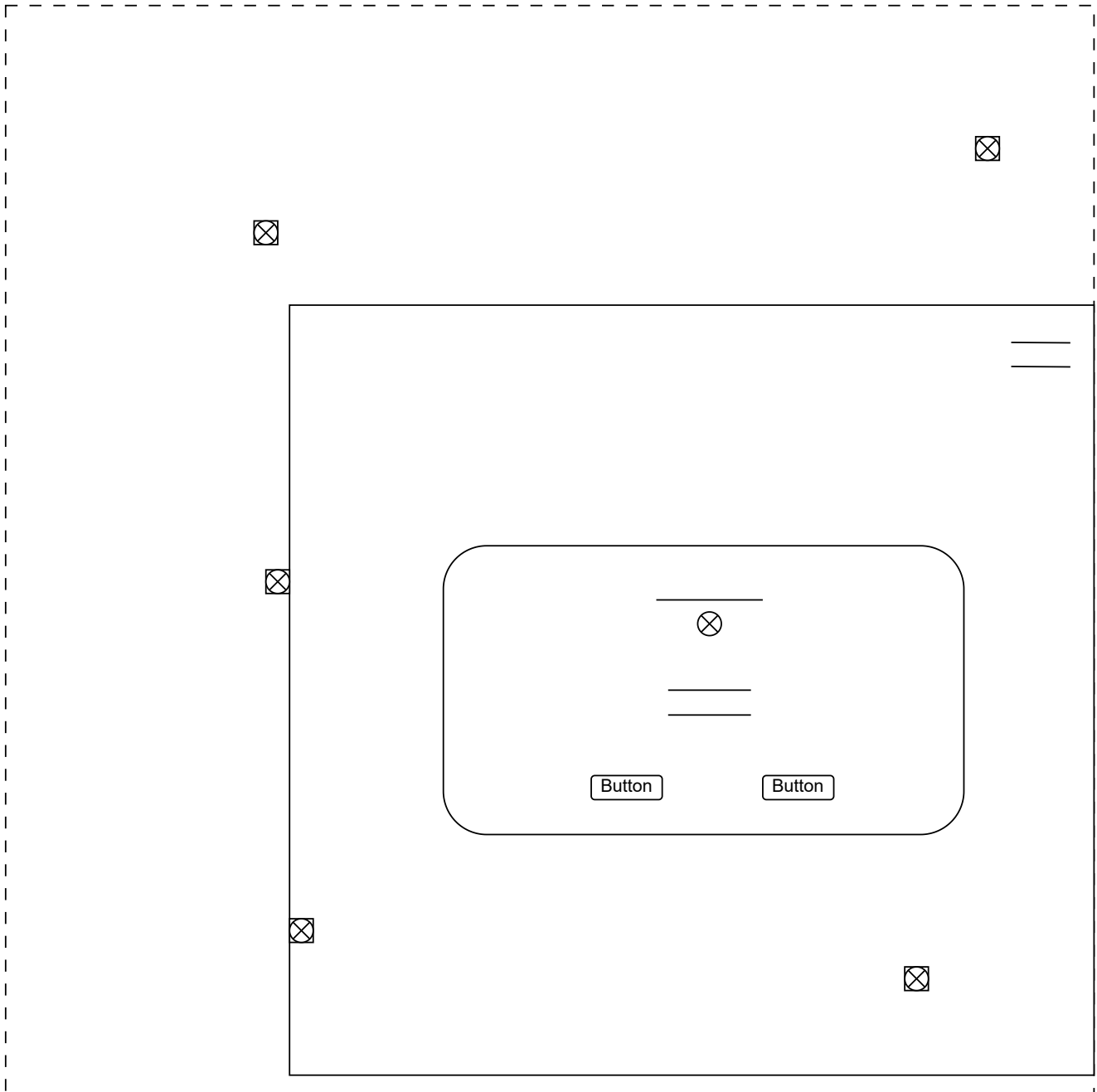
Obj1 collide with Obj4

Scene 4



Scene 4  
Obj4 got deleted (0.5s)  
Text3 counter increase by 1 (instance)  
Obj8 spawned randomly in Image1 (instance)  
Obj8 fall slightly (1s)  
Next scene:  
if Timer = 0, Div2 visible (instance)

## Scene 5



## Scene 5

Text4 context = score  
Text5 context = hi-score  
If Button2.isClicked  
Exit page  
If Button3.isClicked  
Replay to scene 2

