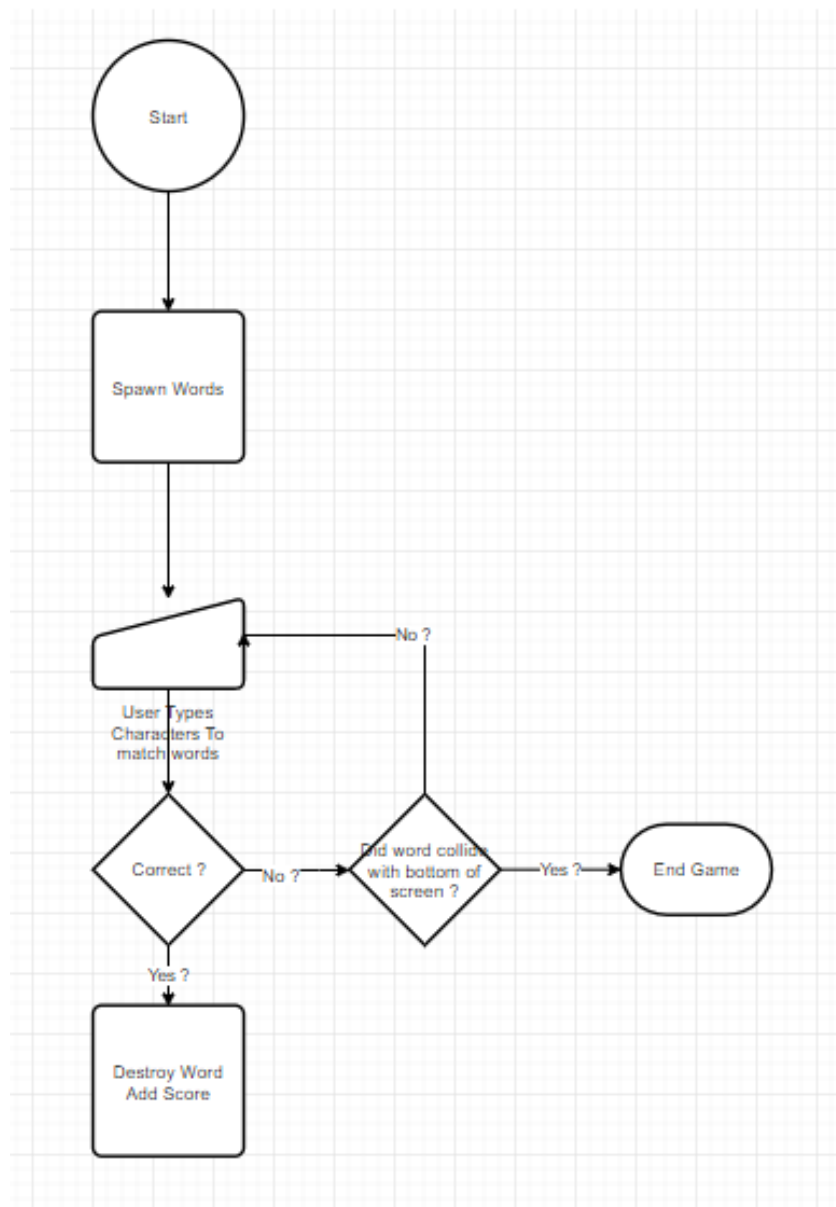# Task 2 Design Brief

1. **Target Device**

   The target platform is PC on a Windows Operating System.

2. **Gameplay Flowchart**
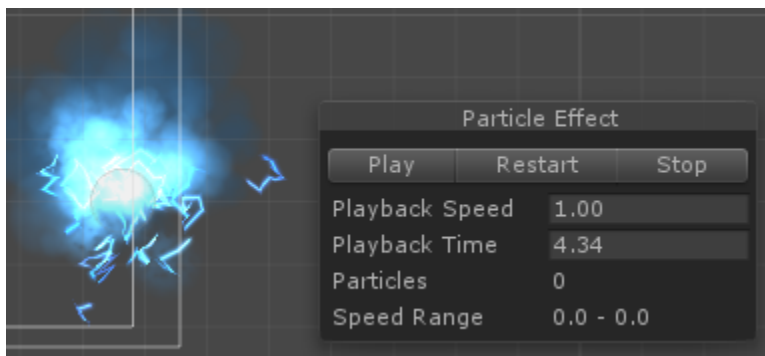
3. **Game Mechanics**

- Continuous Level.
- Typing of characters to score.
- Word hits bottom to end game.

4. **Game Objectives**
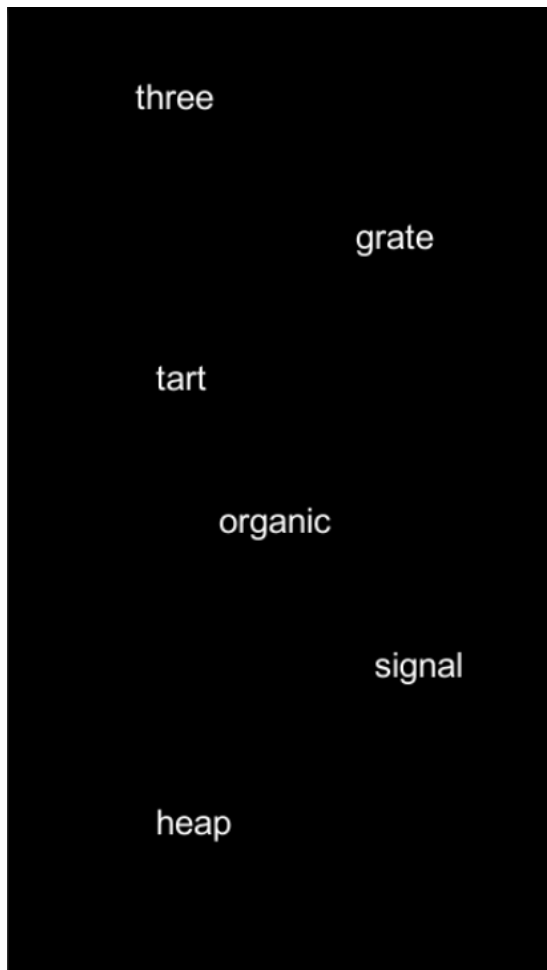Type words correctly to beat the high score.

5. **Visual Assets**

Particle Effect for explosion of word.

6. **UI Elements**

7. **Game Scenes**

The game is split into 2 scenes:

- Main Menu
- Game
- End