

MAIN-MENU

Playing Music: Intro.mp3

Vị trí: X:529 –
Y:66. Image:
right-small.png.

- Vị trí: (X:0 - Y:0)
-> (X:768 – Y:768)

- Màu: RGB
(#30b44b).

Vị trí: (X:281 –
Y:100). Hình:
black-person.png.

Vị trí: (X:1060 –
Y:100). Hình:
green-person.png.

Vị trí: X:69 –
Y:841. Text: Bren
Number. Font:
Visitor TT1 BRK.

Vị trí: (X:0 – Y:768)
□ (X:1536 –
Y:1280). Màu:
RGB (#050708).

Vị trí: X:423 – Y:1036.
Image: play.png.
Event: Click
Image: play-click.png.
Sound: click.mp3.
Goto: Choose-player.

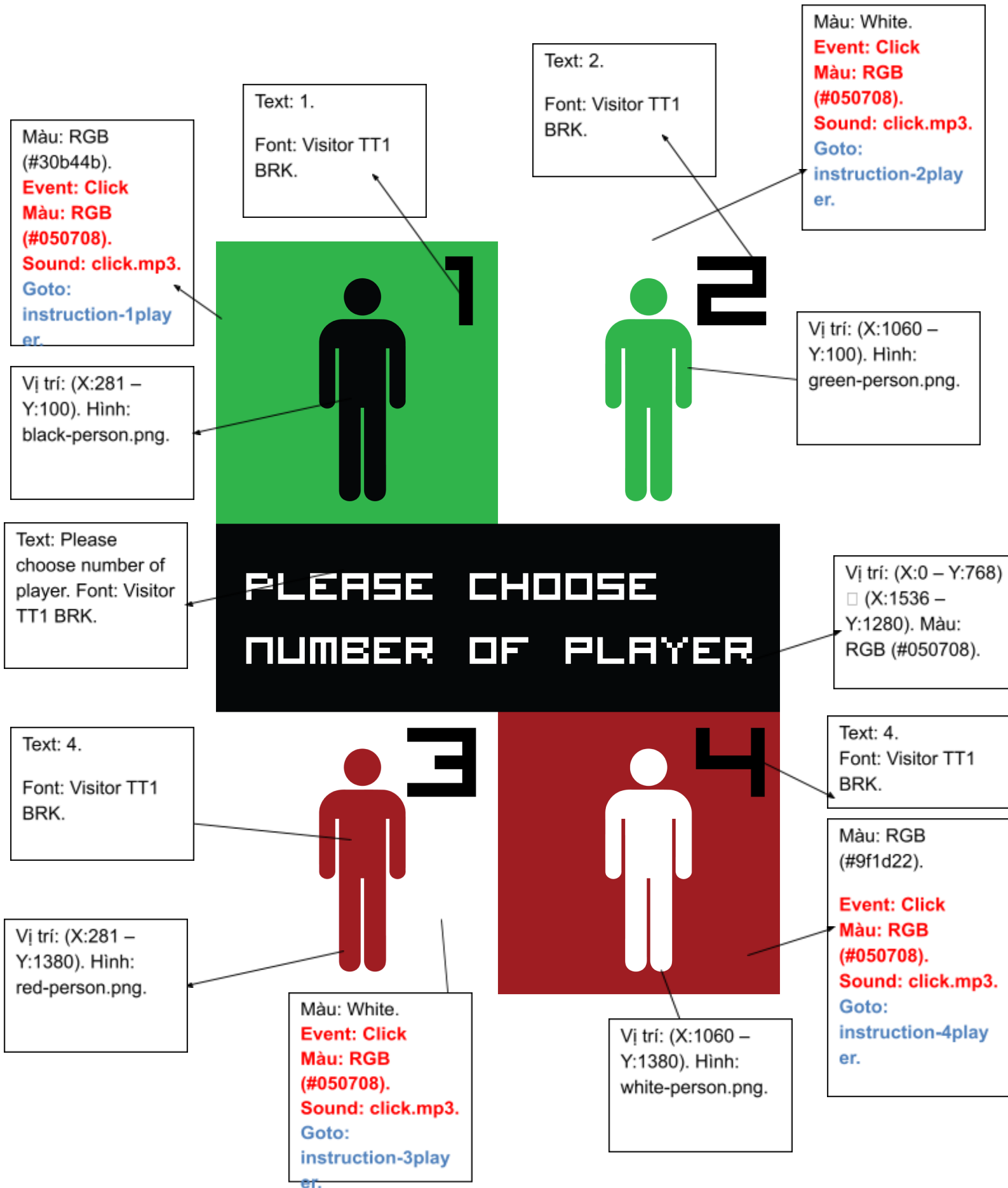
Vị trí: X:1334 –
Y:1345. Image:
wrong-small.png.

Vị trí: (X:281 –
Y:1380). Hình:
red-person.png.

- Vị trí: (X:768 -
Y:1279) -> (X:1536
– Y:2048). Màu:
RGB (#9f1d22).

Vị trí: (X:1060 –
Y:1380). Hình:
white-person.png.

CHOOSE-PLAYER

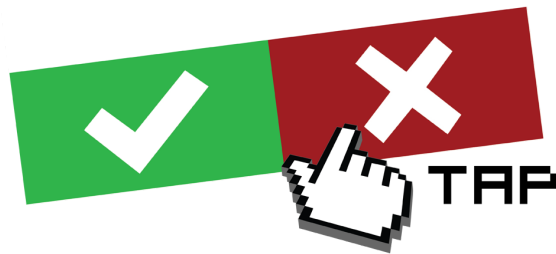


INSTRUCTION-1PLAYER

PLAYER 1 45/50 SCORE: 30

Hình: intro1.png.
Animation: Move
X++10, Y++10,
X--10, Y--10.

5+5=10



Text: GO.

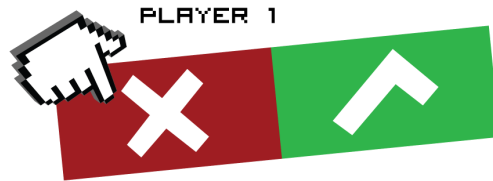
Font: Visitor TT1
BRK.

GO

Màu: RGB
(#9f1d22).

Event: Click
Màu: RGB
(#050708).
Sound: click.mp3.
Goto: Loading.

INSTRUCTION-2PLAYER

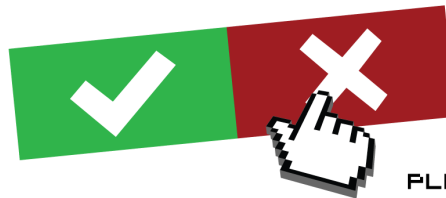


Hình: intro2.png.
Animation: Move
X++10, Y++10,
X--10, Y--10.

OL>S+S

DE :3R0CS 05/54 2 23Y87P
PLAYER 2 45/50 SCORE: 30
PLAYER 1 45/50 SCORE: 30

S+S<10



Text: Tap Fastest
to Get Score.
Wrong Tap Will
Reduce Score.

Font: Visitor TT1
BRK.

TAP FASTEST TO GET SCORE
WRONG TAP WILL REDUCE SCORE

Text: GO.

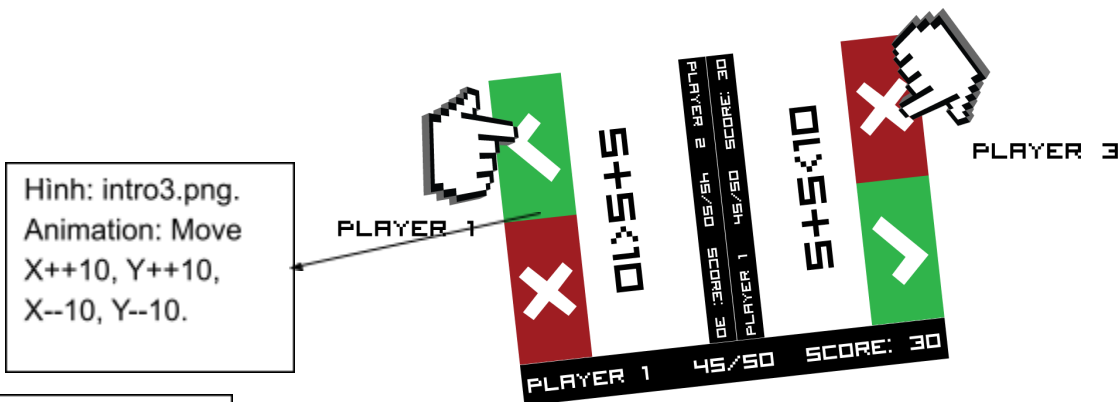
Font: Visitor TT1
BRK.



Màu: RGB
(#9f1d22).

Event: Click
Màu: RGB
(#050708).
Sound: click.mp3.
Goto: Loading.

INSTRUCTION-3PLAYER



Hình: intro3.png.
Animation: Move
X++10, Y++10,
X--10, Y--10.

Text: Tap Fastest
to Get Score.
Wrong Tap Will
Reduce Score.

Font: Visitor TT1
BRK.

TAP FASTEST TO GET SCORE
WRONG TAP WILL REDUCE SCORE

Text: GO.

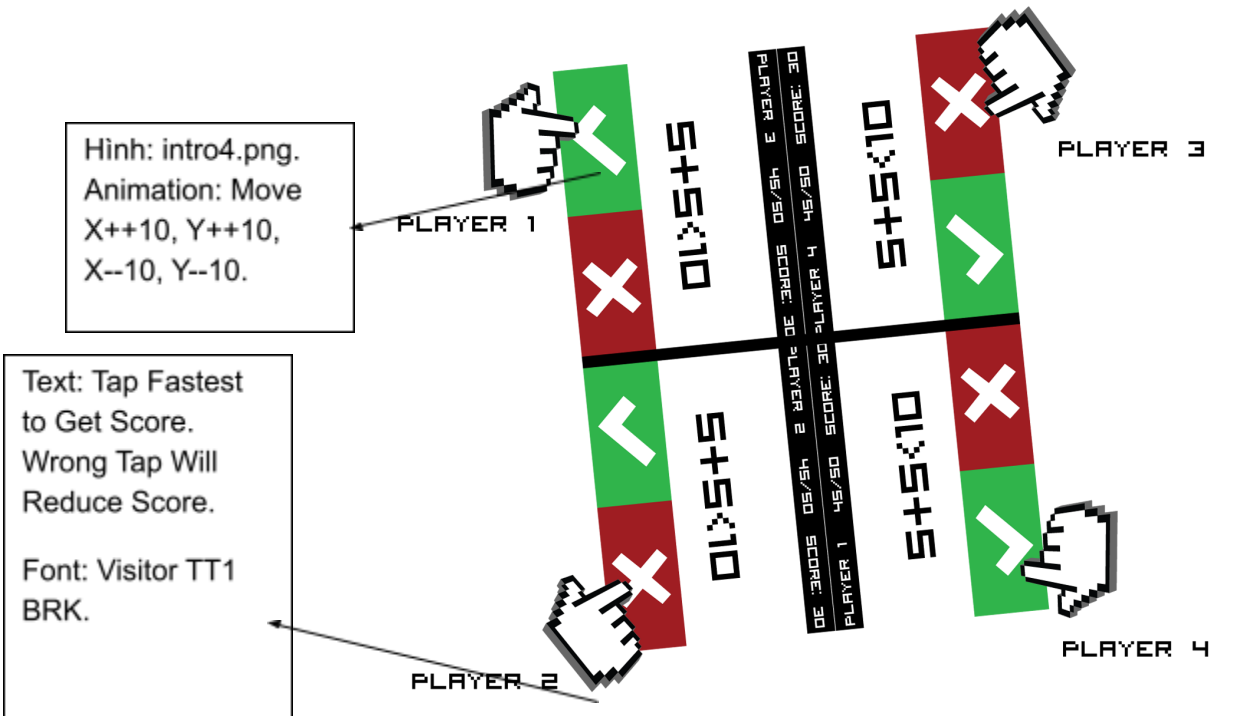
Font: Visitor TT1
BRK.



Màu: RGB
(#9f1d22).

Event: Click
Màu: RGB
(#050708).
Sound: click.mp3.
Goto: Loading.

INSTRUCTION-4PLAYER



Hinh: intro4.png.
Animation: Move
X++10, Y++10,
X--10, Y--10.

Text: Tap Fastest
to Get Score.
Wrong Tap Will
Reduce Score.

Font: Visitor TT1
BRK.

TAP FASTEST TO GET SCORE
WRONG TAP WILL REDUCE SCORE

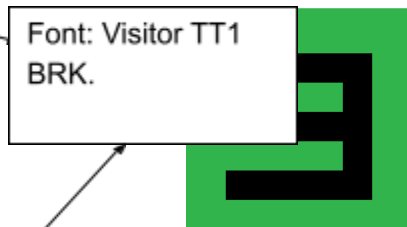
Text: GO.

Font: Visitor TT1
BRK.



Màu: RGB
(#9f1d22).

Event: Click
Màu: RGB
(#050708).
Sound: click.mp3.
Goto: Loading.



Font: Visitor TT1
BRK.

After 1 second. IT
ANSWER FASTEST

LOADING

Font: Visitor TT1
BRK.



DON'T THROW
DEVICE IF YOU LOSE

After 1 second.



ARE YOU READY?

1

Font: Visitor TT1
BRK.

After 1 second.



Màu: RGB (#9f1d22).

Event: After 1 second.
Sound: click.mp3.
Goto: Playing (for 1player – 2 player – 3 player – 4 player).

PLAYING – 1 Player

PLAYER 1

SCORE: 30

Font: Visitor TT1
BRK.

5+5<10

Hình:
right-onclick.png.

Action:

Right:

Images:
Right-onright.png.
Music:
Right.mp3

Wrong:

Images:
Right-onwrong.png.
Music:
Wrong.mp3



Hình:
wrong-onclick.png.

Action:

Right:

Images:
wrong-onright.png.
Music:
Right.mp3

Wrong:

Images:
wrong-onwrong.png.
Music:
Wrong.mp3

Rules:

- Thời gian 10 giây trừ dần. Bắt đầu với 10 giây và trừ dần về 0.
 - Trả lời đúng: Cộng 1 giây.
 - Trả lời sai: Trừ 1 giây.
- Câu hỏi thay đổi sau khi người chơi chọn Right hoặc Wrong.
 - Game kết thúc khi thời gian về 0.

- Game kết thúc: Chuyển đến Result

2-PLAYER 3-PLAYER 4-PLAYER

Khung game clone ra từ 1-player



Rules:

- Thời gian 60 giây trừ dần. Bắt đầu với 60 giây và trừ dần về 0.
 - Trả lời đúng: Cộng 1 giây.
 - Trả lời sai: Trừ 1 giây.
- Câu hỏi thay đổi sau khi người chơi chọn Right hoặc Wrong.
 - Game kết thúc khi thời gian về 0.
 - Người thắng là người có số điểm cao nhất.
- **Game kết thúc: Chuyển đến Result**

Winner – 1 player

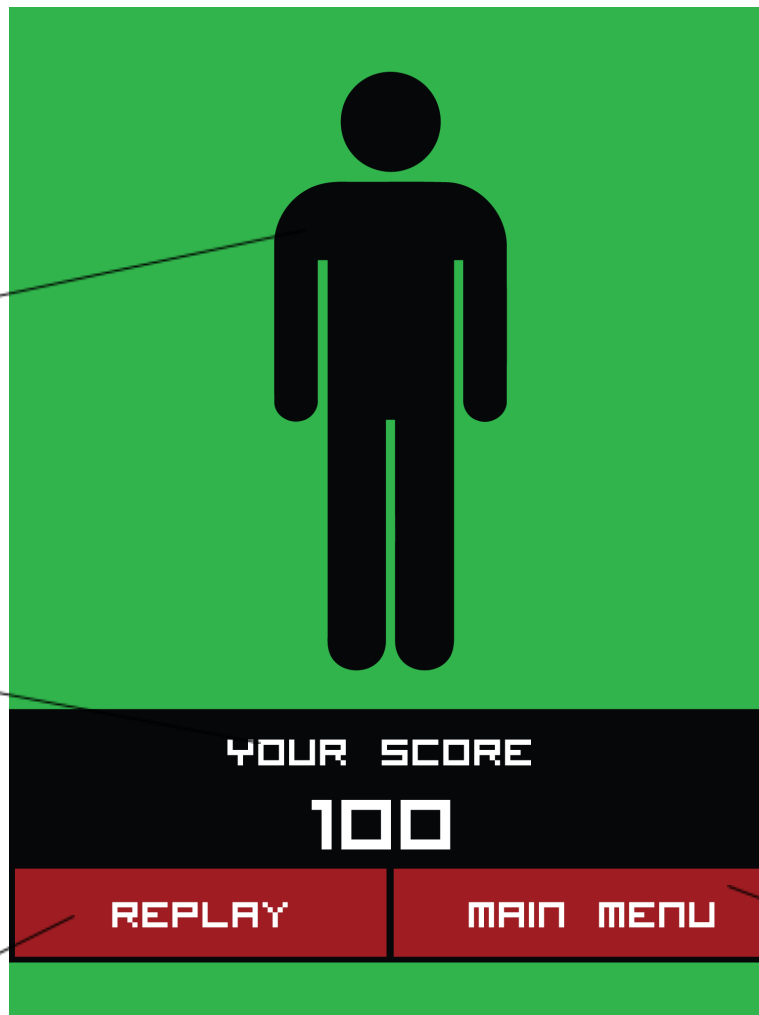
Playing: winner.mp3.

Hinh:
big-winner.png.

Font: Visitor TT1
BRK.

Hinh: replay.png.
Event: Click.
Music: click.mp3.
Goto: Loading
(for 1 player)

Hinh:
mainmenu.png.
Event: Click.
Music: click.mp3.
Goto: Main-menu.



Winner – 2 player 4 4 player

Playing: winner.mp3.

Hinh:
big-winner.png.

Font: Visitor TT1
BRK.

Hinh: replay.png.
Event: Click.
Music: click.mp3.
Goto: Loading
(for correct
player)

Hinh:
mainmenu.png.
Event: Click.
Music: click.mp3.
Goto: Main-menu.



