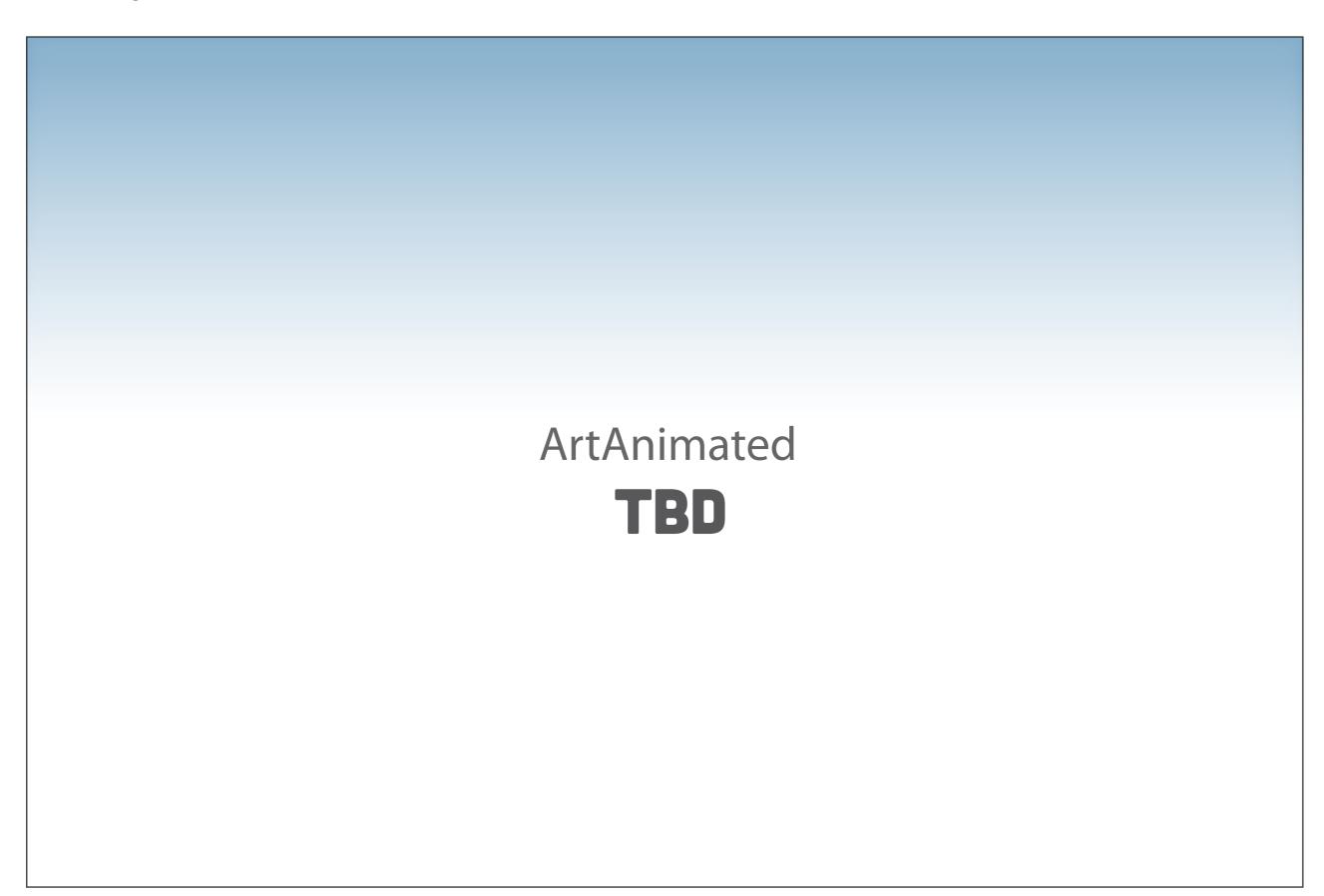
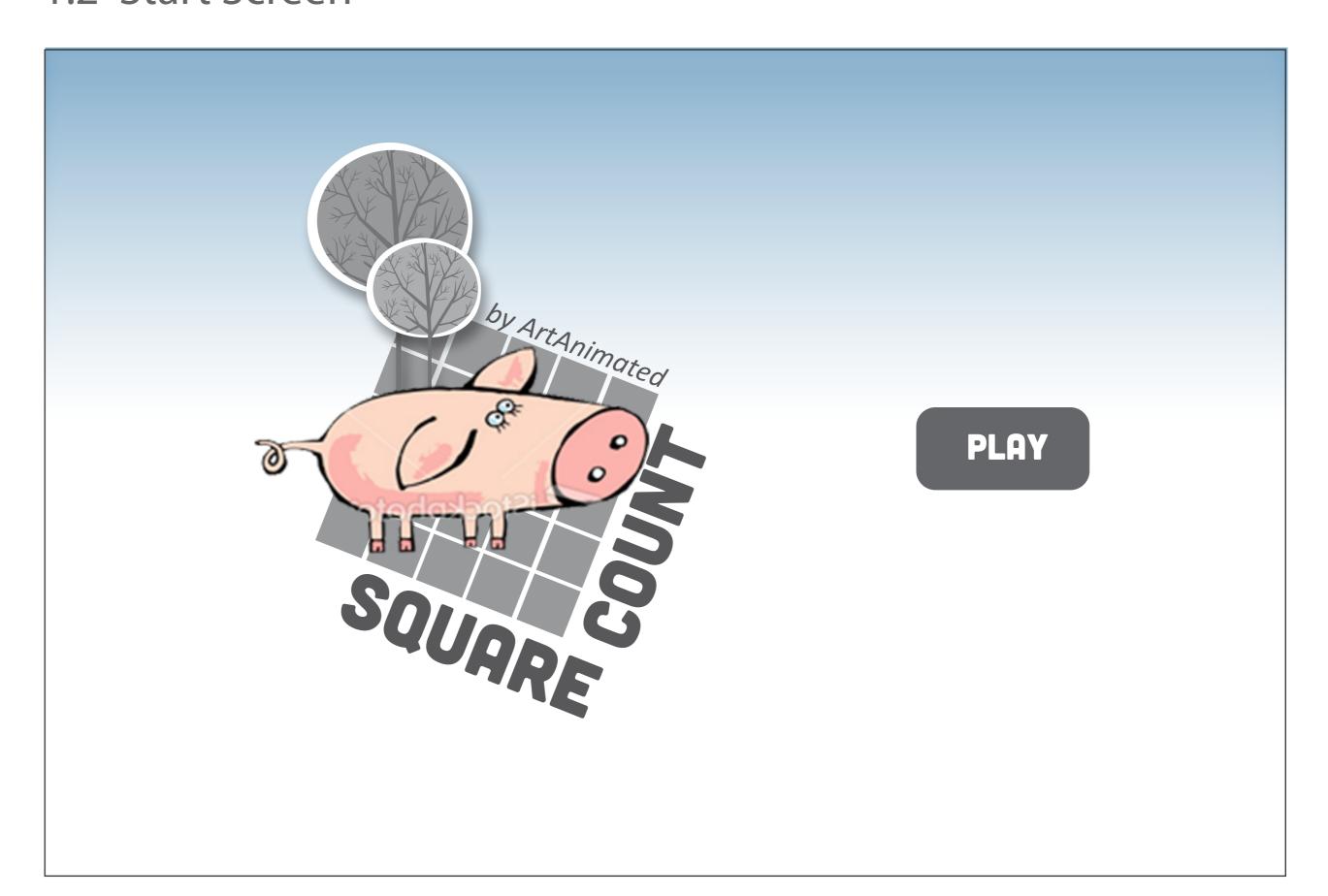
1. Opening the game

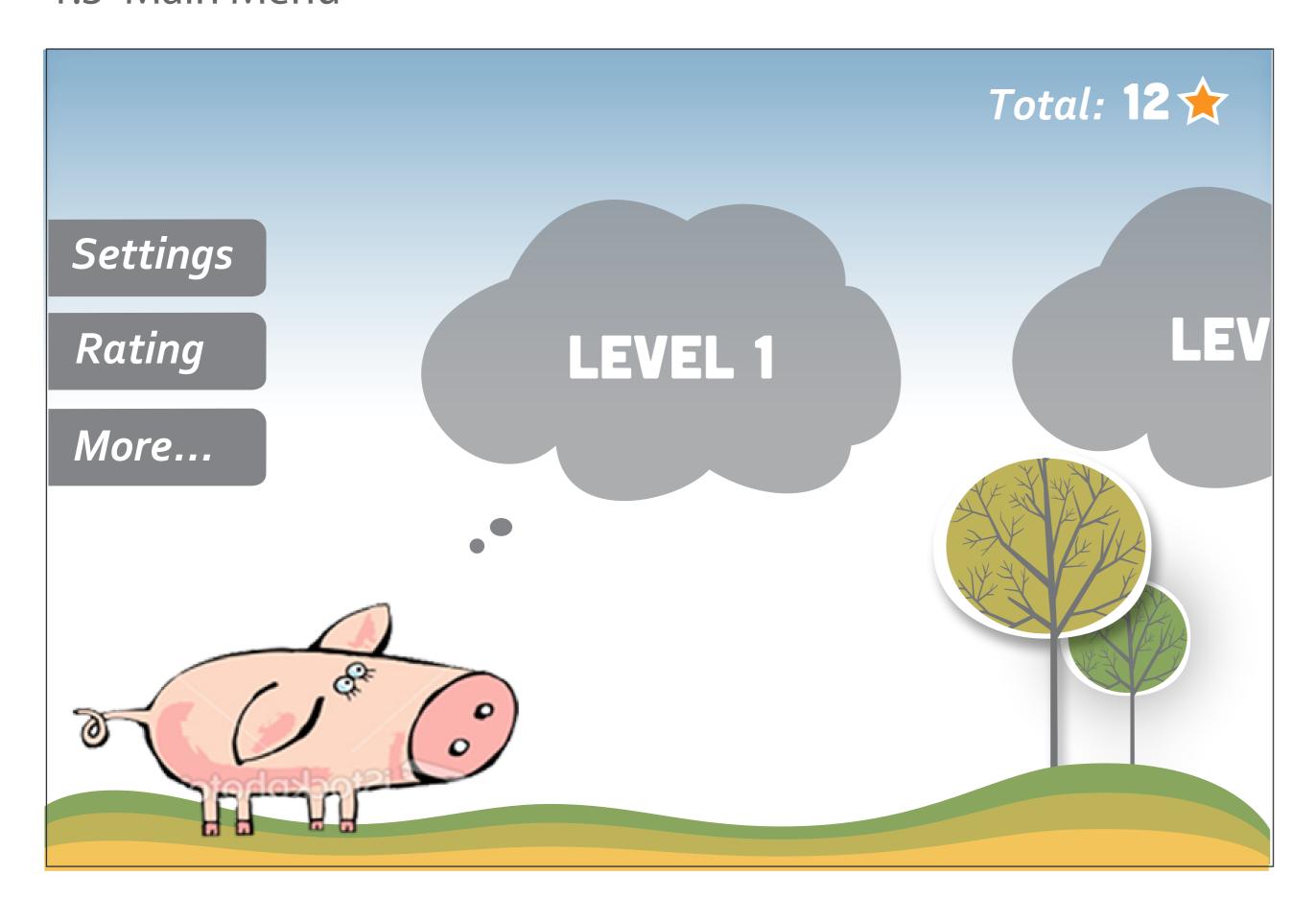
1.1 Splash Screen



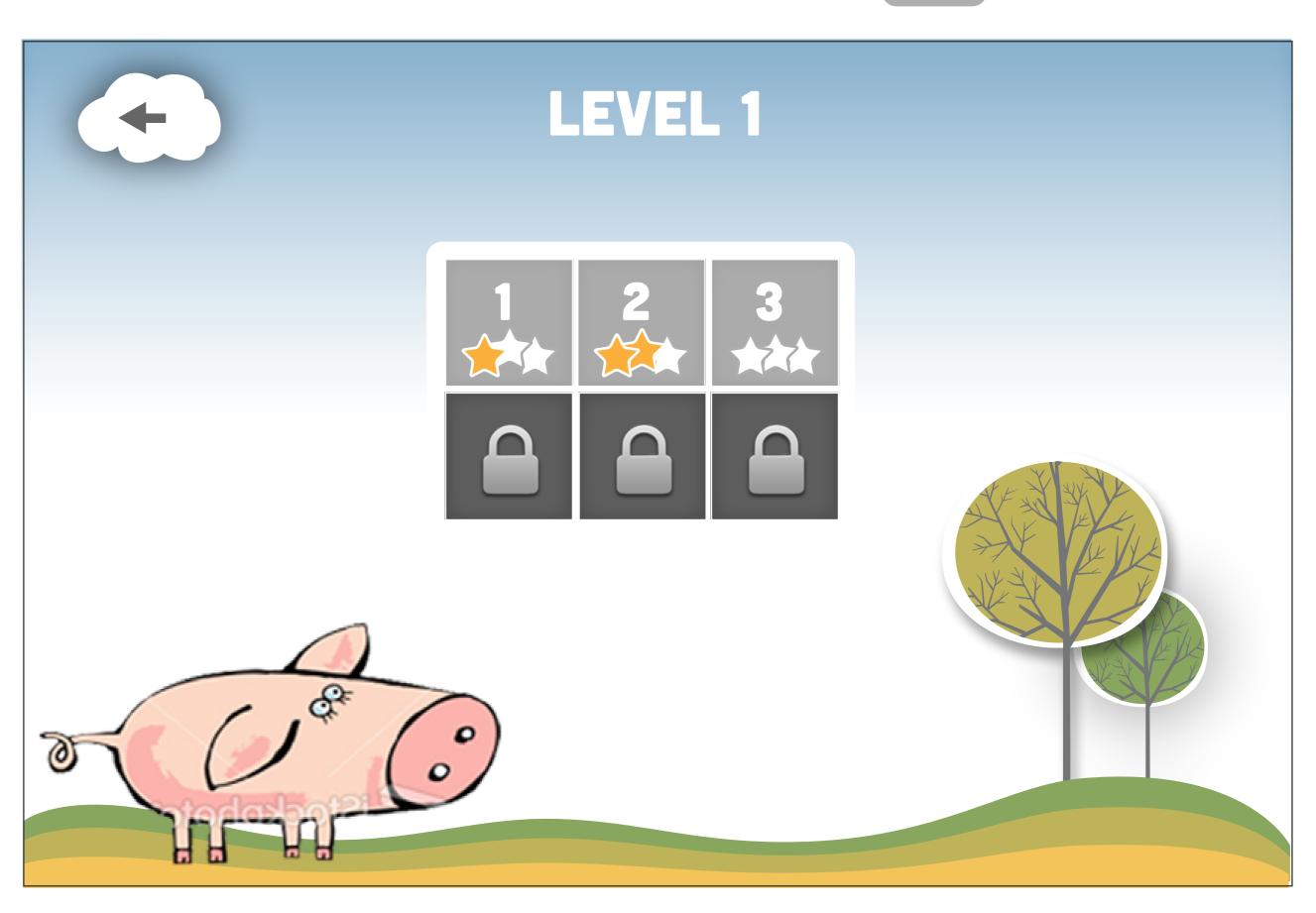
1.2 Start Screen



1.3 Main Menu

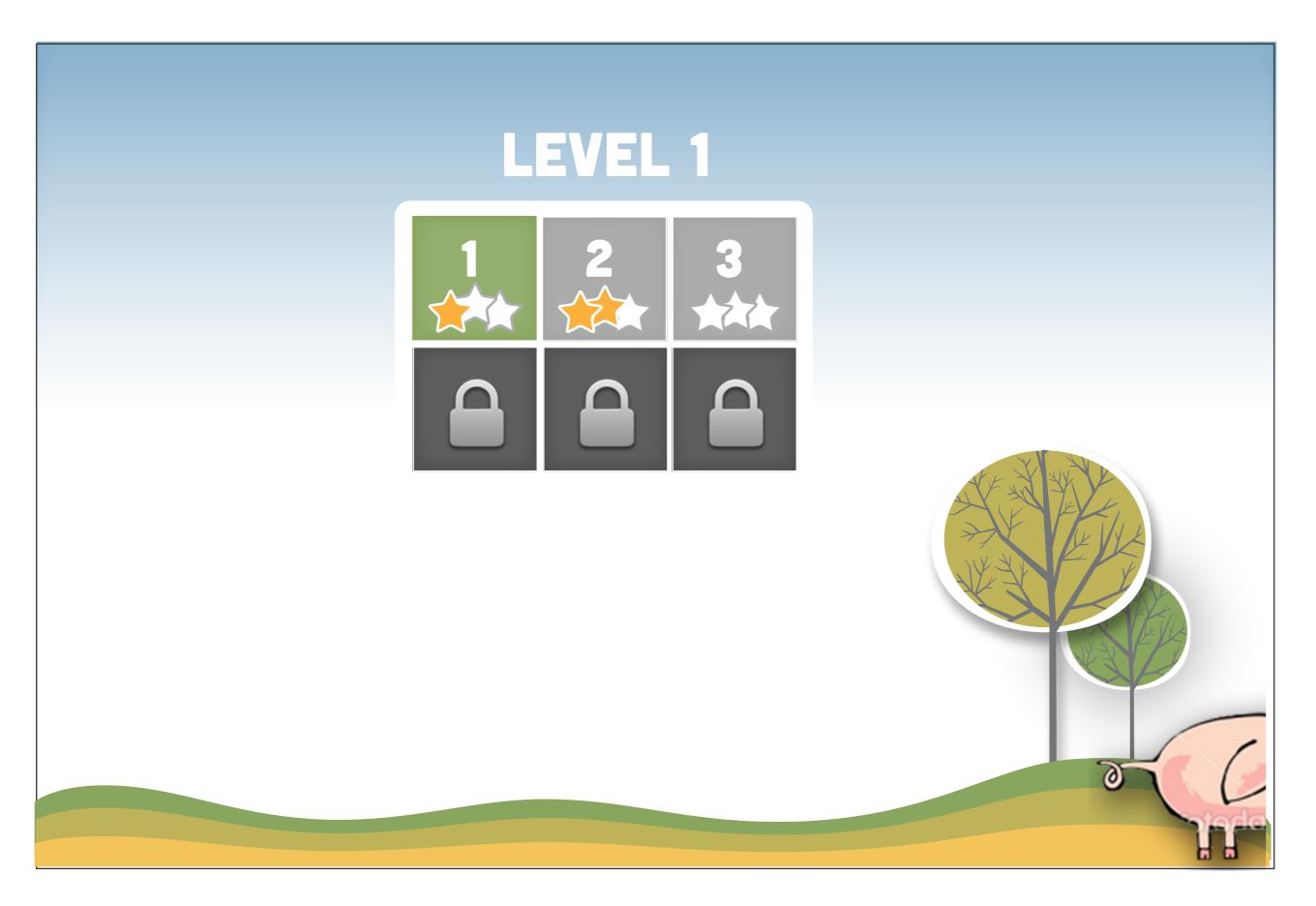


1.4 Level Selection

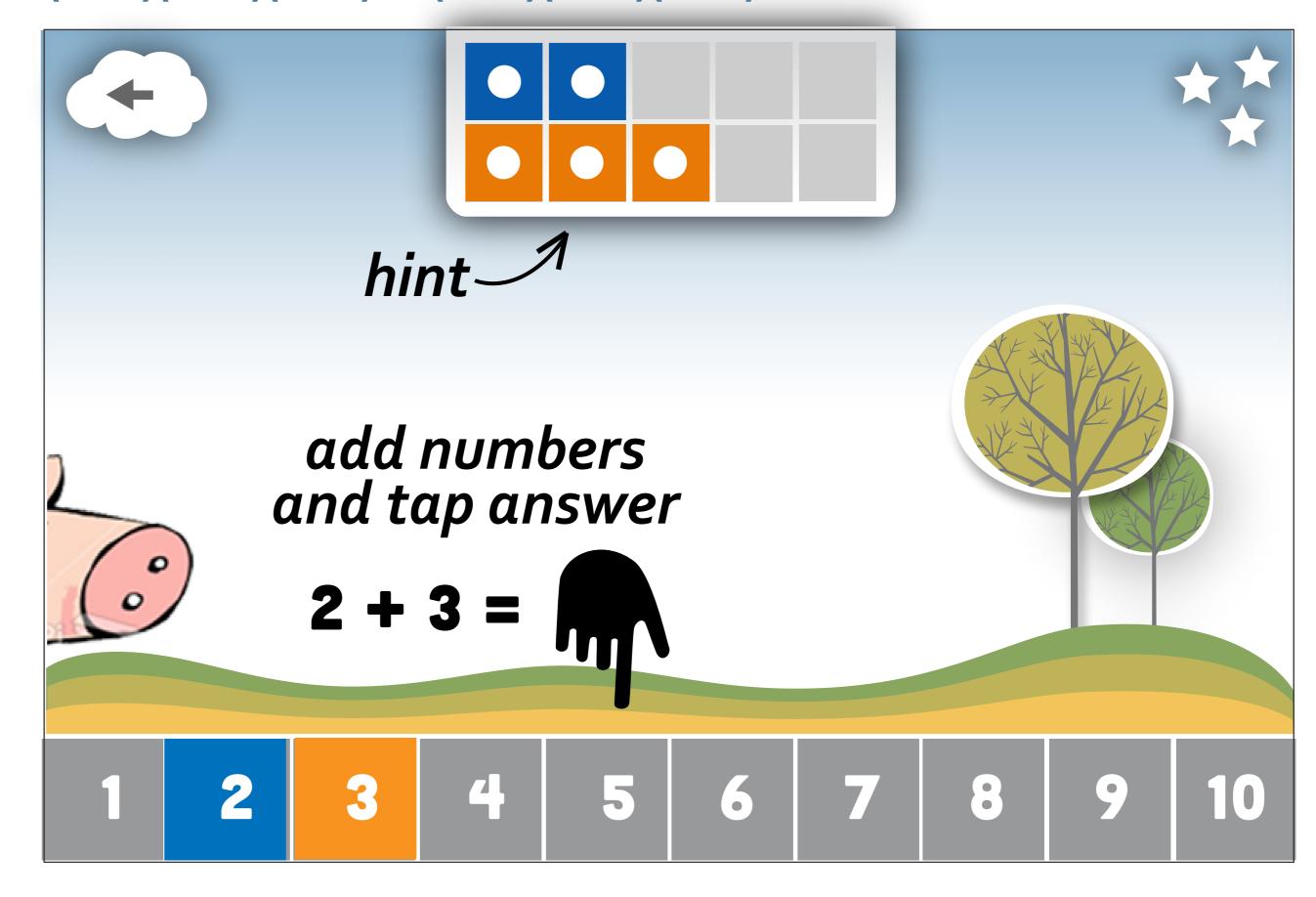


2. Round 1 start

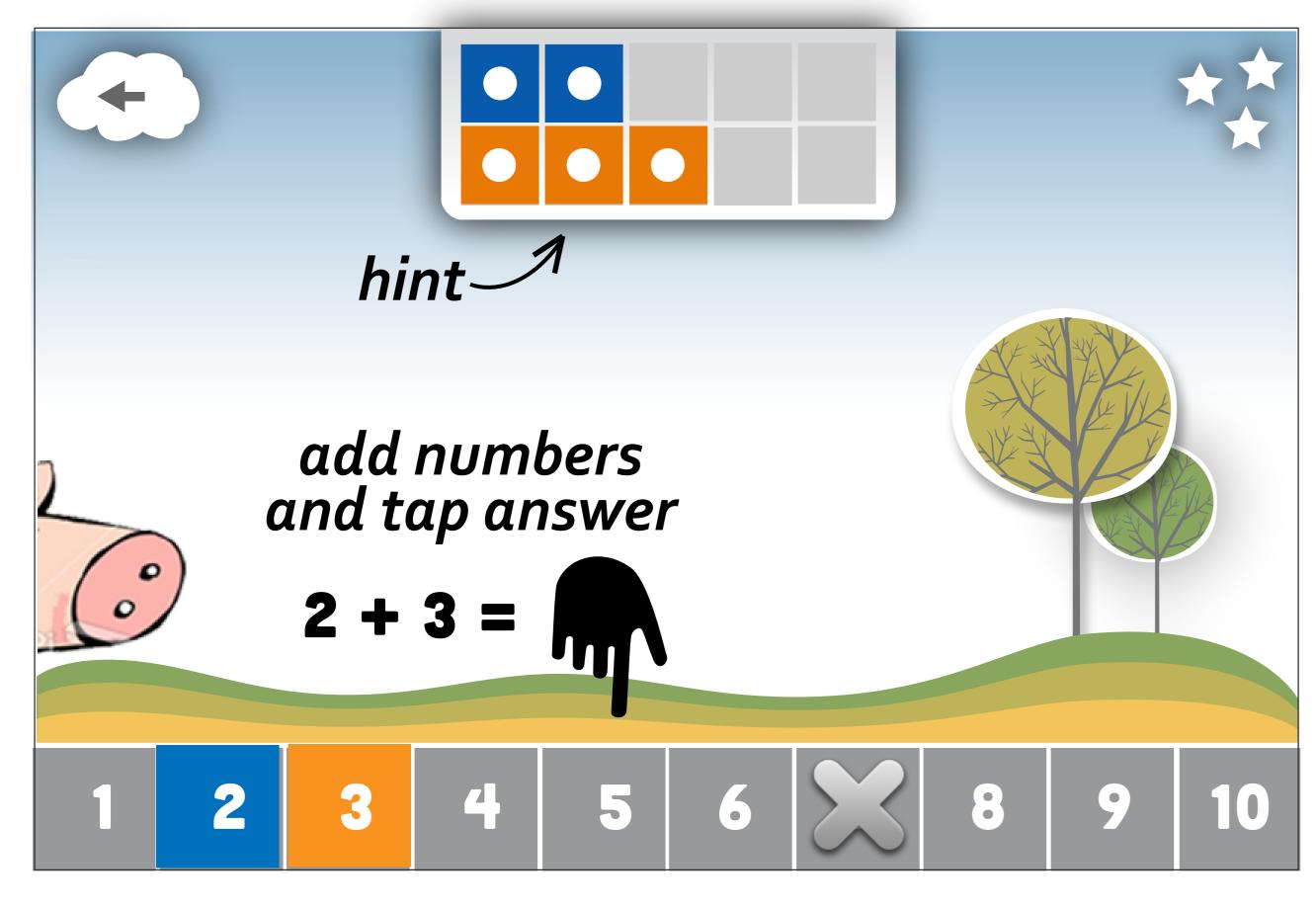
2.1 Round is selected



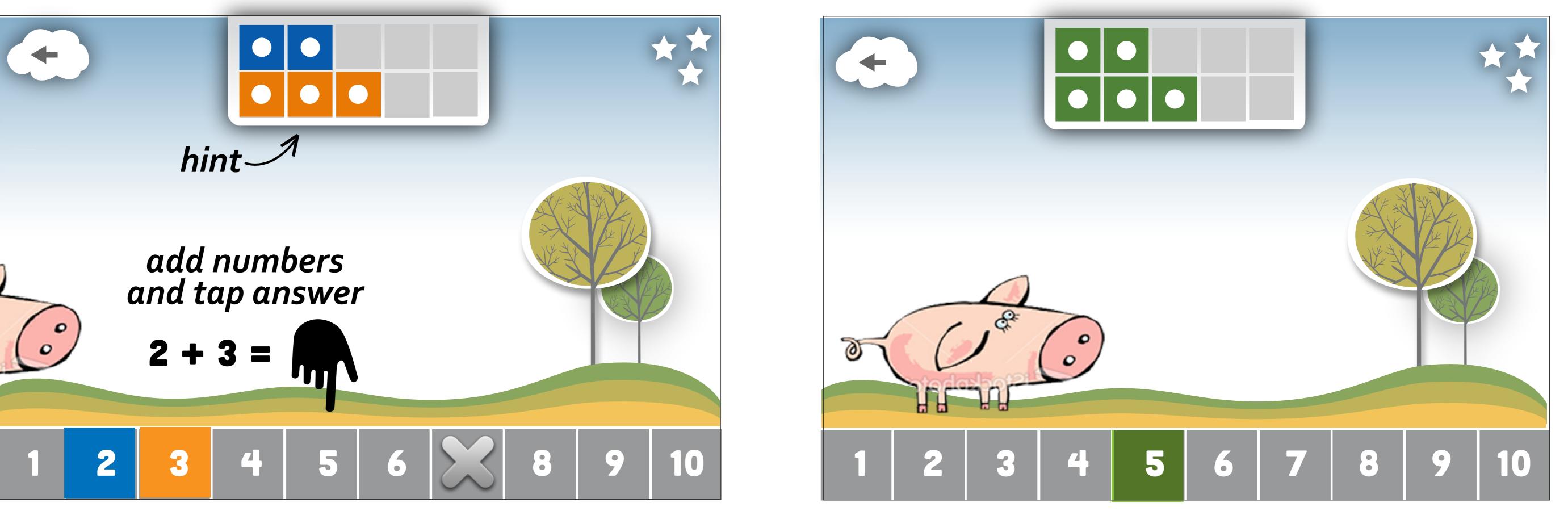
2.2 **Round 1** (sd + sd, sum<=10) - **DEMO #1** (1+1)(1+2)(1+3)...(8+1)(8+2)(9+1)



2.3 Wrong answer selected during demo

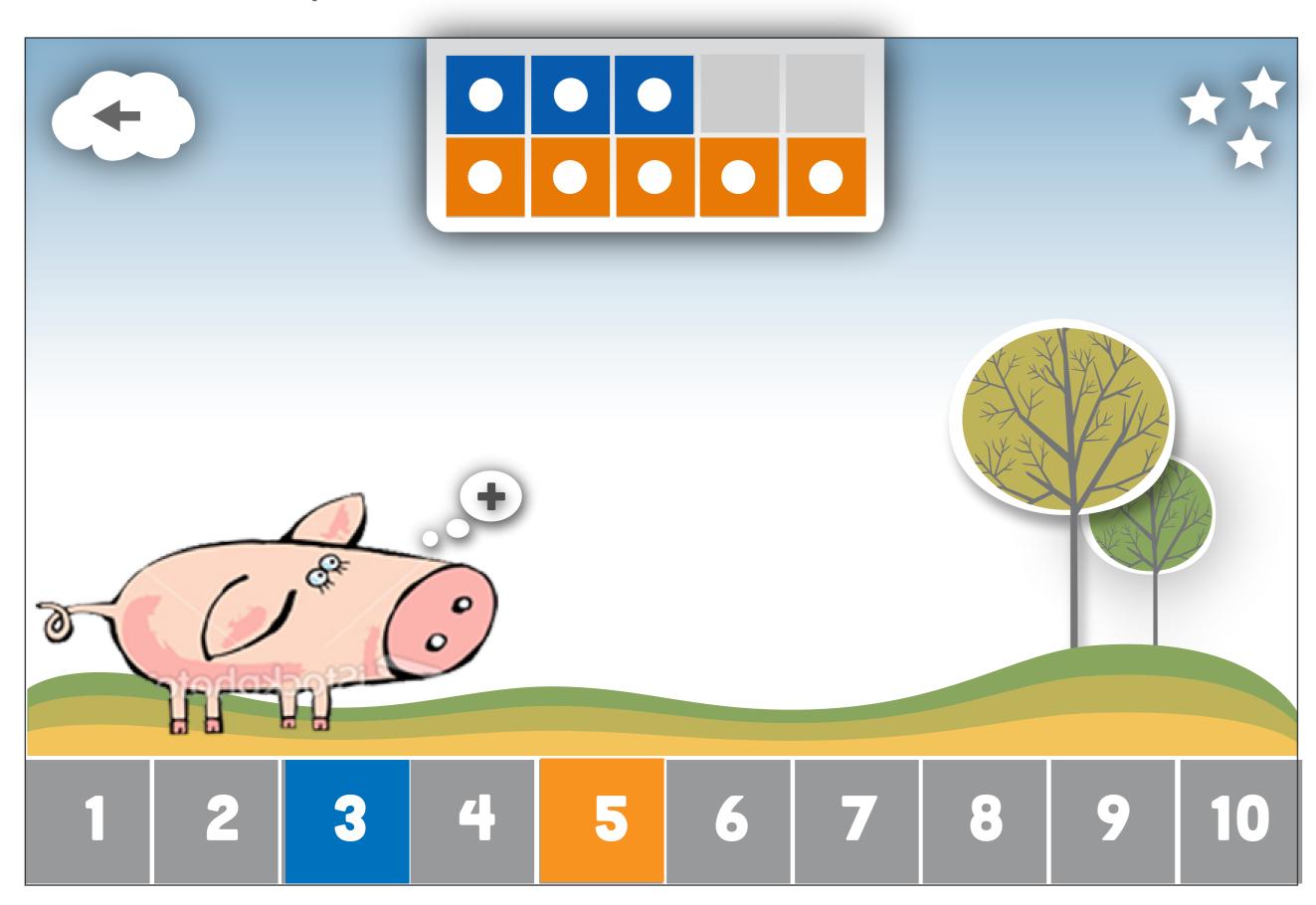


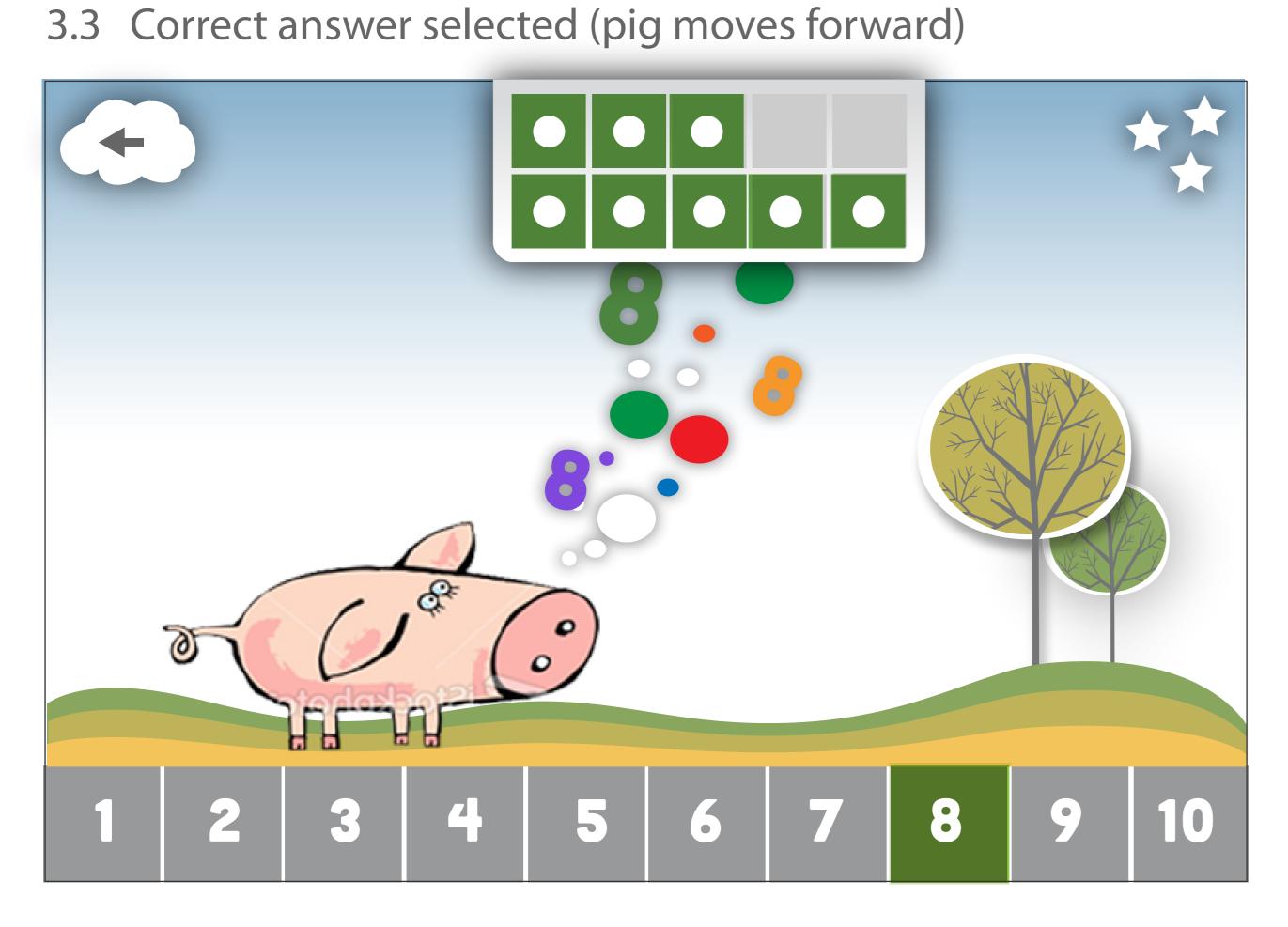
2.4 Demo problem solved, pig enters screen



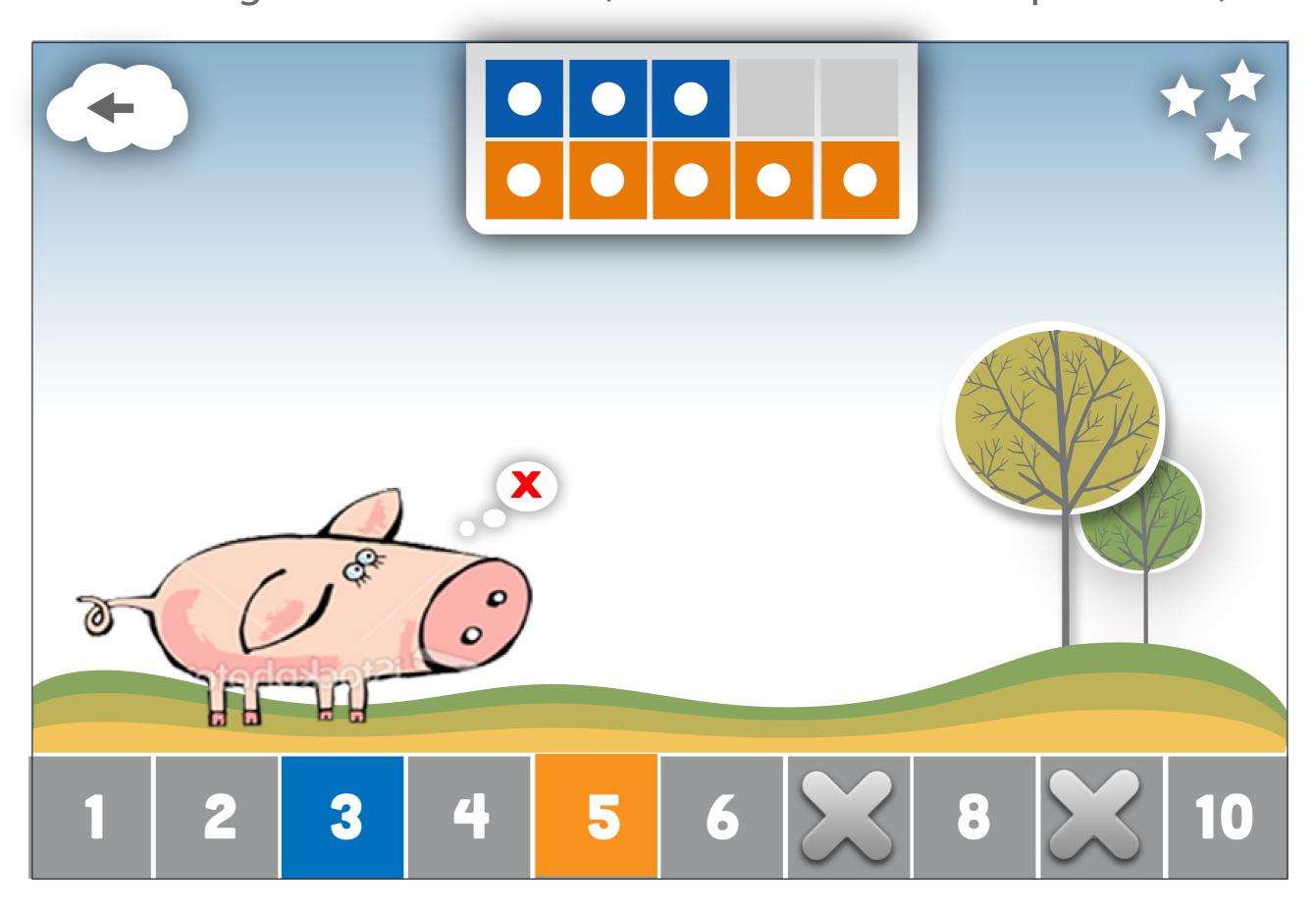
3. Problem sycle

Problem presented

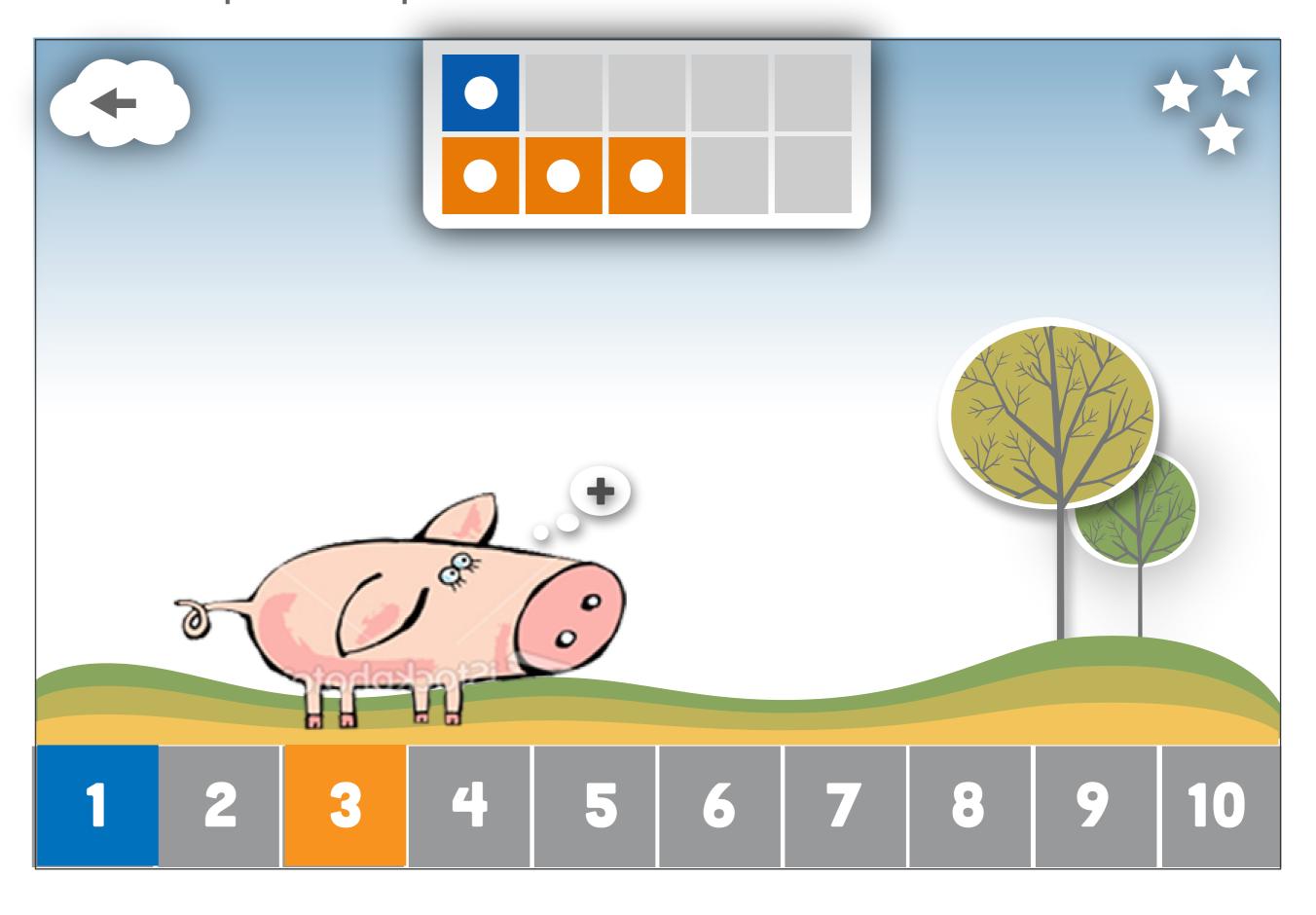




3.2 Wrong answer selected (can be selected multiple. times)

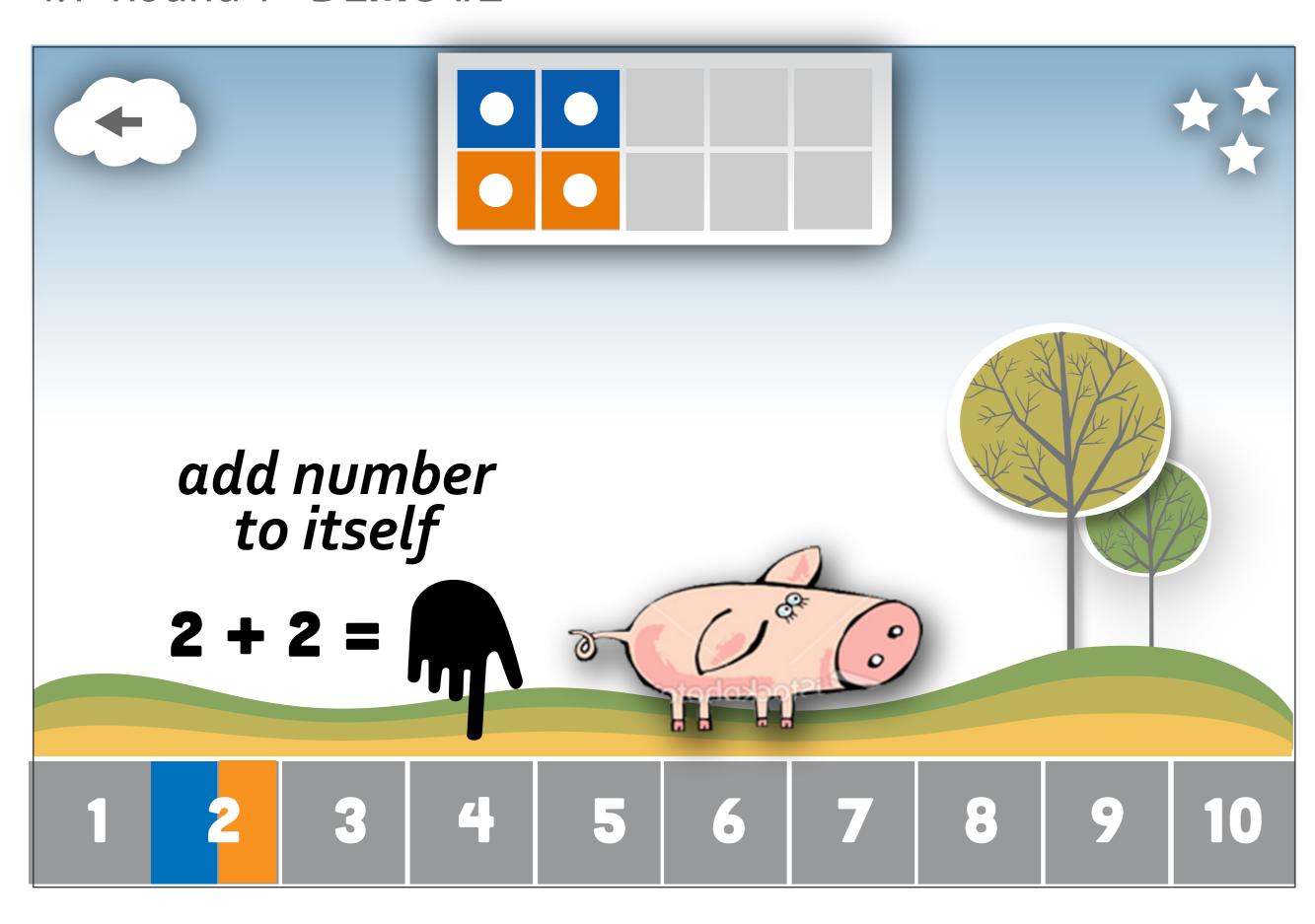


3.4 Next problem presented...

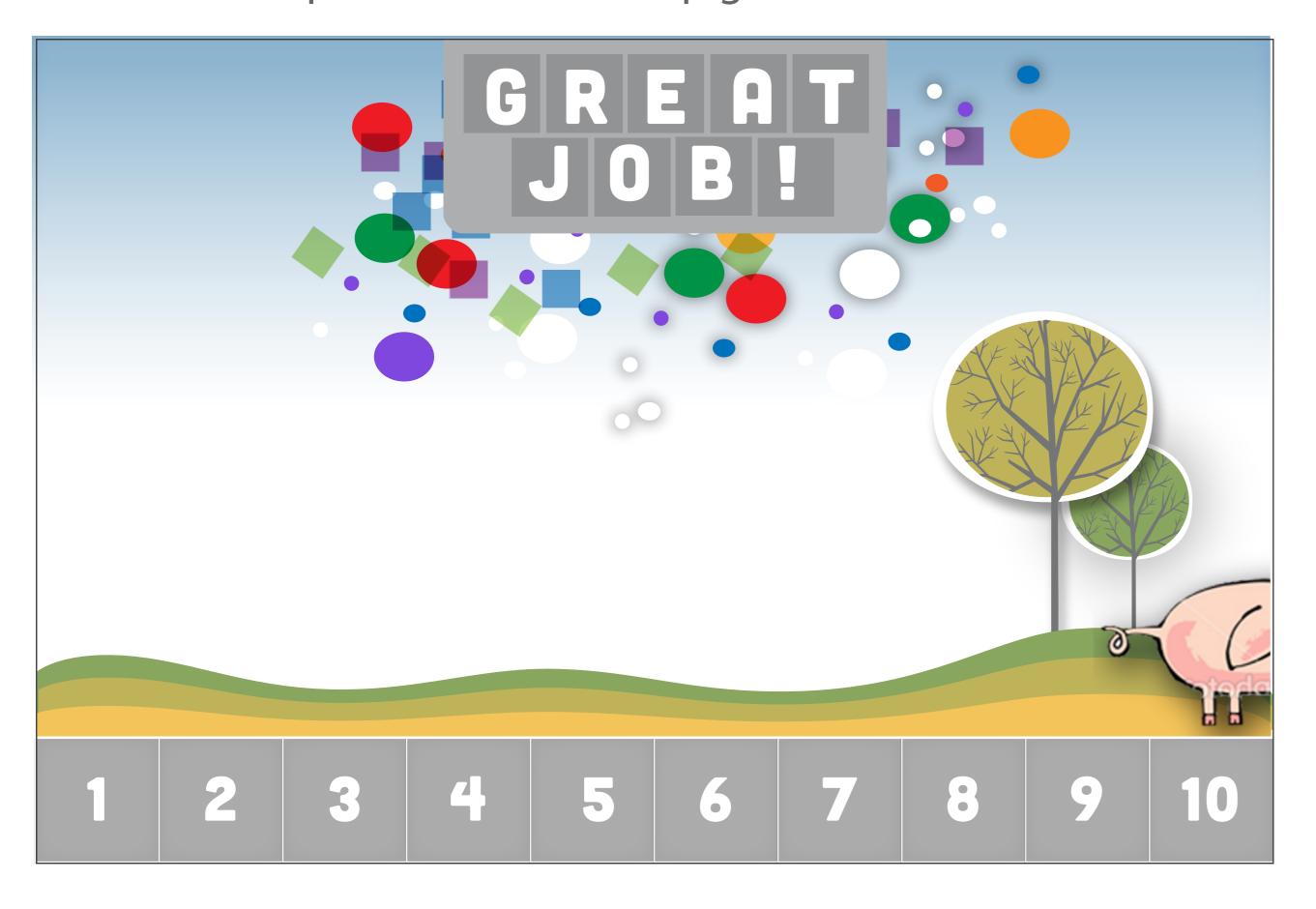


4. Round Sycle

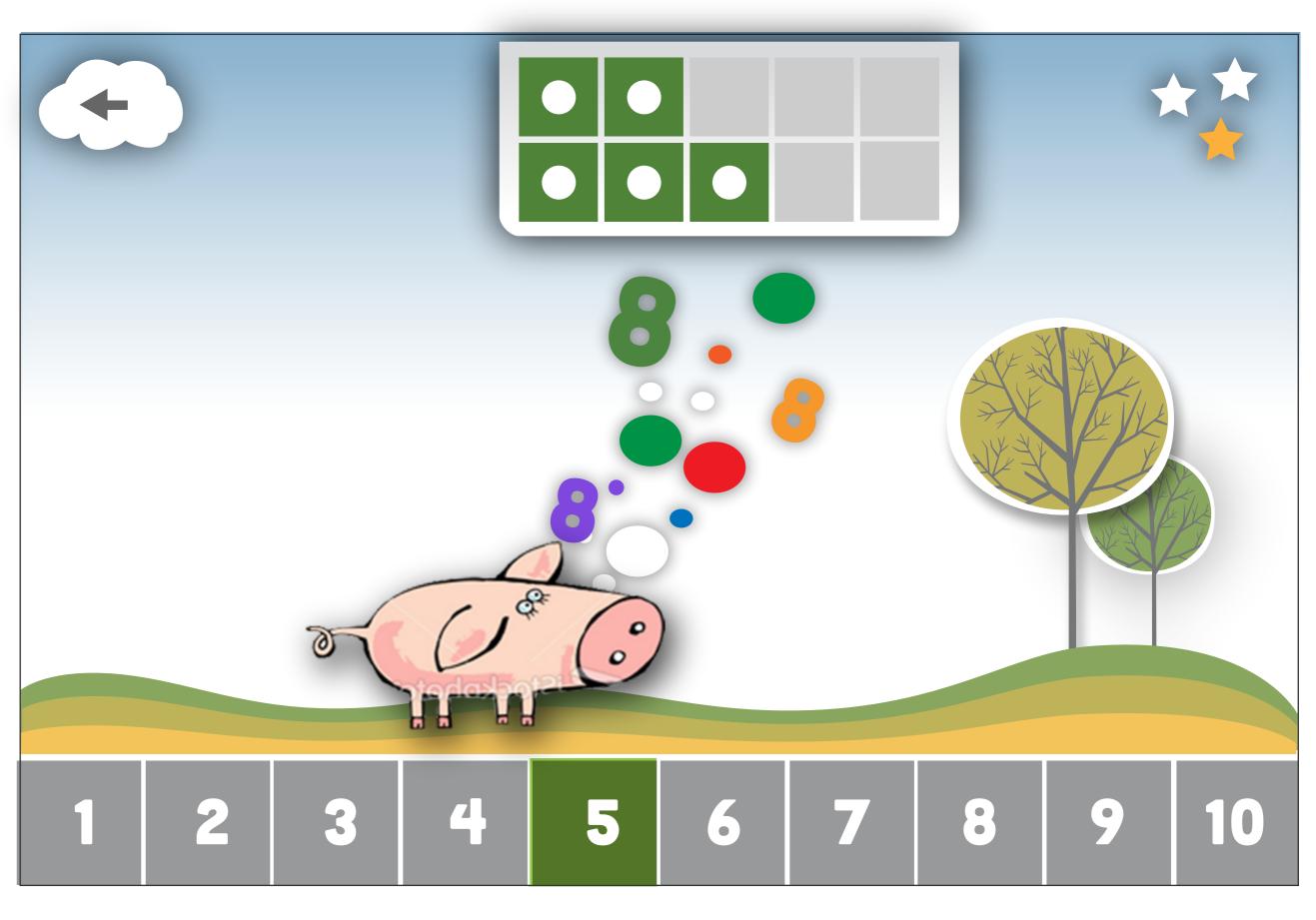
4.1 Round 1 - **DEMO #2**



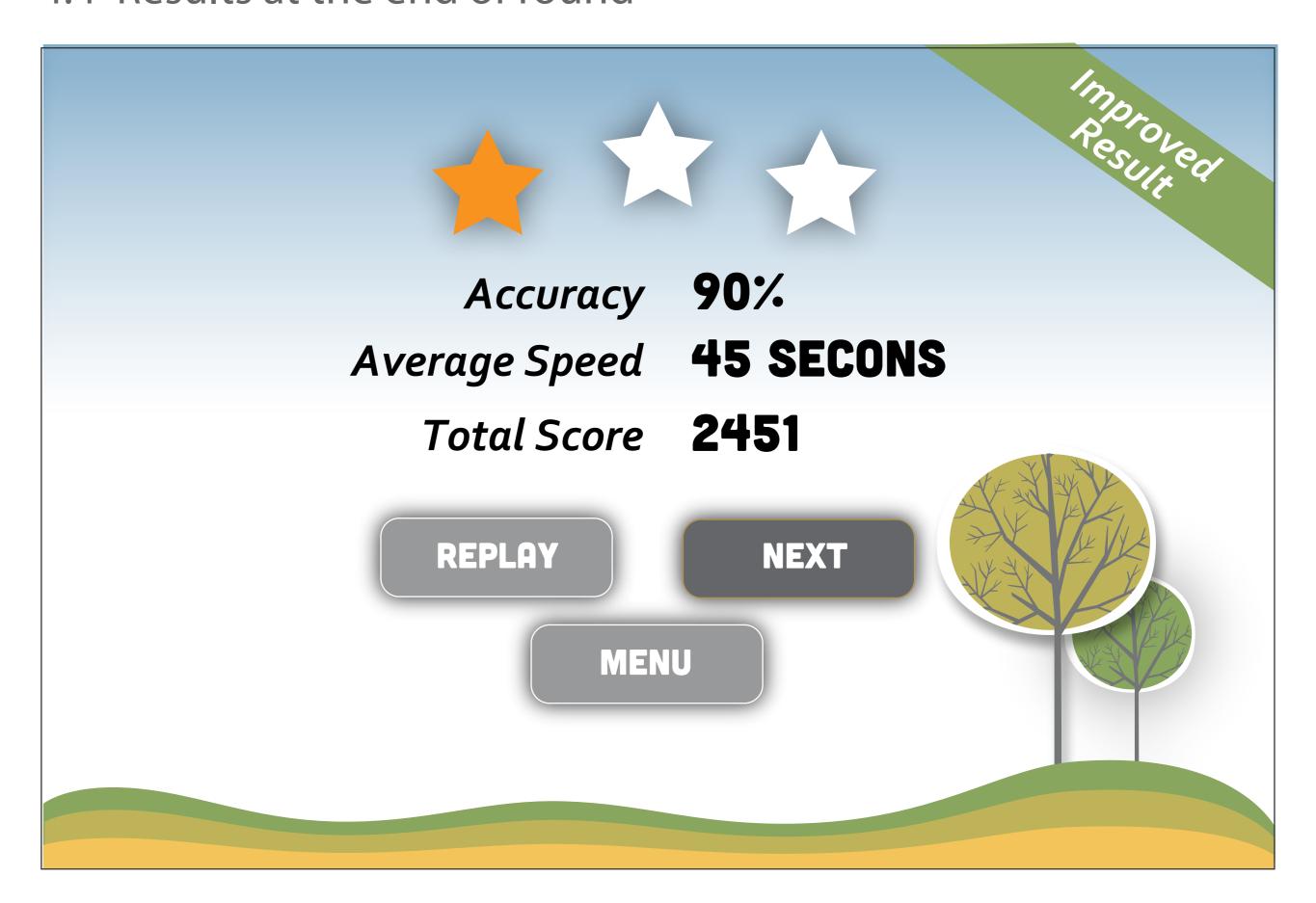
4.3 After last problem is solved - pig walks off the screen



4.2 Several problems solved w/o errors - add star

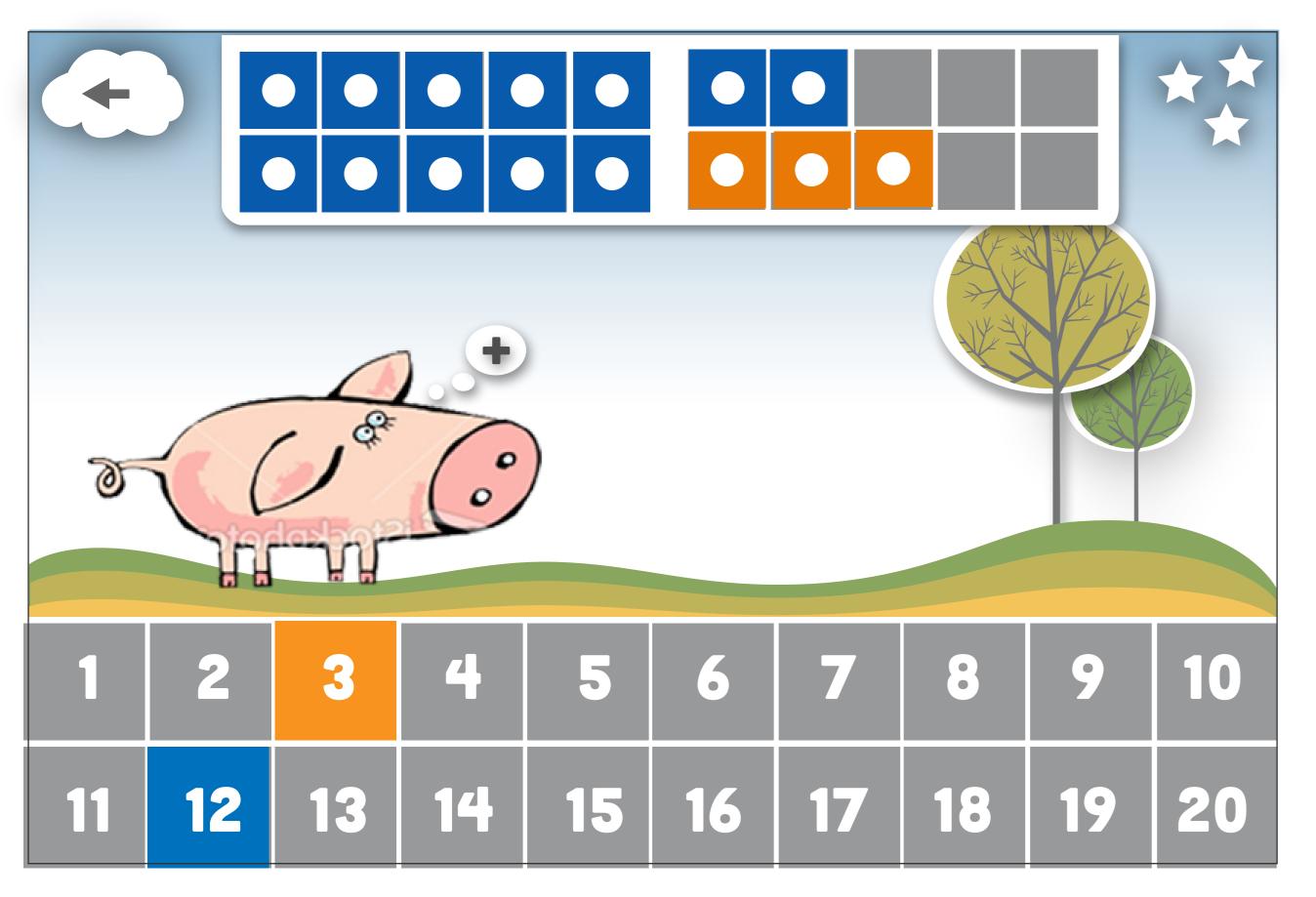


4.4 Results at the end of round

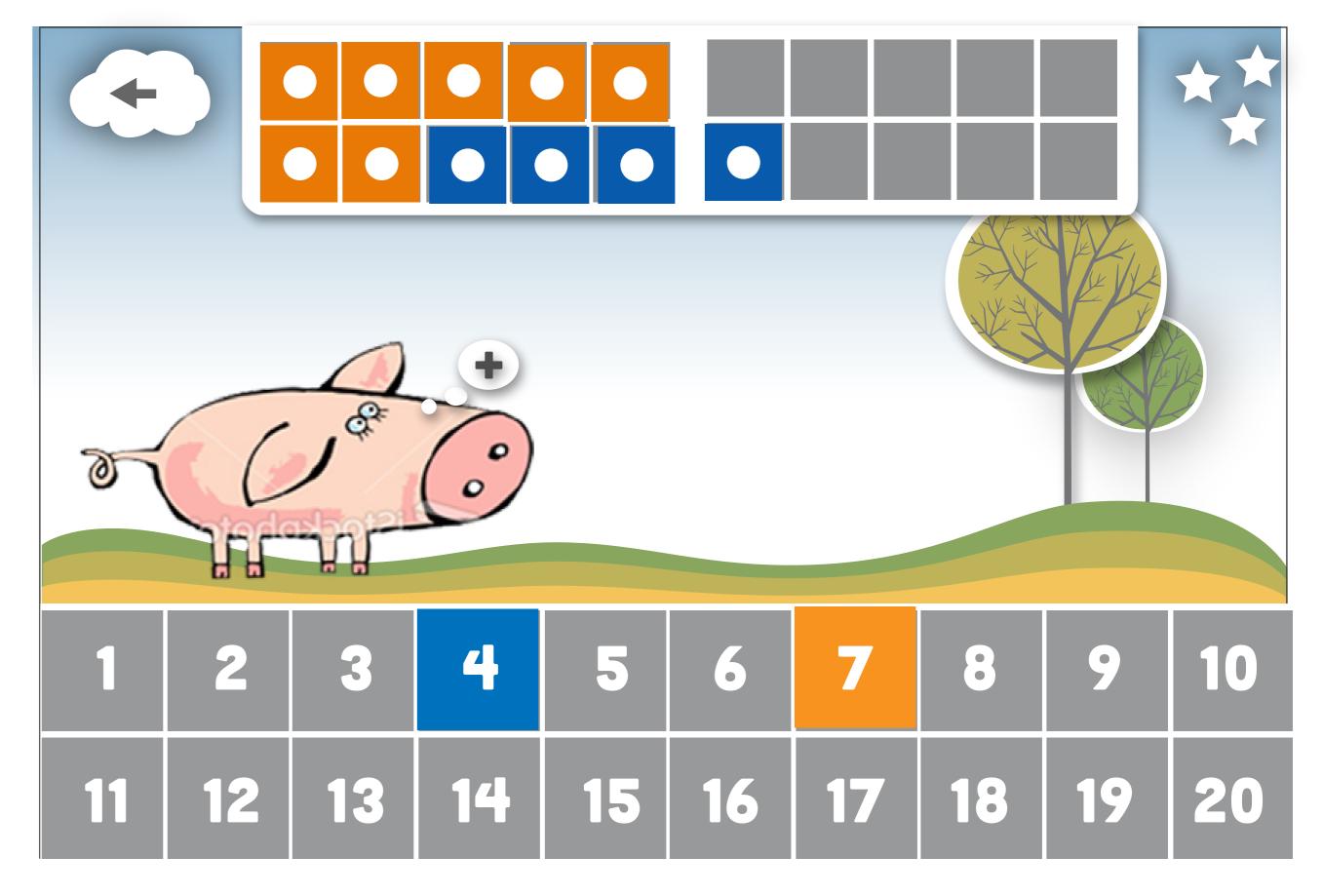


5. Remaining rounds of Level 1

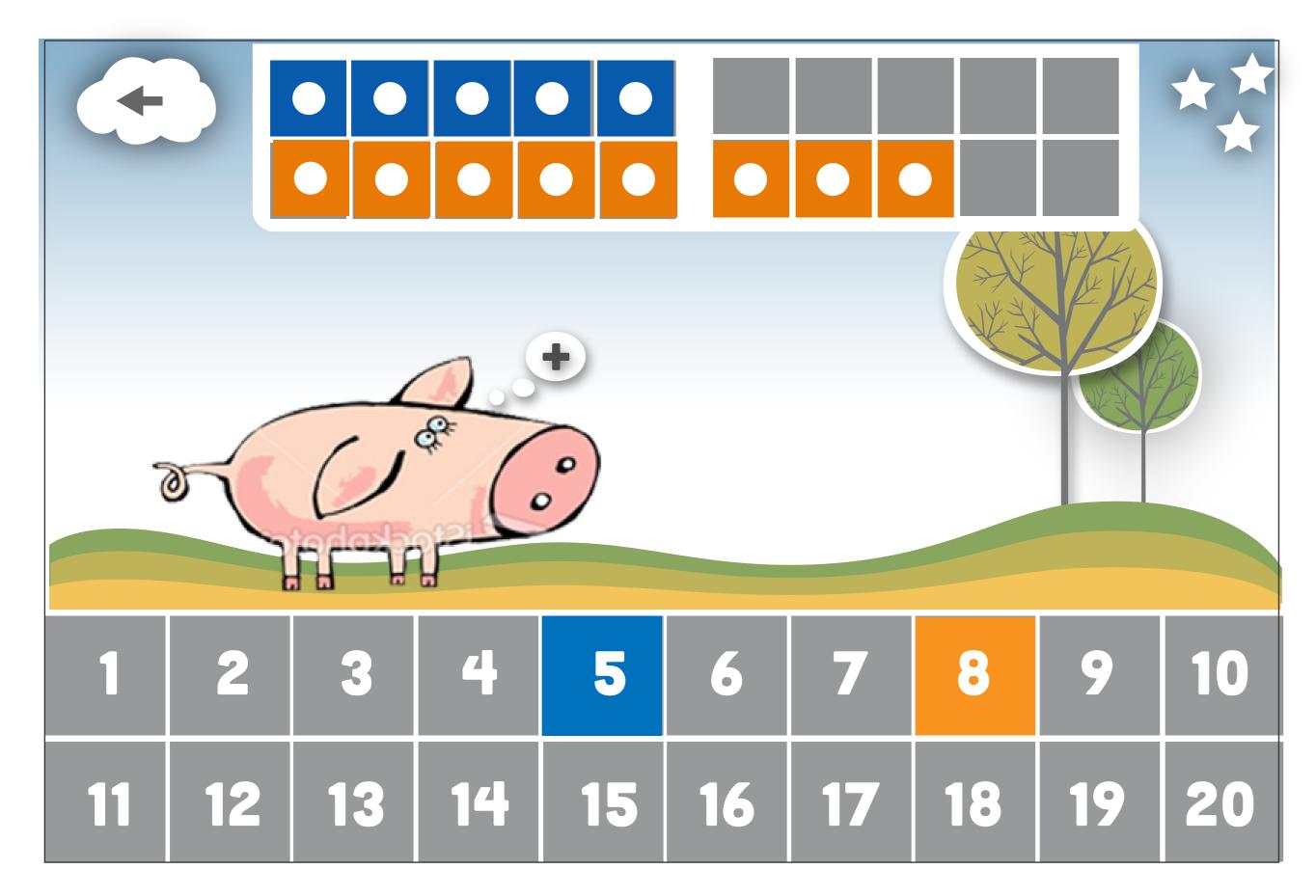
5.1 Round 2 (dd + sd, sum<=20, no carry) (10+1)(10+2)(10+3)... (18+1)(18+2)(19+1)



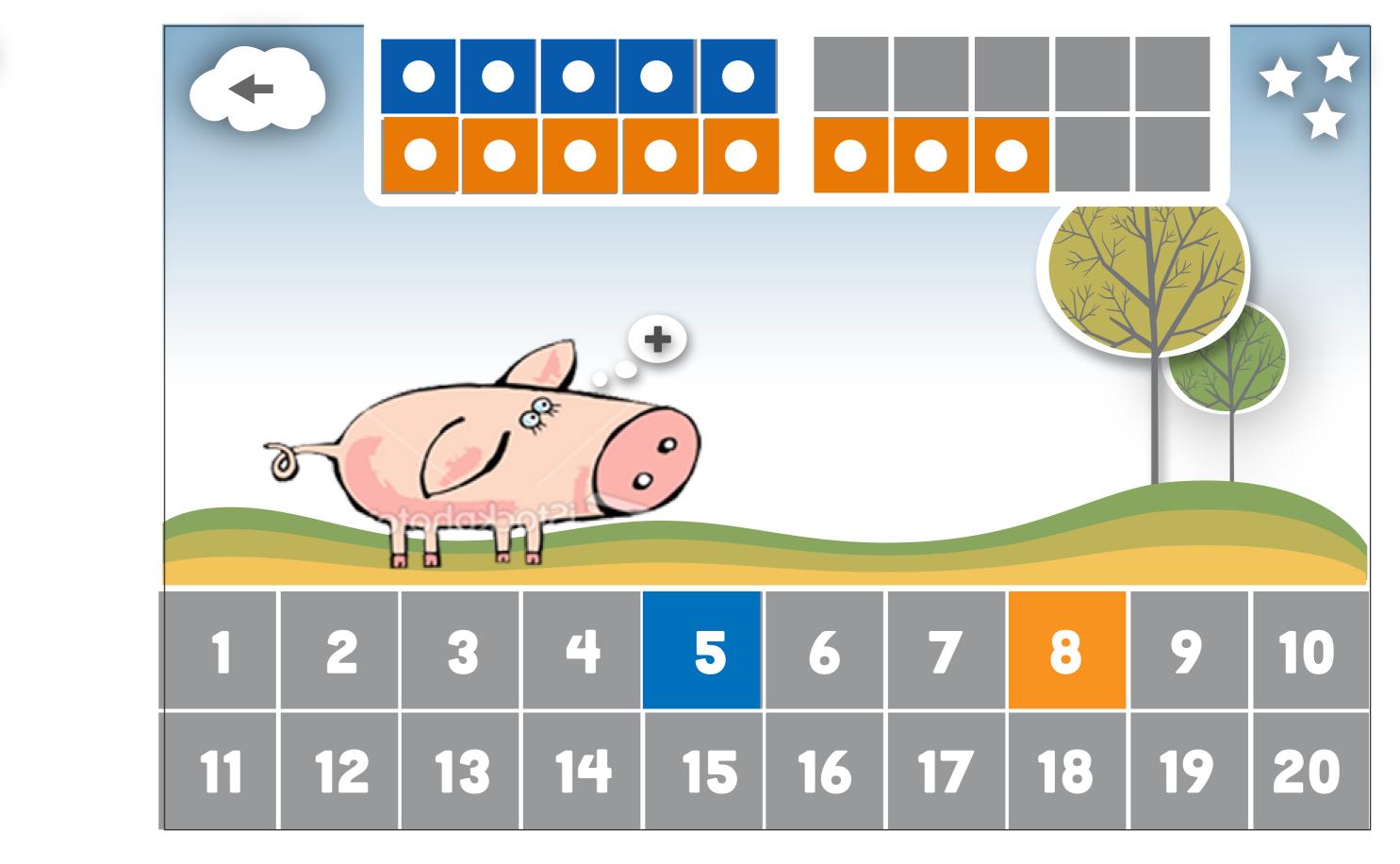
5.2 Round 3 - (intro to carry: sd + sd, 9<= sum<=11) (5+4)(5+5)(5+6) (6+3)(6+4)(6+5) (7+2)(7+3)(7+4) (8+1)(8+2)(8+3) (9+1)(9+2) (10+1)



5.3 Round 4 (carry - all: sd + sd, 11<= sum<=18) (5+6)...(5+9) (6+5)...(6+9) (7+4)...(7+9) (8+3)...(8+9) (9+2)...(9+9)

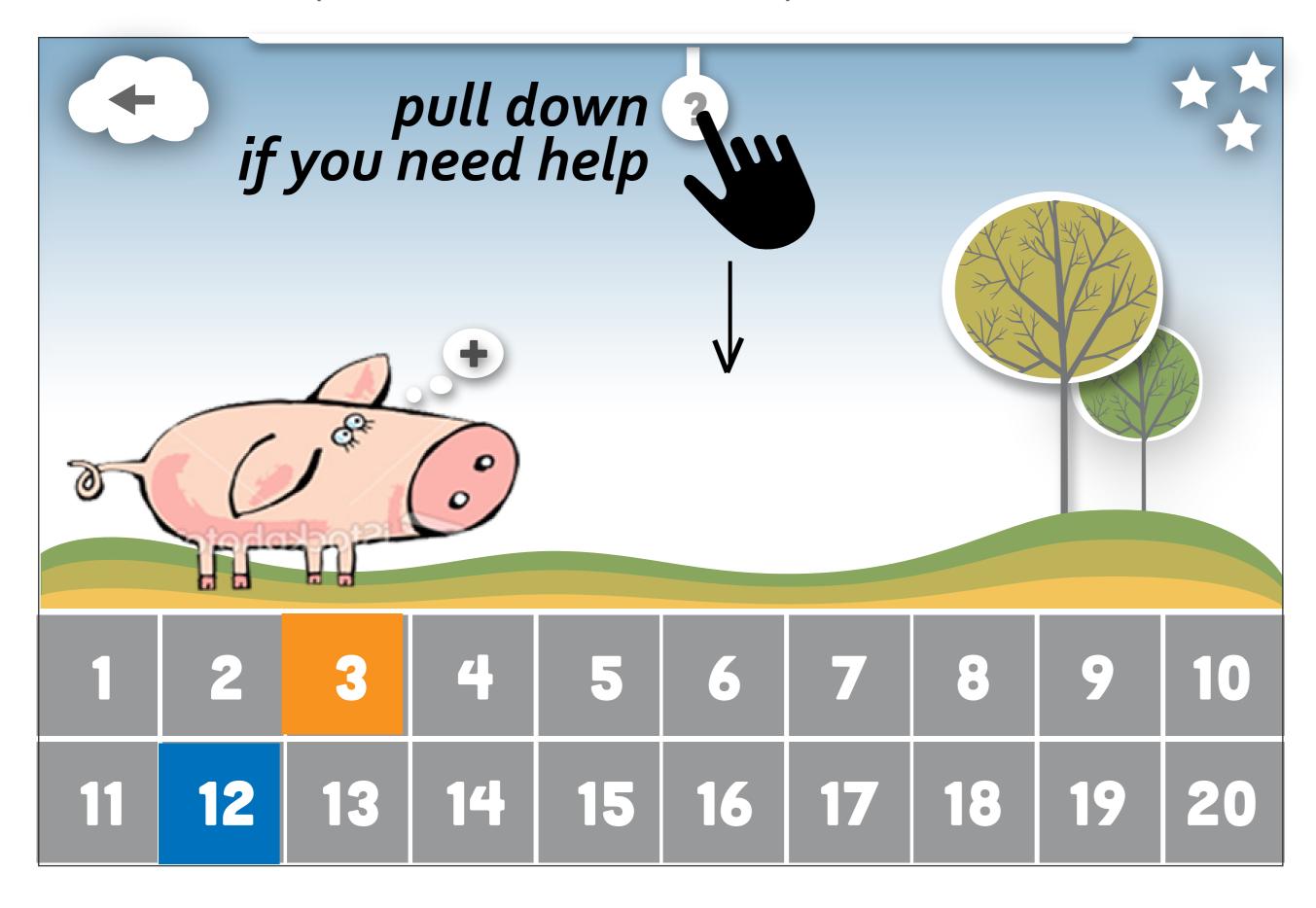


5.4 Round 5 - review all problems from rounds 1-4

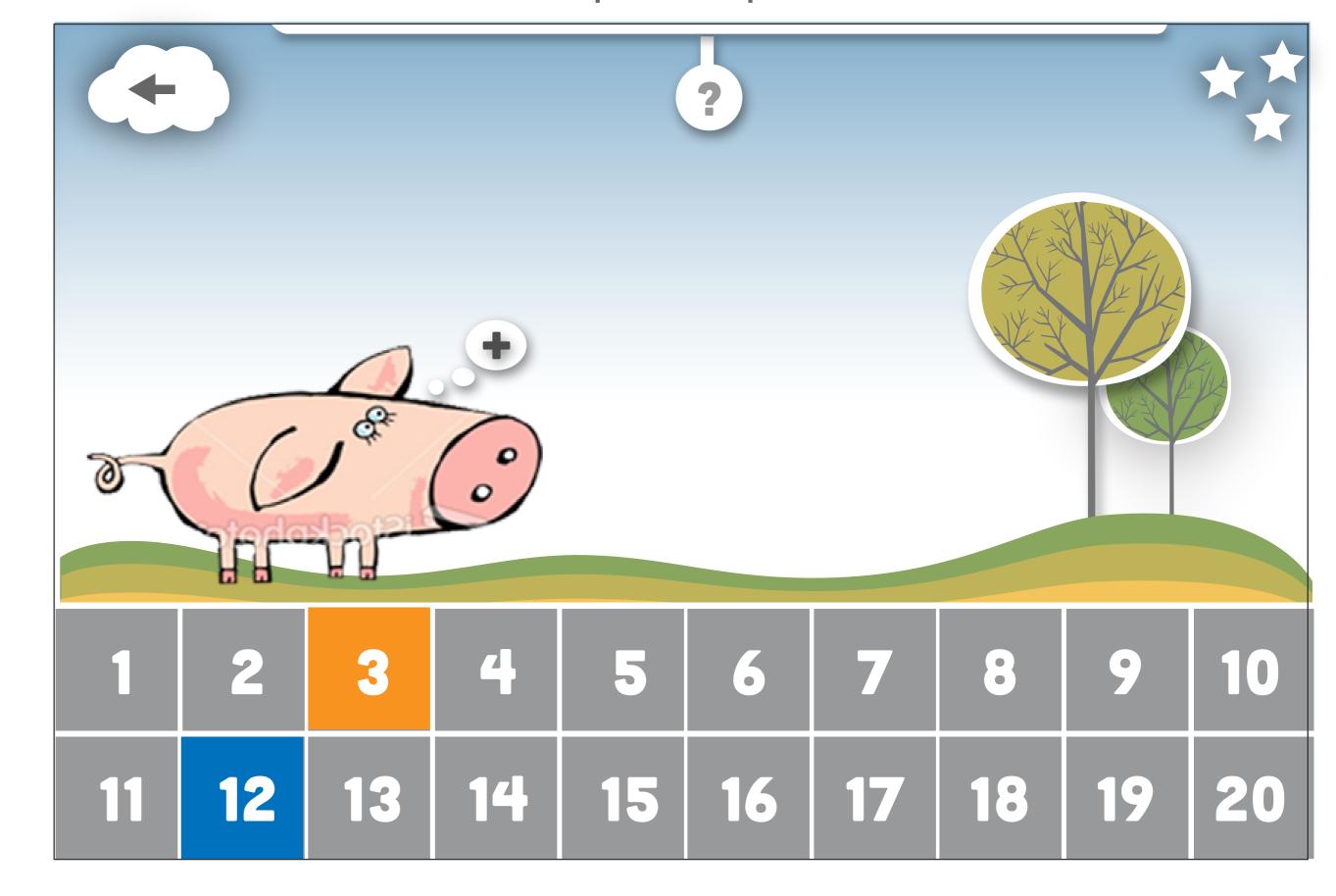


6. Last round of Level 1 (review with hidden hint)

6.1 Round 6 (review with hint hidden) - DEMO



6.2 Round 6 (hint shows up on request)



6.3 Round 6 (hint shows up on request)

