**Initial proposal**

**Concept**: This is going to be a short interaction story-game about a Kozak and an alien. It will be divided in several acts.

**Act#1**, “Start screen”: User will see some text with short story, objective and control keys that are needed to fly UFO.

**Act#2**, “Landing UFO”: Some nature is shown. A Kozak in red suite is drawn in the left bottom corner of the screen. UFO is drawn in the left top corner of the screen and starts to fall down. User will control UFO. User has to land it according to an objective (far right hill). He or she will use controls described in act#1. If objective is complete small alien appears from the UFO and starts moving towards Kozak.

**Act#3**, “Meeting”: Alien comes to Kozak and appears to be bigger then expected (he was small, because he was far).

**Act#4**, “Greeting”: Alien and Kozak have a small conversation. Dialog clouds will appear next to each other and will be shown until user clicks button “Next”. Alien asks for help. He run out of gas.

**Act#5**, “Instructions”: User will see instructions for small game and its rules.

**Act#6**, “Guess ingredients”: Small logic game where user has limited tries to guess which ingredients are used for gas for UFO. Every game will need random ingredients. There will be hints: how many ingredients were guessed, but user will have to guess which are correct. It is impossible to guess in first turn.

**Act#7**, “Finish”: After guessing all ingredients alien flies away.

**Interaction**: There will be arrow keys and mouse clicks for UFO controlling. Clicking mouse on screen will also control everything else. There will be different buttons, depending on act number.

**Objectives**: Help an alien to get gas and fly away in space. Learn how to use arrays, classes and complex logic of switching between acts.