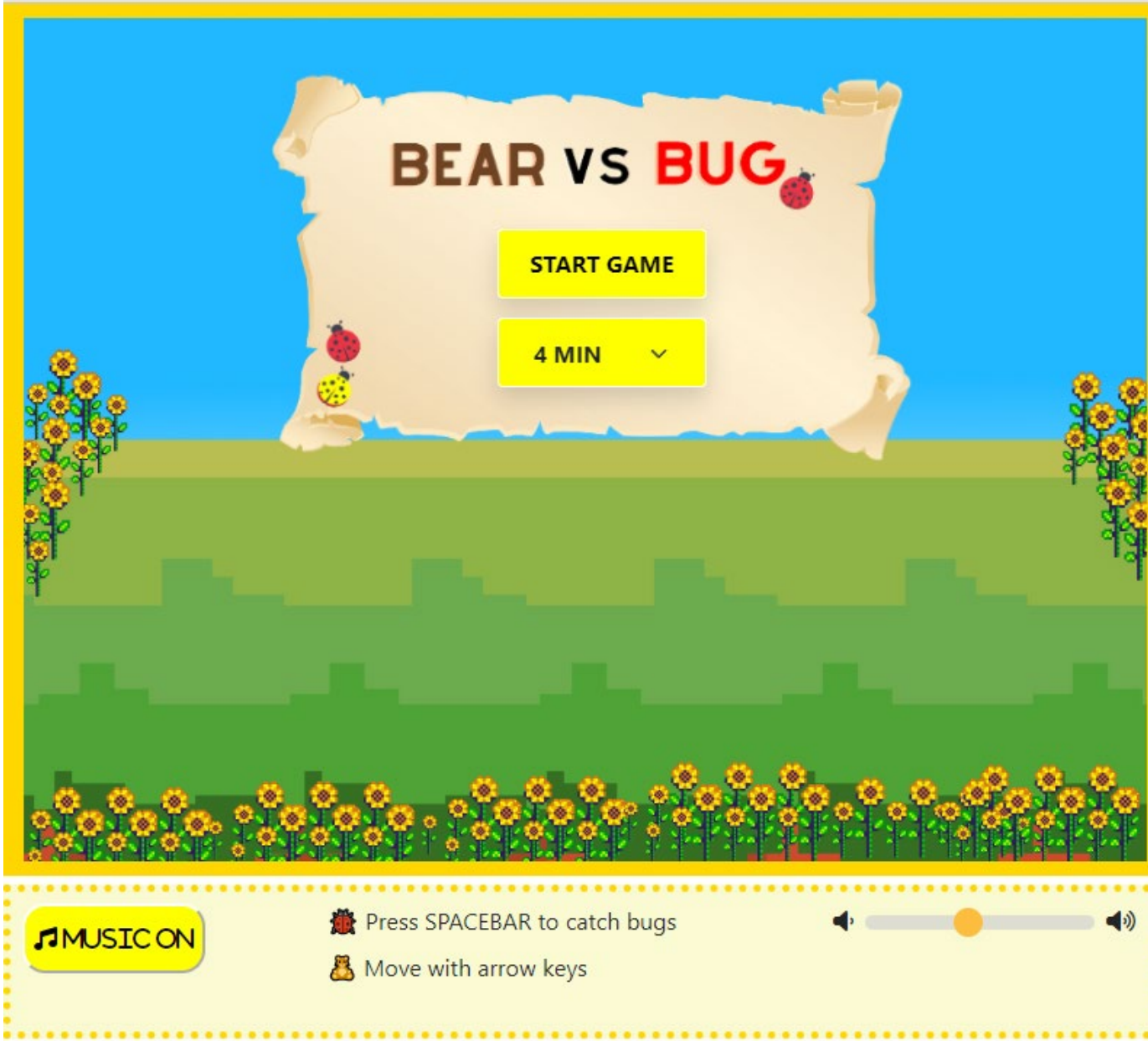
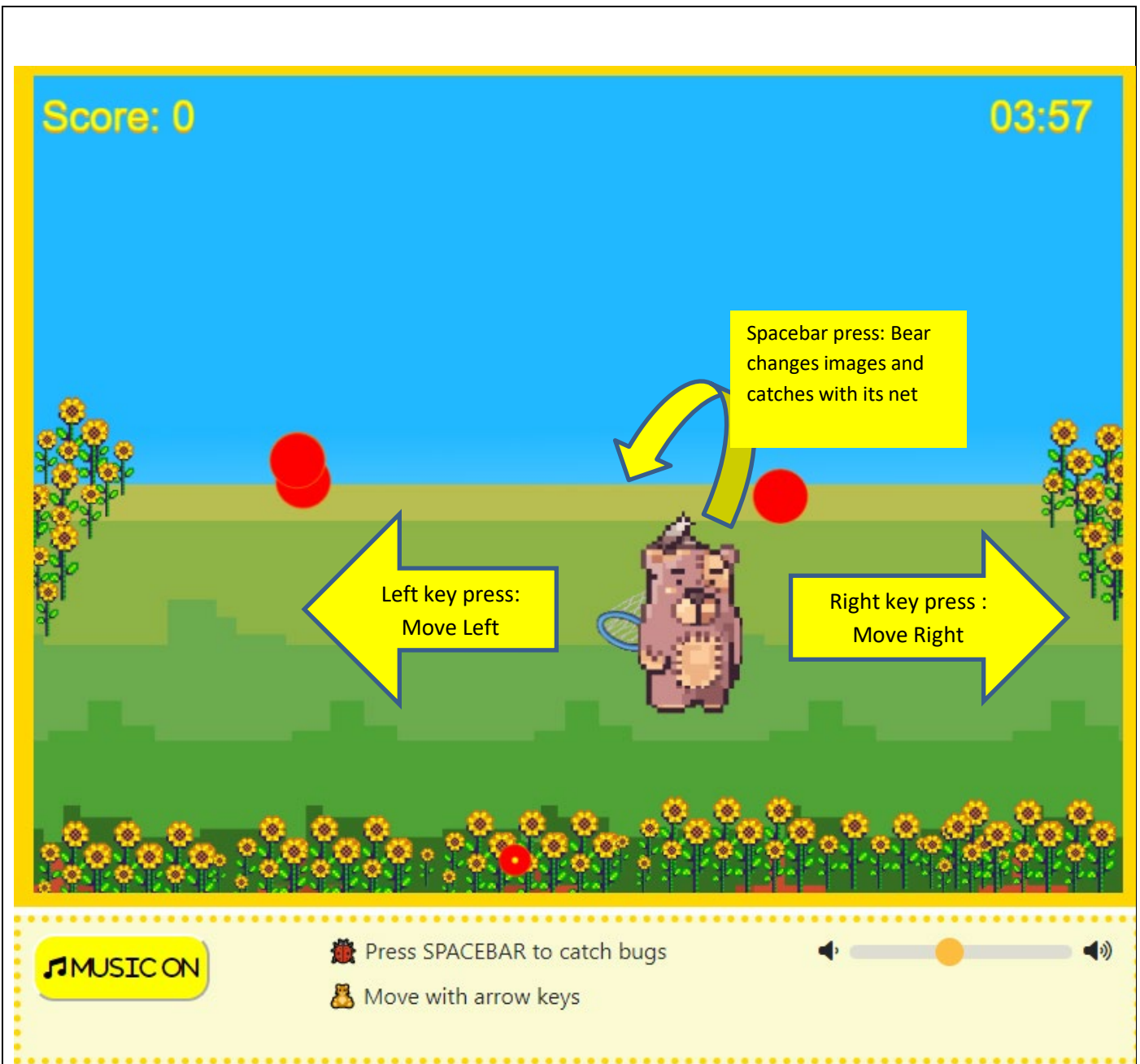


Title: Bear Vs Bug Game



Description	<p>Main Menu of the game with start game button and a combo box where user can choose the duration of the game.</p> <p>Click start game button, and background song plays.</p> <p>Music On swaps between Music Off button.</p>	Elements	<p>Button: START GAME</p> <p>Combo box: 4 MIN, 1 MIN, 3 MIN, 5 MIN</p> <p>Main Menu Image</p> <p>MUSIC ON Button</p> <p>Volume range slider</p>
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			Text "Press SPACEBAR to catch bugs" Text "Move the arrow keys" Canvas element Height: 600px Width: 800px Background image: sunflower field
Duration	Will remain the same until user clicks "START GAME" button.	Elements animation	N/A



Description	<p>The user has started the game A background song plays</p> <p>Spacebar press: plays success sound if bug caught and a swish sound if no bug caught.</p> <p>The bear cannot move outside the canvas when arrow keys are pressed to move the bear and bear movement limited to grassy area only.</p> <p>Limited to y pos: 180px to 350px</p>	Elements	<p>Sprite Images of bear (walk left, walk right, idle, catch net left, catch net right)</p> <p>Text: "SCORE: 0"</p> <p>Text: Timer "03:57" (depends on what the user selects at the main menu)</p>
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	Limited to x pos: 0px to 650px		
Duration	Depends on timer duration, when timer is 00:00 game is over	Elements animation	<p>Timer updates every 1 second, deducting displayed time by 1 second.</p> <p>Points are redrawn depending on bugs caught.</p> <p>The Bear image can move left, right, up, and down, until the grass level of the image using the keyboard arrow keys.</p> <p>Net points to where the arrow key is pressed (the bear image changes depending on whether it is moving left, moving right, catch left, catch right, or no key pressed shows idle bear animation.</p> <p>Press the Spacebar key the image of bear catching with net appears and catch occurs if spacebar is pressed and bug hits invisible hitbox.</p>



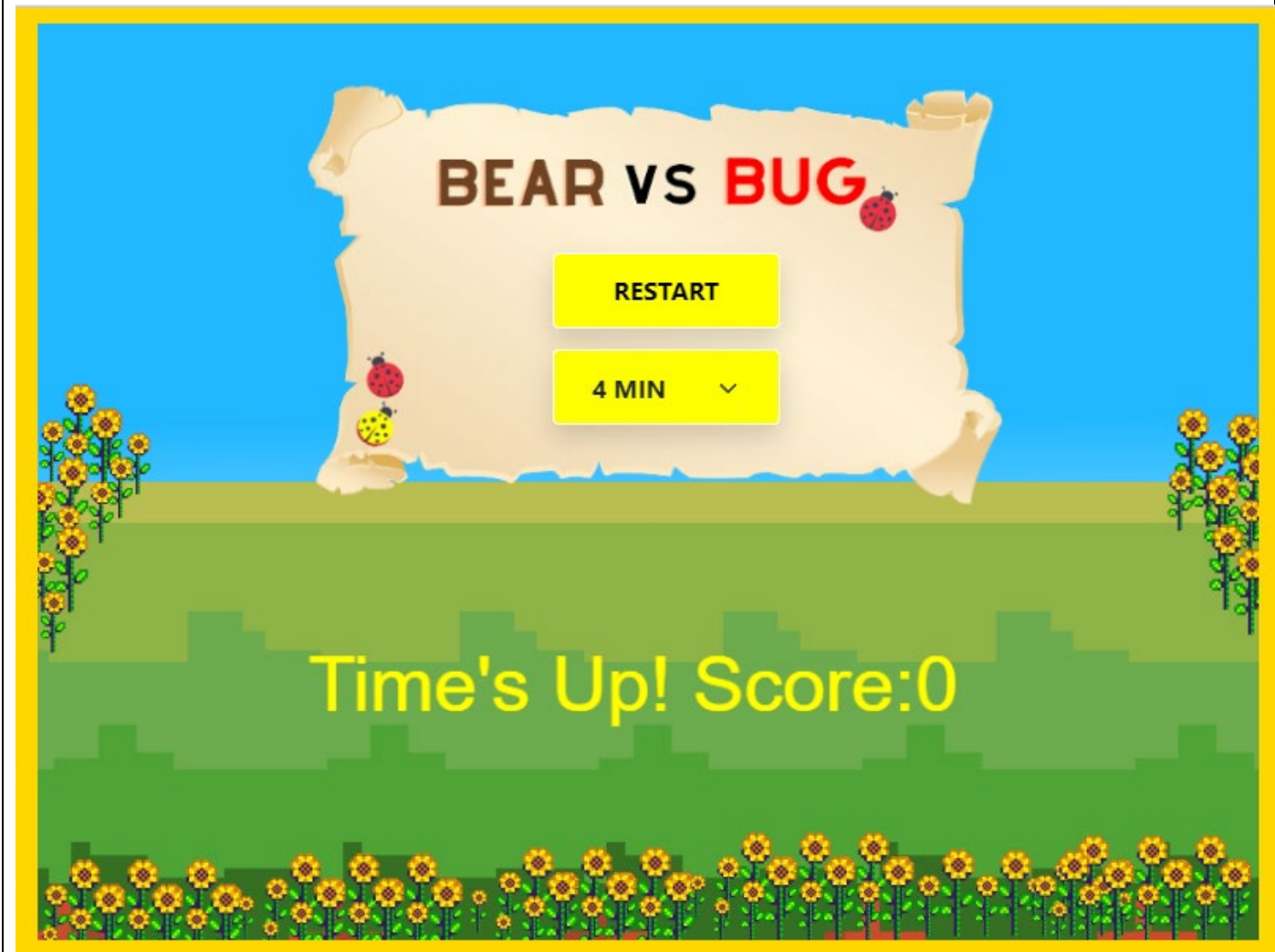
Description	Bugs begin to grow on the canvas	Elements	circle
Duration	Game will continue until timer is up.	Elements animation	Random generation of circles/bugs only near the flower area of the canvas. Limited to x pos: 0px to 700px Limited to y pos: (600-525) and 525 Start: Circle/Bug grows for 5 sec starting at

			<p>6px radius to 20px radius.</p> <p>Bug color changes from yellow to red duration 3 sec.</p> <p>Each red bug will stay at the bottom for 4 sec then move up to the playable area for 6 sec.</p> <p>Circle/Bug moves upwards from the playable area until out of canvas bounds after 6 seconds from the beginning movement.</p>
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Description	Bugs continue to be generated on the canvas. Bug collides with the bear, point deducted by 1 and unhappy sound effect played.	Elements	circle
Duration	Game will continue until timer is up or user restarts the game by clicking Restart button.	Elements animation	Bug collides with the bear hit box and bug disappears; an unhappy sound is played and Point is deducted by 1 and a quick flash of a red -1 appears near the bear.

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MUSIC ON

Press SPACEBAR to catch bugs

Move with arrow keys

Description	Timer is 0:00 Game over	Elements	Text: "TIME'S UP! Text: "Score: " Button: RESTART Combo box with time choices (1MIN, 3MIN, 4MIN, 5MIN) Main Menu image
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Duration	The Game will restart if the user clicks the restart button.	Elements animation	When Restart button clicked, the Restart button, combo box and main menu disappear, the game begins, the countdown starts, points reset to 0 and bug array is reset.
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