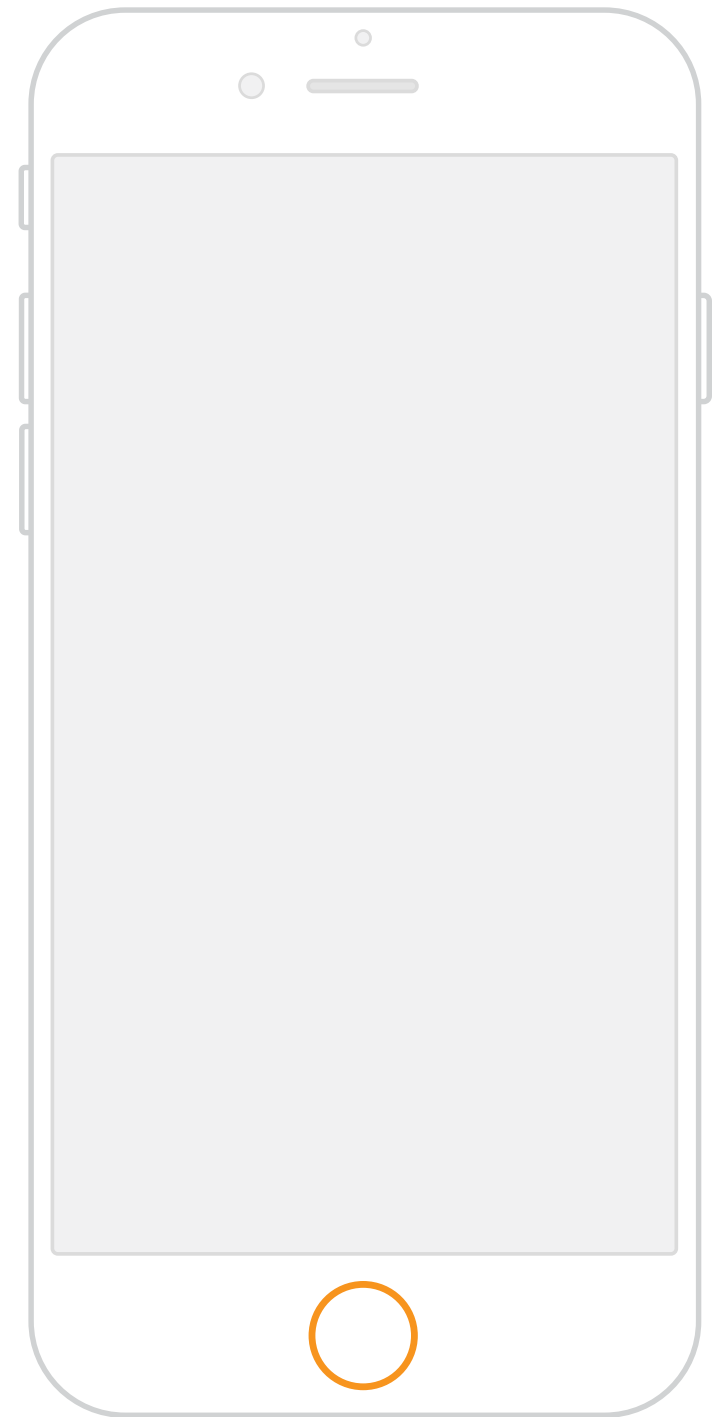


Cake Hunter

Design Document

0. intro

- [ANNIEWON] logo loading page



1.Menu

1. name : Cake Hunter
2. start button
3. Created by...
4. Ranking
5. Option - background Music on/off, Sound effect on/off
6. My highest score
7. Weapon Upgrade



3. Game-Tutorial

1. tutorial is using pop-up, and over translucent gray layer
2. The tutorial will be in dialogue (speech bubbles).



4. Game

1. Player's state

- HP = Reputation
- Score
- game pause

2. Play part

- Longbow & Fork Arrow
- Cakes

3. 'customers' orders



5. Game Over

- score
- my best score
- retry
- go back front

