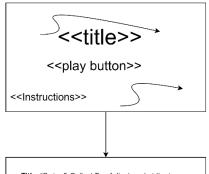
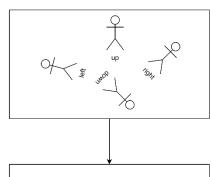


This is a six-part storyboard (2 sets of 3) due to size and scaling it is difficult to read if put in one.



- Title: "Swim & Collect Toys" displayed at the top.

- Play Button: Clearly labeled "Start Game."
   Restart Button: Greyed out until the game ends.
   Instructions: Simple instructions: "Use arrow keys or W, A, S, D to move, press SPACE to collect
- Background: A pool scene with water ripples.
   Sound: Light background music to create a cheerful atmosphere..



- Character: A superman swimmer.

  Movement: Use arrow keys or W, A, S, D to swim.

  Action: Press space to collect toys.
- Action: Press space to collect toys.

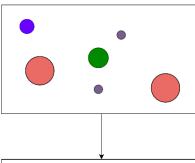
  Direction: Character faces the direction of movement
  (left, right, up, down).

  Animation: Arms and legs move while swimming.

  Sound: Light water splashing as the character moves.

  Boundaries: The swimmer stays within the pool.

- Score: A real-time score counter at the top right shows the number of toys collected.



- Toys: Bright-colored circles representing submersible

- Toys: Bright-colored circles representing submersible toys appear randomly.

  Toy Lifecycle:Stage 1: Toys start at the pool edge and shrink while moving toward the center.

  Stage 2: They stay for 5 seconds at a random location.

  Stage 3: Toys grow back to full size and move back to the edge.

  Stage 4: Toys disappear and then reappear at new random locations.

  Bonus: Toys have a radial gradient fill to simulate reflections and change size during shrinking and expanding stages.

  Sound: A soft "plop" sound plays when toys appear.



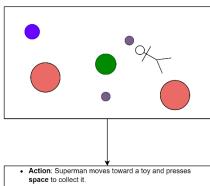
Represents the circles and different colors represent the sizes



This represents the background pool scene (water ripples)



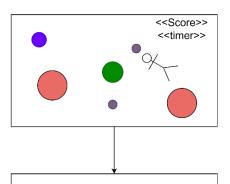
## 2.



- Feedback:
   Success: If the toy is collected, the score increases by 1, and a happy sound plays.
   Failure: If the toy disappears before collection, an
- unhappy sound plays.

  Bonus: A small celebratory effect (like sparkles) appears when the toy is collected.

  Score: Real-time updates in the top-right corner.



- Timer: A countdown timer is displayed at the top of the
- Game Duration: The default is 1 minute, but the player can select 1 or 2 minutes from the settings menu before the game starts.
- Sound: Subtle ticking as the timer counts down, which gets louder in the final 10 seconds.

<<game over message> <<restart button>

- Game Over Screen: When the time runs out, a "Game **Over**" message appears in the center. The **final score** is displayed below the message.
- A **Restart button** lets the player replay the game. **Sound**: A soft game-over chime.