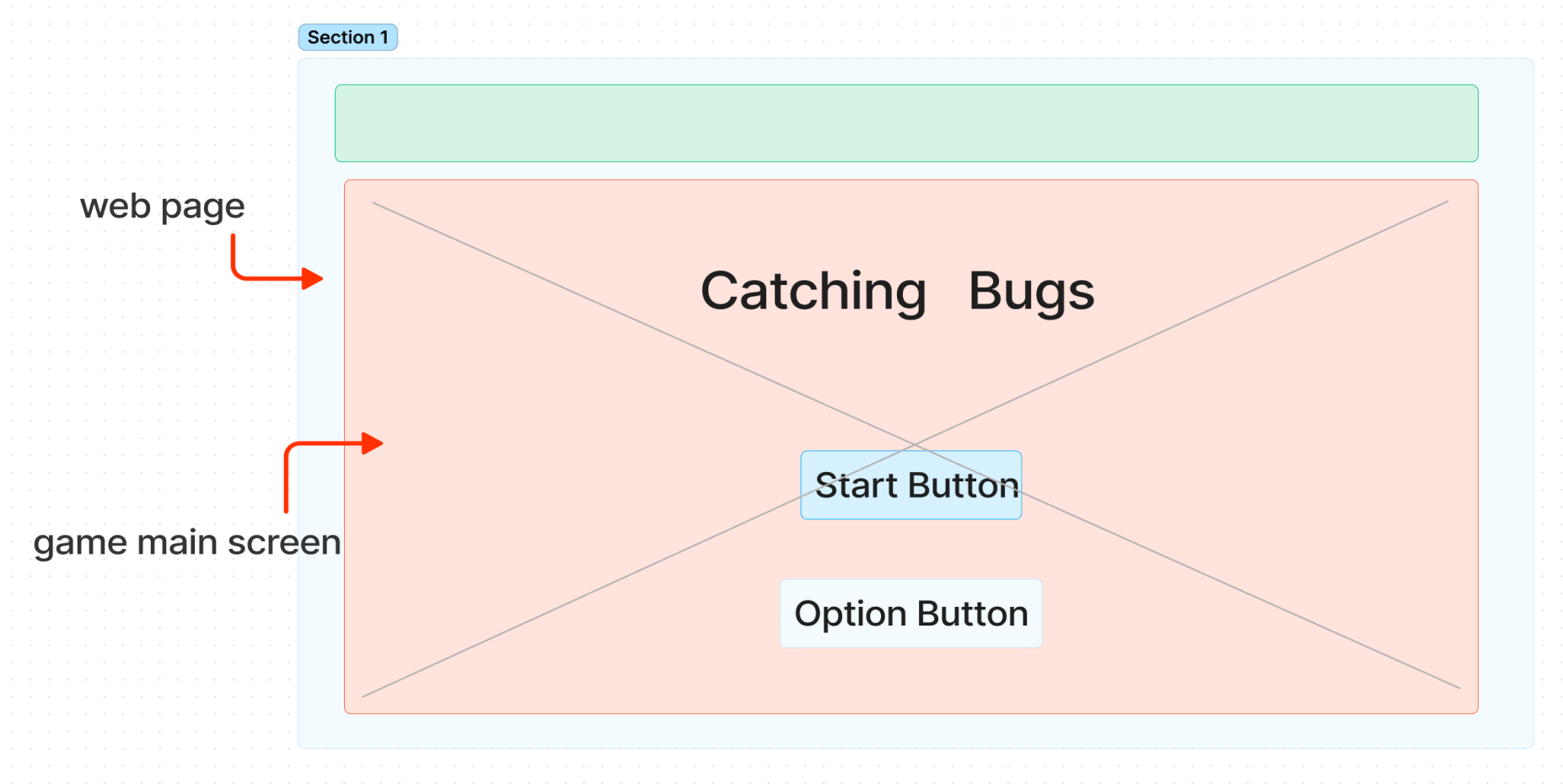
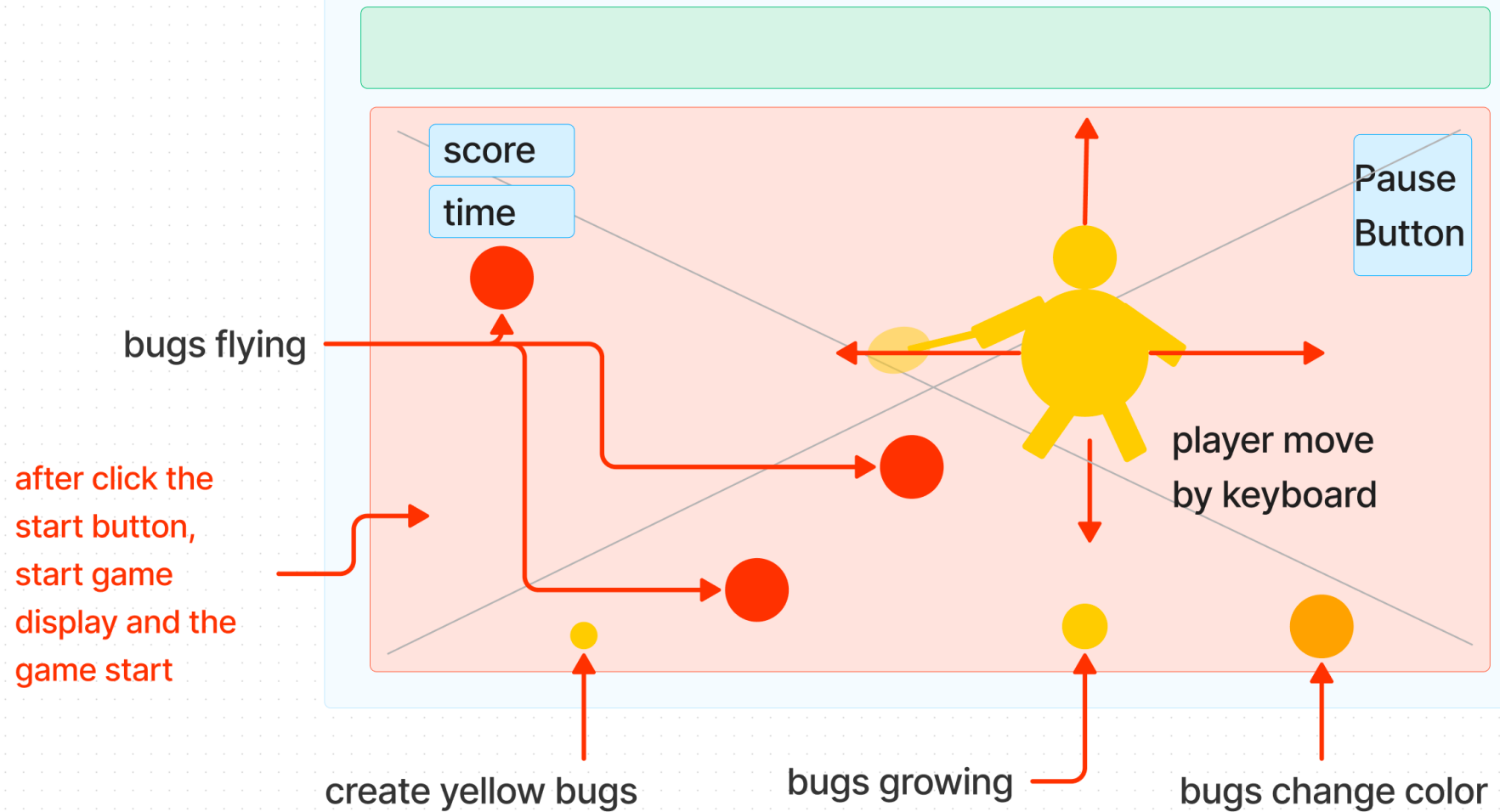


Part 1: Wireframe:



Section 2

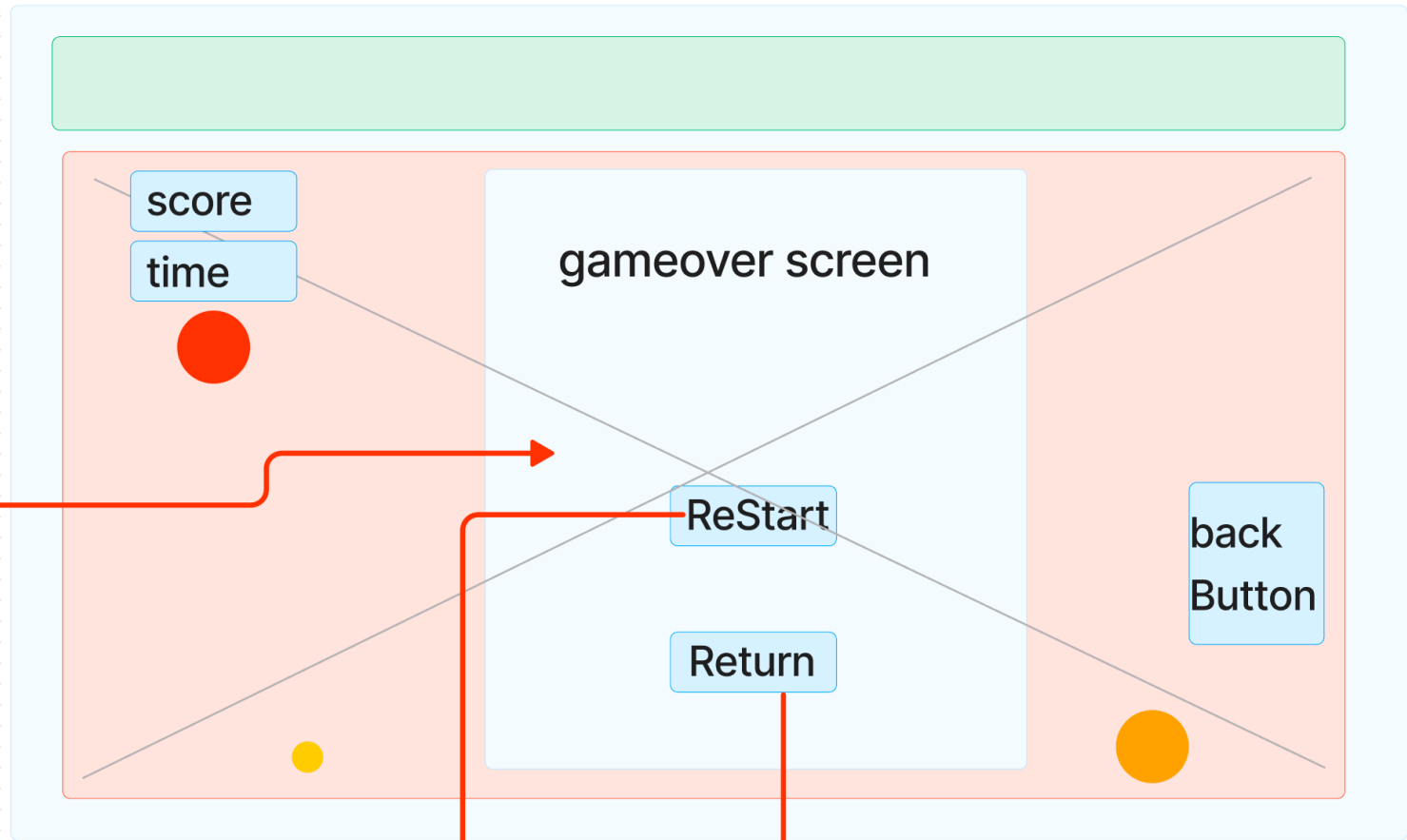


Section 4

when game over,
gameover screen
displays

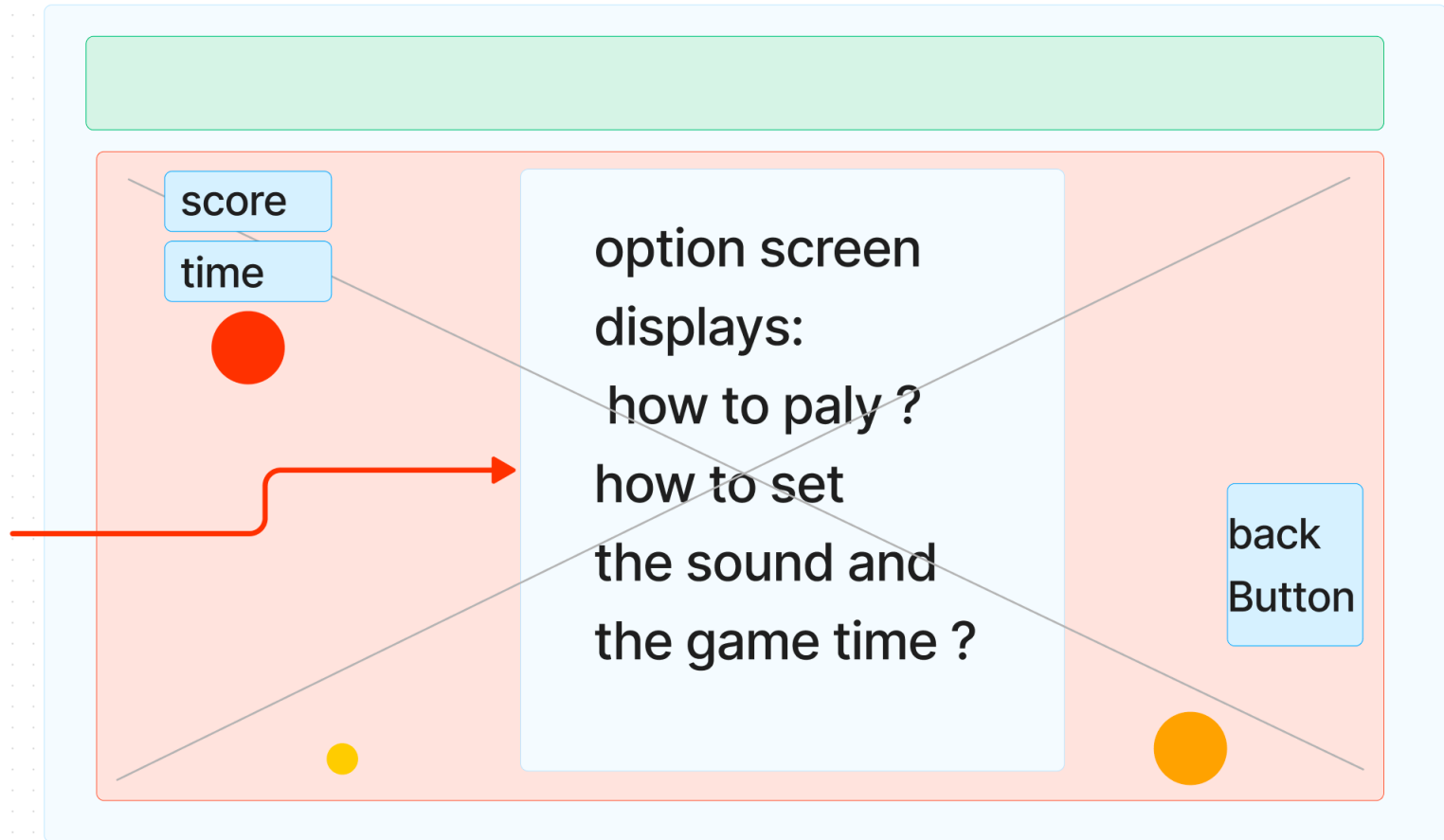
click to start a
new game

click to back to the
main screen



Section 3

after click the
option button,
option screen
displays



Part 2: Instruction

- (1) Click 'start' button to start the game;
- (2) Click 'option' button to see how to play the game, and to set the sound and the game time;
- (3) 'Pause' button is used to pause the game; after clicking, the pause screen will display, which has the 'Resume' button and 'return' button;
- (4) ' Resume ' button is used to continue with the game;
- (5) ' return ' button is used to back to the main screen;
- (6) When game is over, Game over screen will display, with 2 buttons on it;
- (7) ' restart ' button is used to start a new game;

Part 3: Layout for screen pages:

Start Screen:



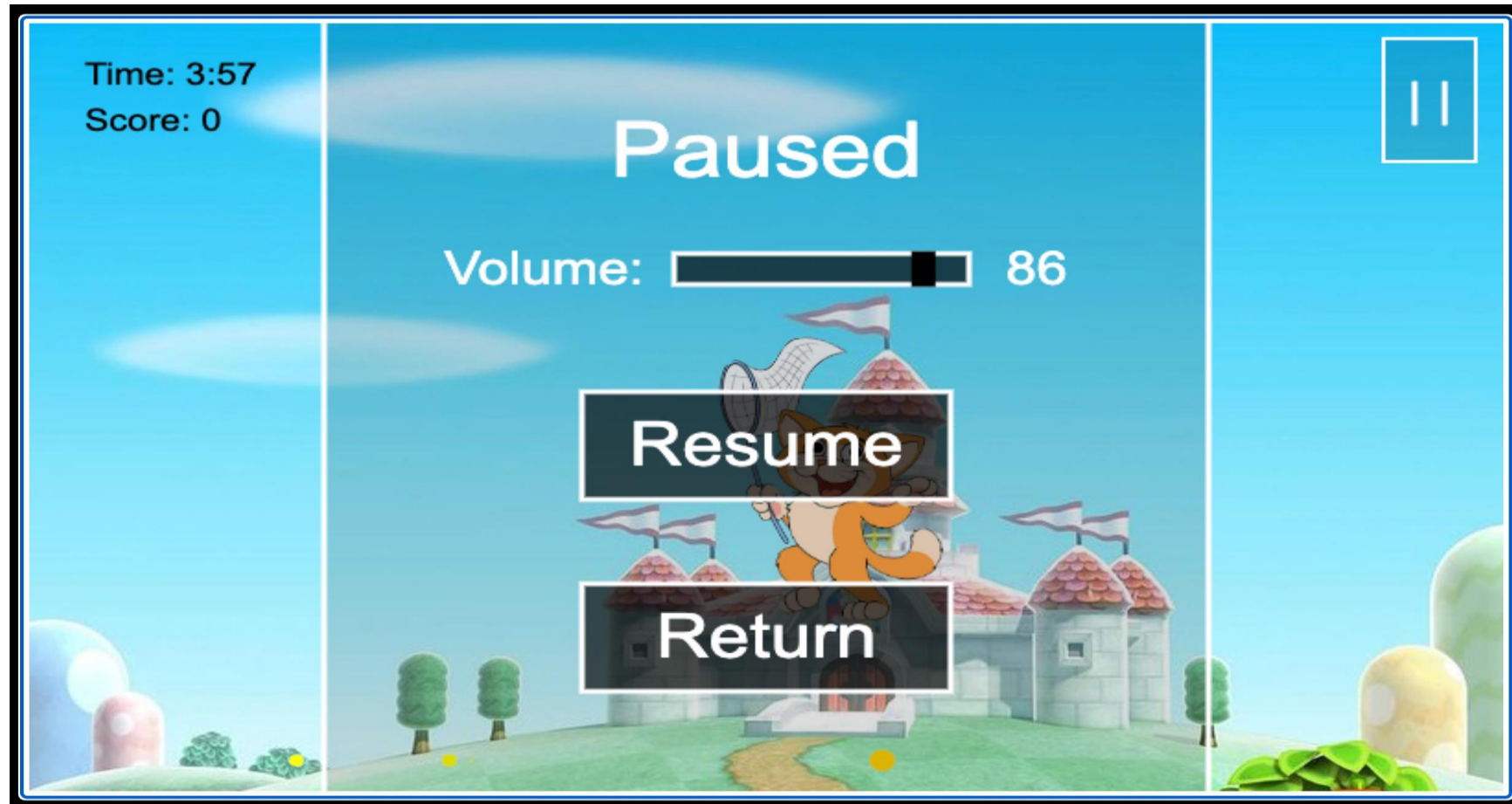
The game screen:



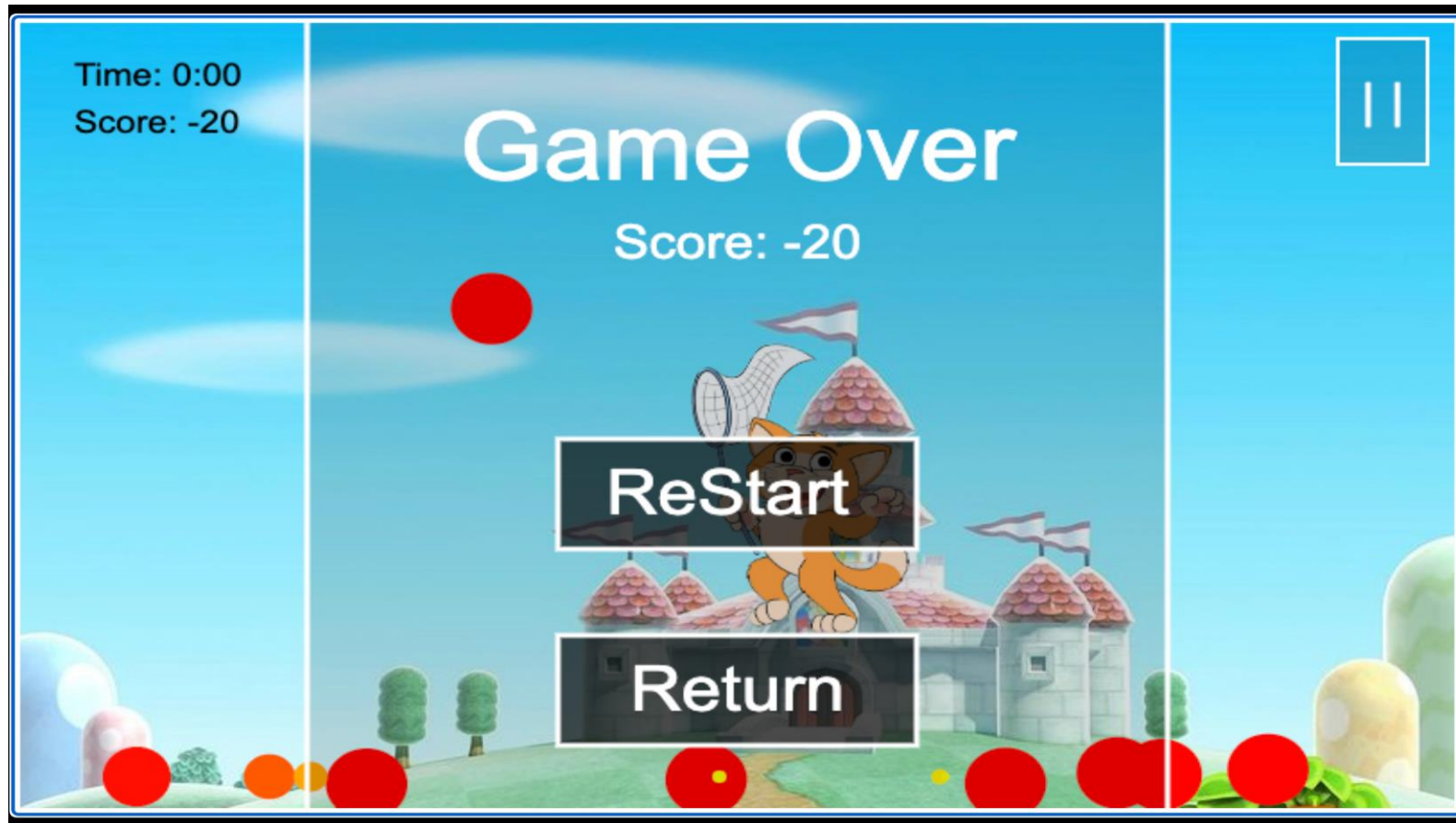
The option screen:



The paused screen



The game over screen:



Part 4: Testing

	Action	Expected Response	Testing result
1	Click the start button	Game screen displays, game start, player shows, bugs show, time countdown	Game screen was displayed, game started, player was shown, bugs were shown, time countdown
2	Click the option button	option screen displays, 'how to play' information displays, sounds and game time could be set	option screen was displayed, 'how to play' information was displayed, sounds and game time could set
3	Press Left Arrow key	Player moves to left	Player moved to left
4	Press Right Arrow key	Player moves to right	Player moved to right

5	Press Up Arrow key	Player moves to up	Player moved to up
6	Press Down Arrow key	Player moves to down	Player moved to down
7	Press Space key	Player swings the net	Player swung the net
8	Press ESC key	Game pauses	Game paused
9	Click the resume button	Game continues to playing	Game continued to playing
10	Click the return button	Return to the main screen	Returned to the main screen
11	Player catching the bugs	The score plus one, catching sound plays	The score added one, catching sound played
12	Bugs hit the player body	The score minus one, hit sound plays	The score minus one, hit sound played

13	Game start	Bugs generate, grow, change color and fly above, start sound plays	Bugs generated, grown, changed color and flied away, start sound played
14	Game finish	Game over screen displays	Game over screen displayed
15			