Shyhopper

Cathleen Yang

Main Menu



Instructions

Describes how to play the game

Users can skip the instructions



Moves onto the nextset of directions

Instructions cont.

Continued description of how to play



Game Screen

Initial game state where character is at rest



Game Screen cont.

Pauses game 1200 **Score indicator** Restarts current level Response when user swipes in direction he or she wants to go.

Pause Screen

Returns to game

Allows user to read instructions again



Returns user to main menu

Load Screen

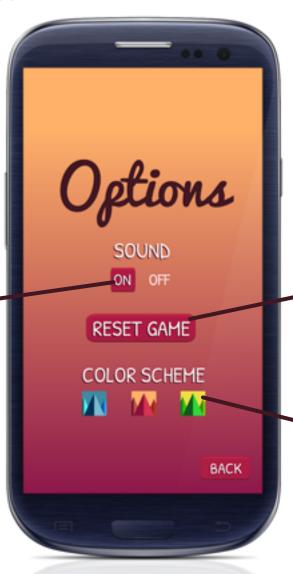
Lists the different levels the user can select



Options Screen

Lists several options for the user

Toggles sound on and off (on is deselected)



Restarts all levels

of the game

Options for user to change color scheme of the game's assets