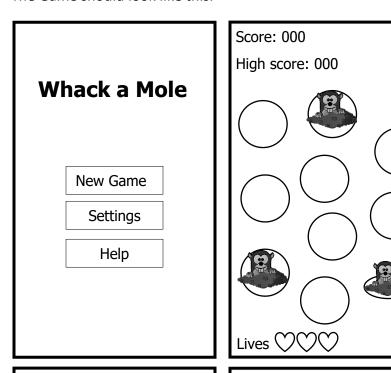
Eler, Daniel

Masongsong, Ivan

Whack a Mole

Wireframe

The Game should look like this.





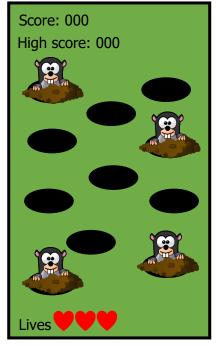
Settings Difficulty 1 ▼ Lives 3 ▼ Music Sound Effects

Help Tap on the moles to score. Misses will decrease your life points. When your life points reach 0 the game will be over.

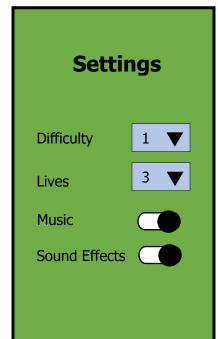
Mockup

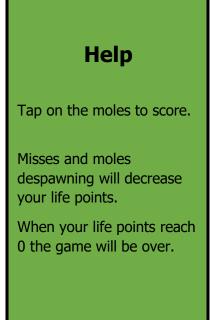
Added Color.





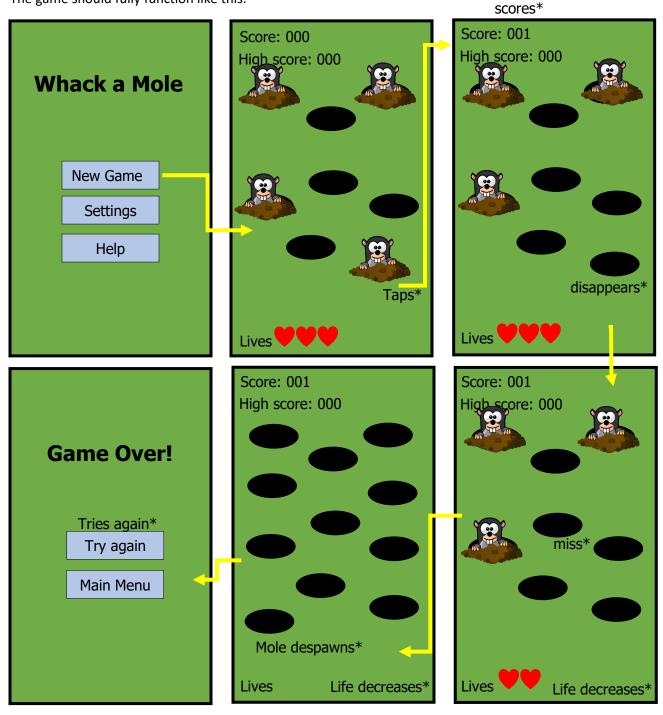




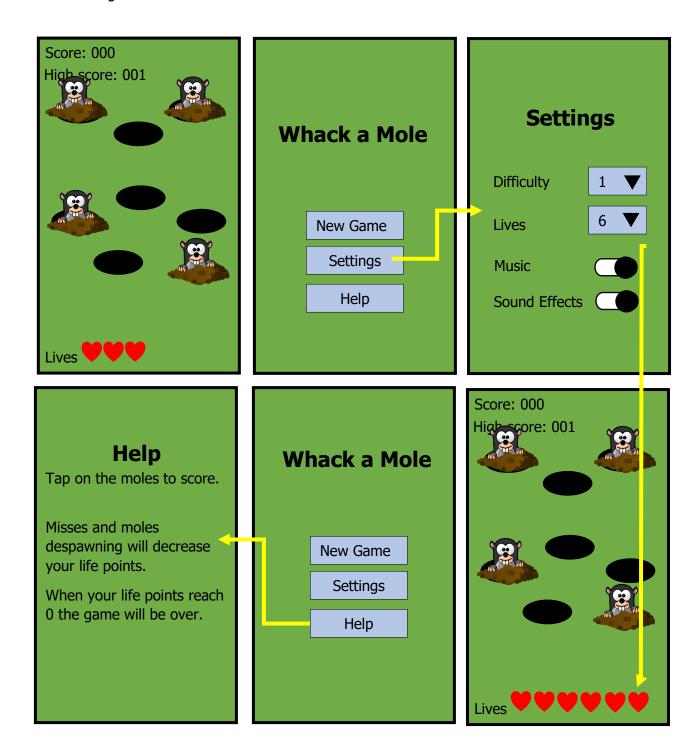


Prototype

The game should fully function like this.



High score saves*



"Whack a Mole" is an android game that should simulate the real whack a mole game in real life. It should test the players' accuracy and reaction time, and hopefully improving it by tapping on the moles popping out on the screen as the player plays the game. The game is made to be played by people of all ages, giving them entertainment while giving them nostalgia of the past.