**Eler, Daniel**

**Masongsong, Ivan**

**Whack a Mole**

**Wireframe**

The Game should look like this.

Score: 000

**Game Over!**

High score: 000

**Whack a Mole**



Try again

New Game

Main Menu

Settings



Help



Lives

**Help**

**Settings**

Tap on the moles to score.

Misses will decrease your life points.

When your life points reach 0 the game will be over.

Difficulty

Lives

1

3

Sound Effects

Music

**Mockup**

Added Color.

Lives

High score: 000

Score: 000

**Whack a Mole**

New Game

Settings

Help



**Game Over!**



Try again



Main Menu



**Help**

Tap on the moles to score.

Misses and moles despawning will decrease your life points.

When your life points reach 0 the game will be over.

**Settings**

Difficulty

Lives

1

3

Music

Sound Effects

**Prototype**

The game should fully function like this.

scores\*

High score: 000

Score: 001

Score: 000

Lives

High score: 000

****

**Whack a Mole**

Tries again\*

Main Menu

Try again

**Game Over!**

Mole despawns\*

Life decreases\*

Score: 001

High score: 000

Lives

Life decreases\*

miss\*

Score: 001

High score: 000

Lives

disappears\*

Lives

Taps\*

Settings

New Game

Help

High score saves\*

Score: 000

High score: 001

Lives

****

**Settings**

**Whack a Mole**

Lives

1

6

Difficulty

New Game

Settings

Music

Sound Effects

Help

Score: 000

High score: 001

Lives

**Help**

**Whack a Mole**

Tap on the moles to score.

Misses and moles despawning will decrease your life points.

When your life points reach 0 the game will be over.

New Game

Settings

Help

**“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.