Title - Blu and Carebot (Most likely)
Platform - Web
Build - WebGL
Software versions - Unity 2019.4.19f1 (LTS)

Screen 1 - (MAIN MENU)

- Title header
- Team name / logo
- "Start Game"
- Main menu music

- Left click to start game
- There is well timed fade out to black before game starts

Low priority:
- fade out to black
- team logo

Game Title

Click anywhere to Start (blinking)

- A static picture of Stern Suit thoughtfully looking at HollyOaks Care Home.
- One animated dialogue box for him.

Screen 3 (SCENE 2 : Blu's room - with Blu and Carebot)

- A static picture of Blu and Carebot in Blu's room as they look out of the window.
- Two animated dialogue boxes, for Blu and Carebot each.

Screen 4 (SCENE 3 : Inside Blu's room(different perspective) - with Blu, carebot and Stern Suit - the door is visible)

- A static picture of Blu and Carebot looking at the door. The Stern Suit is standing (angry or cunning) in the door frame. This would require a different perspective.
- Three animated dialogue boxes, for Blu, CareBot and Stern Suit each.

Screen x + 5 (SCENE 4 : In the forest - with Blu and Carebot)

- A static picture of Carebot carrying Blu (Carebot is carrying Blu's wheelchair) running in the middle of a forest.
- Two animated dialogue boxes, for Blu and Carebot each.

Screen x + 6 (SCENE 5 : At the edge of the forest outside Happy Babies baby shelter - with Blu and Carebot)

- A static picture of Carebot carrying Blu (Carebot is carrying Blu's wheelchair) behind a bush at the edge of the forest. They are looking at Happy Babies shelter across the street.

- A static picture of Blu and Carebot inside Happy Babies baby shelter.

(Note to artist: the baby shelter should be reflective of what dog shelters look like but replace dogs with babies. Please try to make it obvious that "what if you kept your babies encaged and abandon like you encage and abandon dogs. Why treat dogs differently? If this message does not convey well in the art, we will have to stick with dogs. Not every player will be able to understand the point of the scene anyway. Use satire, parallels, whatever you see fit.)

- Two animated dialogue boxes, for Blu and Carebot each.

Screen x + y + 8 (SCENE 7 : On their way to the beach - with Blu, Carebot and the babies - You can see the beach from here)

- A static picture of Blu, Carebot and like 10 babies/toddlers(lol) walking on the street. They can see the beach from here. It looks very pretty(The beach is symbolic of true fulfillment/happiness in this story).
- Two animated dialogue boxes, for Blu and Carebot each.

Screen x + y + 9 (SCENE 8 : At the beach in front of the pretty Ocean - with Blu and Carebot - You can hear the babies running around playing)

- A static picture of Blu and Carebot in front of a pretty ocean and sunset (the babies will be present through sounds of them playing around).
- Three animated dialogue boxes, for Blu, Carebot and Stern Suit each.

Screen x + y + 10 (SCENE 9 : At the beach(different perspective) in front of a group of enforcement officers - with Blu, Carebot, Stern Suit and enforcement officers)

- A static picture of Blu and Carebot in front of Stern Suit and a group of enforcement officers. This requires a change in perspective. Maybe they needed to turn around?
- Four animated dialogue boxes, for Blu, Carebot, Stern Suit and April Cruz each.

Screen x + y + 11 (SCENE 10 : At the beach(different perspective) - with Blu, Carebot, Stern Suit and April Cruz)

- A static picture of Blu, Carebot and Stern Suit in front of April Cruz. This requires a change in perspective. Maybe they needed to turn left/right?
- Four animated dialogue boxes, for Blu, Carebot, Stern Suit and April Cruz each.

Screen x + y + 12 (SCENE 11 : At the beach(different perspective) - with Blu, Carebot, Stern Suit and April Cruz - April is hugging Carebot)

- A static picture of Blu, Stern Suit(sad), Carebot and April Cruz. April Cruz is hugging Carebot. This requires a different perspective.
- Four animated dialogue boxes, for Blu, Carebot, Stern Suit and April Cruz each.

- Main menu title header wordart (low priority)
- Main menu background
- Team logo (low priority)
- Instruction font
- Dialogue font
- Static images SCENE 1 - 11