Design Overview for Feb 28

I’ve attached two screenshots of two scenes from the game:

1. The first screenshot is a scene of the gameplay. This is to help you visualize how you want to edit the pills so that they can fit in with the black background for the statistics. Also, you can see how the IV drip would fit in with the hospital room.
2. The second screenshot is a scene with a level completed screen. This is to help you visualize how the stars would look like if they were displayed.

I’ve attached a picture of the pill:

1. Can you help us with editing a yellow, a blue, and a striped pill (maybe red)?
2. Also, we can use the edited pills both inside the hospital room and in the background for the pills’ statistics.

I’ve attached a picture of an empty star:

1. You can put the star on top of the level complete screen image and see how well they fit.
2. Also, could you help us add fill color to the stars? Maybe yellow for successful completion and gray for unsuccessful completion?