User Interface

The screen loads with some pretty general and easy to use buttons (play, instructions, about, exit).

The simple arcade-style is hopefully user-friendly and intuitive, while having the retro theme.

NOTE: the reason there are no storyboards or competitive anaylsis is because I switched projects halfway through the second deliverable. For your benefit, the storyboard/competitive analysis/etc. from my previous project idea have been included if you are interested.