Name: Puzzle

Screen 1

HOW TO PLAY

START GAME

Starting screen
User clicks either of
HOW TO PLAY or START GAME

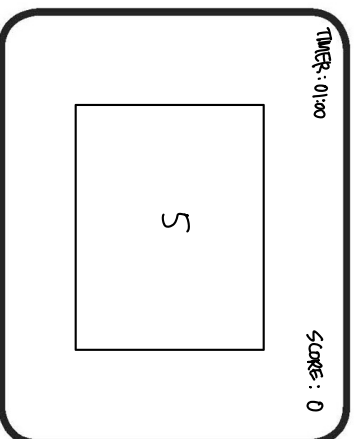## Screen 2

Press space bar to
pick up or drop a
puzzle piece.
Use arrow keys to move.
START GAME
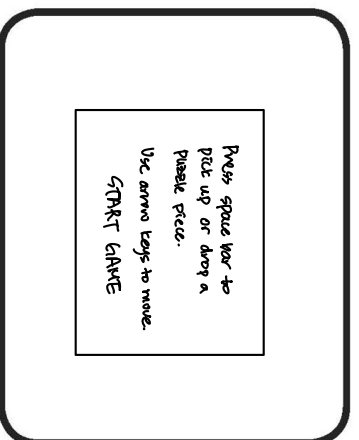
When HOW TO PLAY is clicked
Explanation of the game.
Click START GAME to start
the game

Screen 3
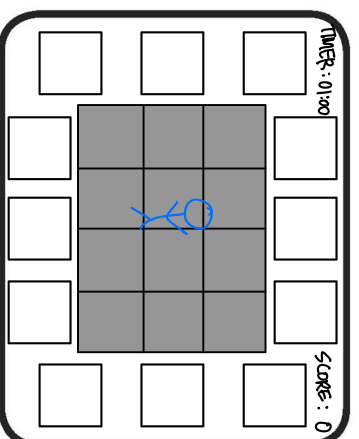
TIMER: 01:00   SCORE: 0

5

When START GAME is clicked
Display the completed image
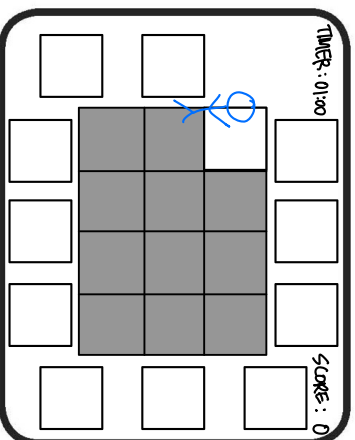for about 5 seconds with
Counting down (5,4,3,2,1, START)
pieces.
The grey boxes are empty.
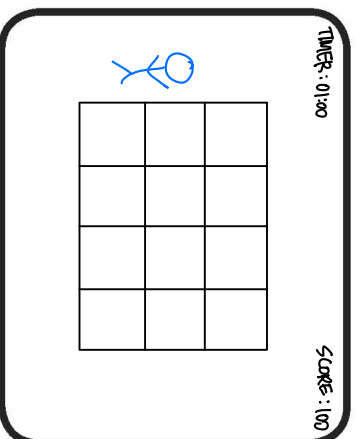The white boxes are the puzzle

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Screen 4

TIMER: 01:00   SCORE: 0
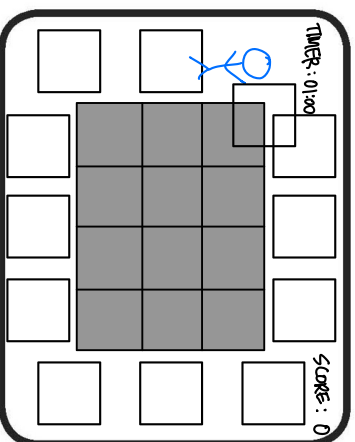
The character picks up the
puzzle piece.

Screen 5

TIMER: 01:00   SCORE: 0

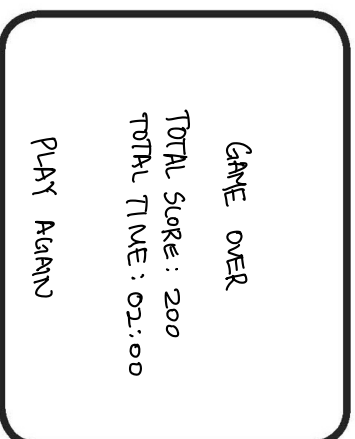If the player places the piece at
A correct place then it's good.
If it's wrong then it freezes for
3 seconds, and the piece goes to its
original position.

Screen 6

TIMER: 01:00   SCORE: 100

If the player completes the puzzle,
the score is calculated based on the
time the player spent.
Then, the second puzzle pops up and
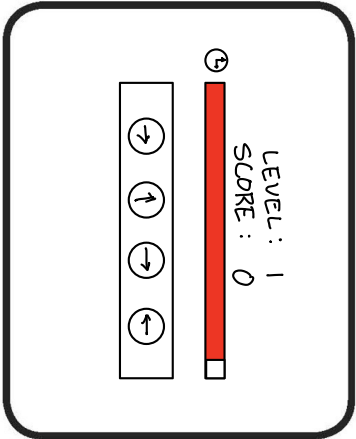repeats from the third screen.

Screen 7

GAME OVER

TOTAL SCORE: 200
TOTAL TIME: 02:00

PLAY AGAIN

After completing two puzzles,
total score and time are
displayed.

Name: Arrow Game

START GAME

LEVEL: 1
SCORE: 0

LEVEL: 2
SCORE: 10

LEVEL: 3
SCORE: 20

LEVEL: 4
SCORE: 30

GAME OVER
LEVEL:
SCORE:
PLAY AGAIN

YOU WON!
TOTAL SCORE:
PLAY AGAIN

Starting screen.

START GAME button.

The game is over when the timer is over.

Level 1. There are 7 levels.

Level 1 will have 4 arrows.
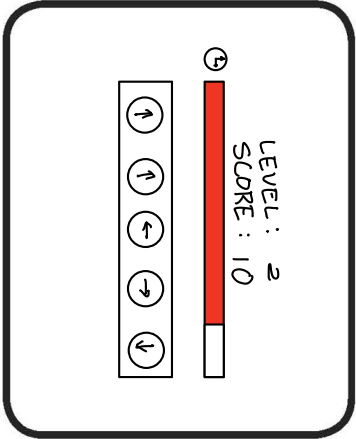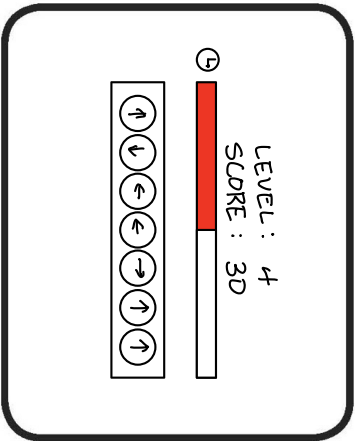
Level 2. - 5 arrows.
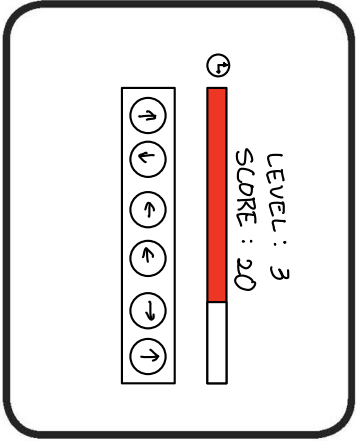
Level 3 - 6 arrows

Level 4 - 7 arrows
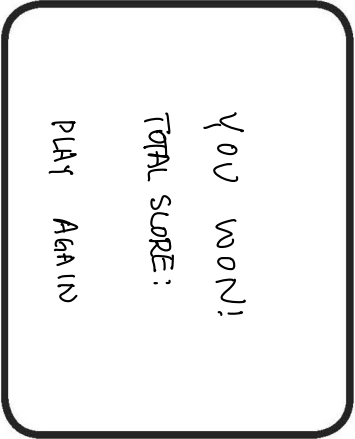
Level 5 - 8 arrows

Level 6 - 9 arrows

Level 7 - 10 arrows

If the time is over, then display final level and score, with a PLAY AGAIN button.

If the user completes all 7 levels before the time is over, then display this screen with the total score.

Name: Falling Jewerlies

A start screen with START GAME button

START GAME

use arrow keys to move

Initial state.

SCORE : 0

If the player catches a jewelry, then the player gains points.

SCORE : 10

+10

There are different types of jewelries worth different amount of points.

SCORE : 40

+30

There are rocks. If the player collides with the rock, the player loses 30 points.

SCORE : 10

- 30

As the time passes, more rocks and jewelries fall.

SCORE : 60

+50

After the time is over, the final score is displayed.

GAME OVER

SCORE: 60

PLAY AGAIN