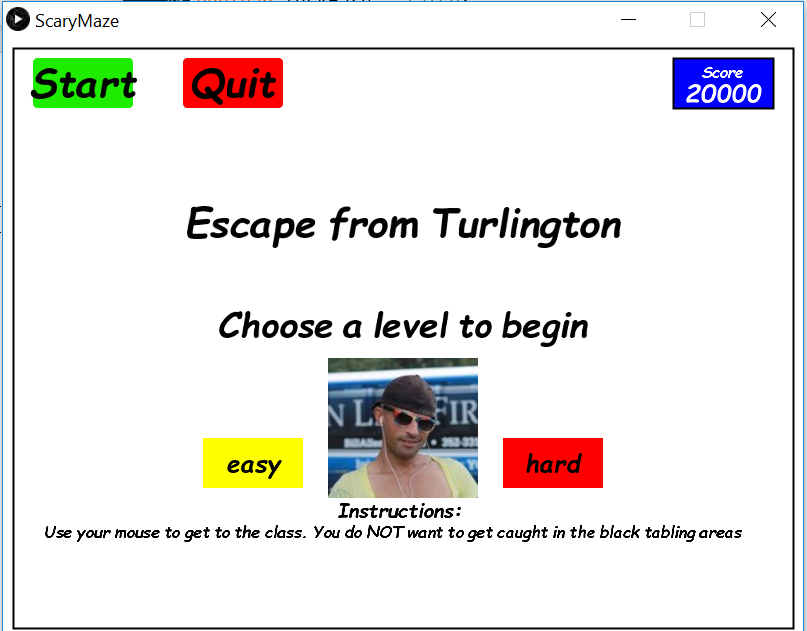
Jeremy Cruz, Jordan Le

Scary Maze Design Document

**Start Menu**

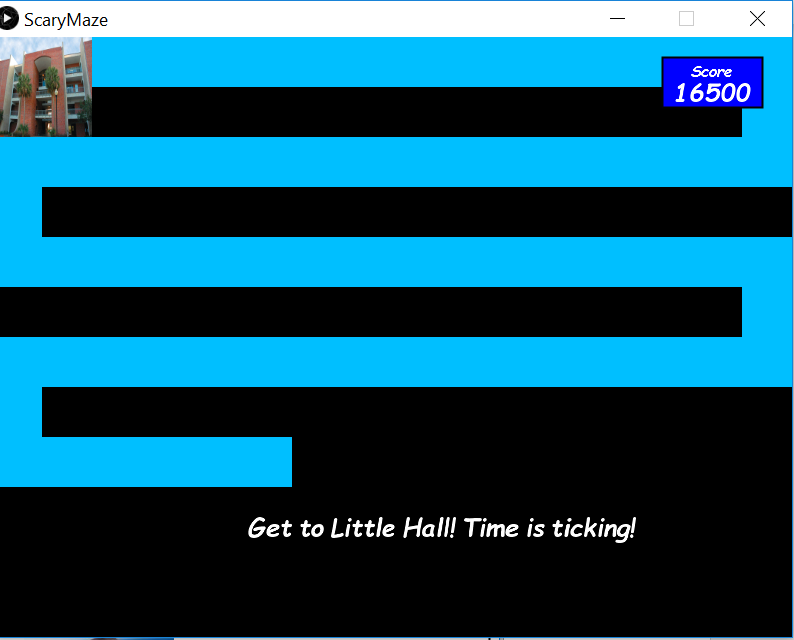
This is where the user sees when the game is first started. Click to interact with the game



* Quit button – if quit button is clicked, program exits and therefore window exits
* Easy button – if easy button is clicked, easy mode will be selected
* Hard button – if hard button is clicked, hard mode will be selected
* Score (top right) – Display the current score

**How to Play:**

* User must get to Little Hall located in the top left of the window
* If the user touches any of the black area with mouse or if the score reaches 0 the loser will lose



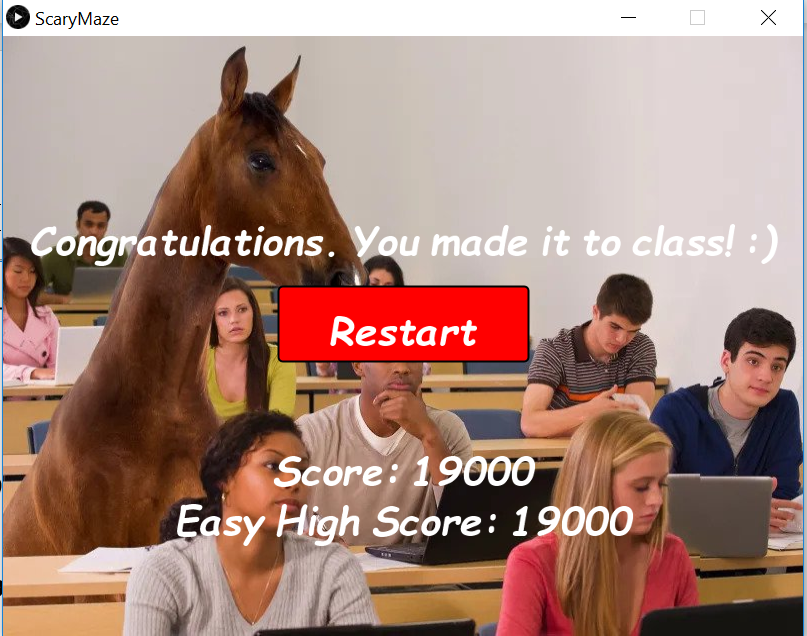
**Displays current score. Will go down throughout game**

**Avoid black area**

**Stay in the blue**

**Get to here to win**

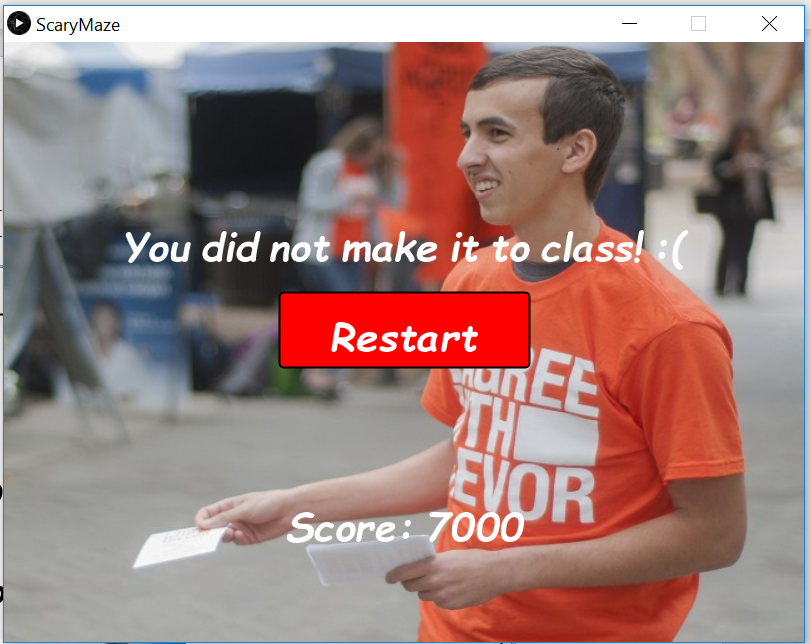
**Win State:**



**Displays current score and highest score all time**

**Click here to restart back to main menu**

**Lose State:**



**Prints score of last run**

**Click here to go back to main menu**