MENU

Title of Game
(Label)

PLAY
(button)

How to Play
(button)

aspect ratio
16:9

Will take you to the **How to Play** Scene

Will take you to the **Level 1** Scene

LEVEL 1
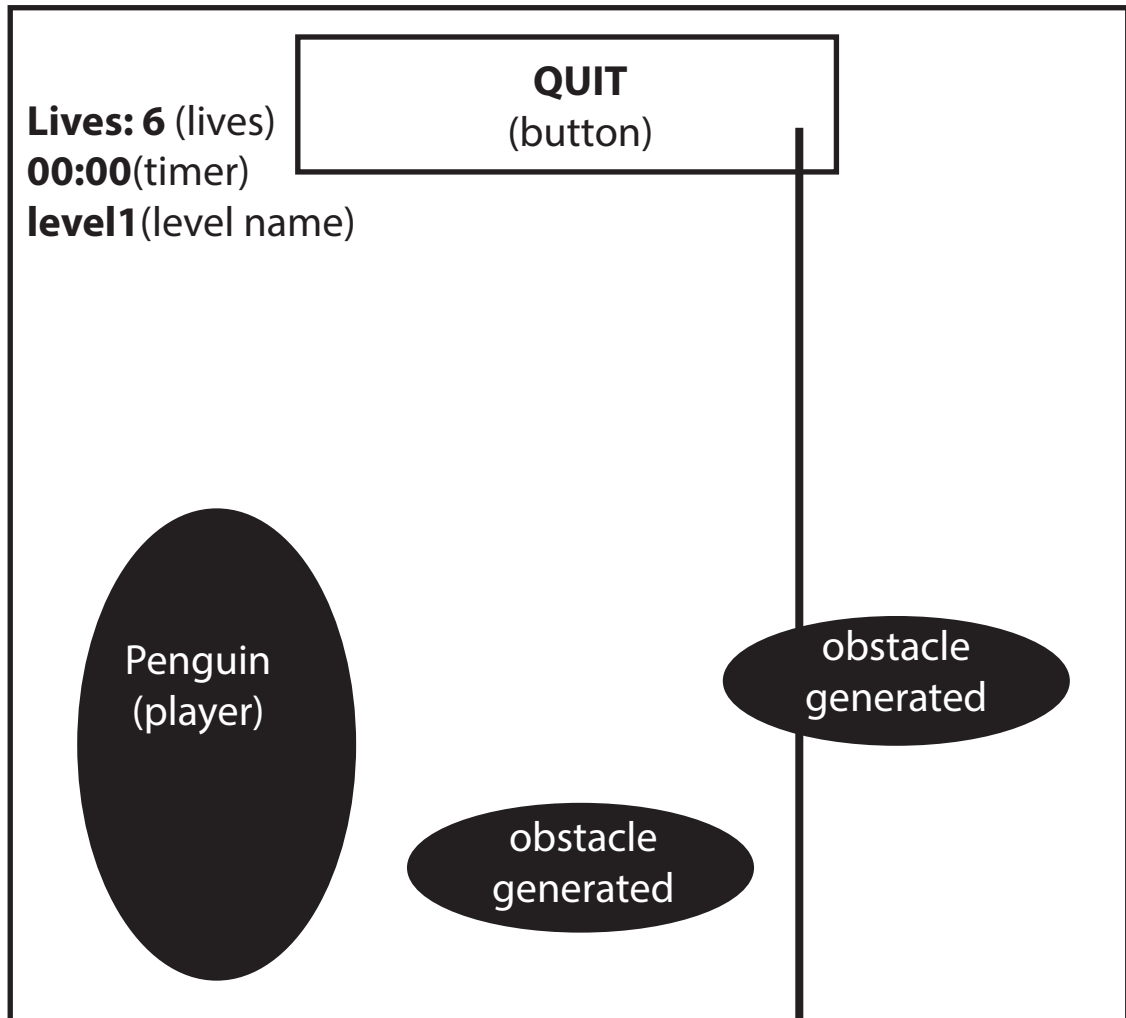
Lives: 6 (lives)
00:00(timer)
level1(level name)

QUIT
(button)

Penguin
(player)

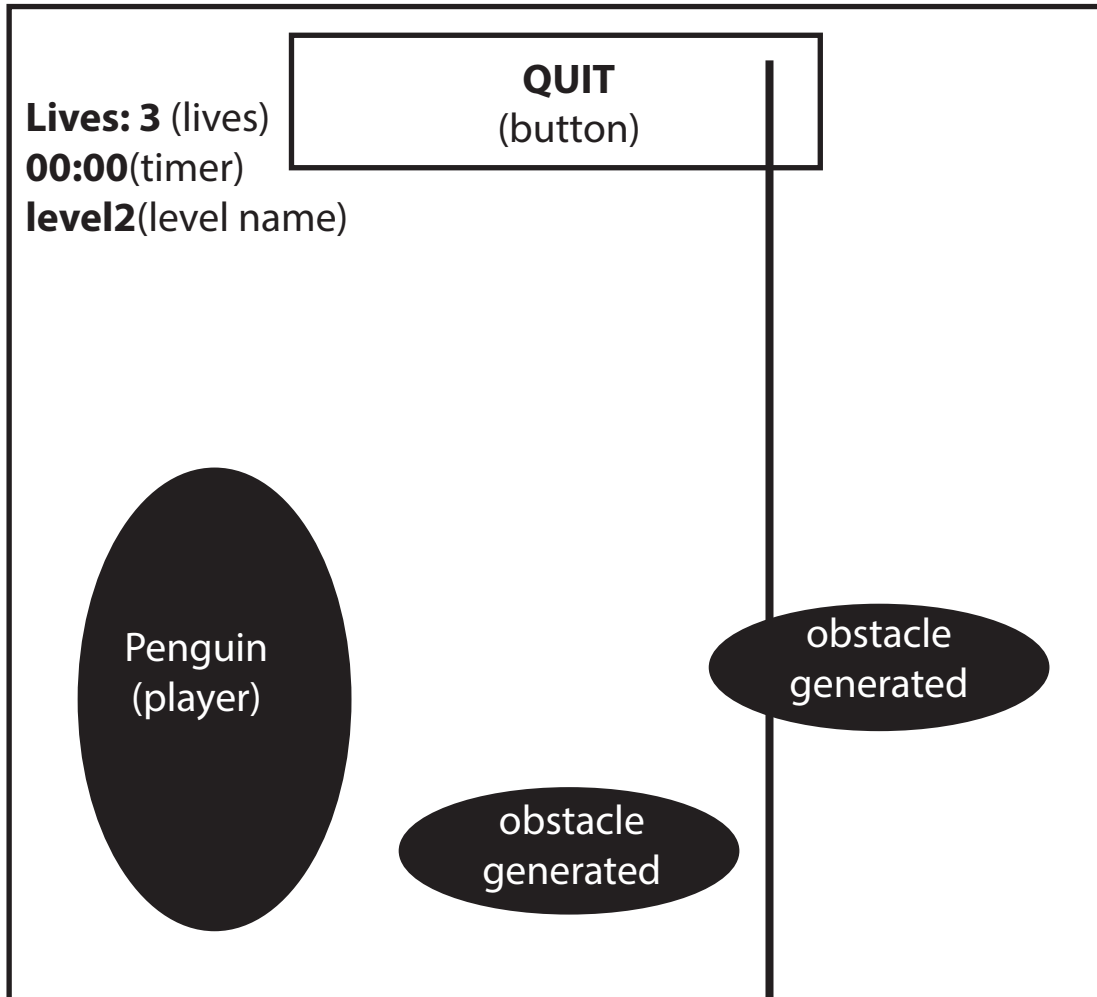obstacle
generated

obstacle
generated

aspect ratio
16:9

I you dont decrease the lives to 0,after 30 seconds,you automatically will go to level 2 scene,if you loose al the lives you go to gameover scene

Will take you to the
Main Menu

LEVEL 2

Lives: 3 (lives)
00:00(timer)
level2(level name)

QUIT
(button)

Penguin
(player)

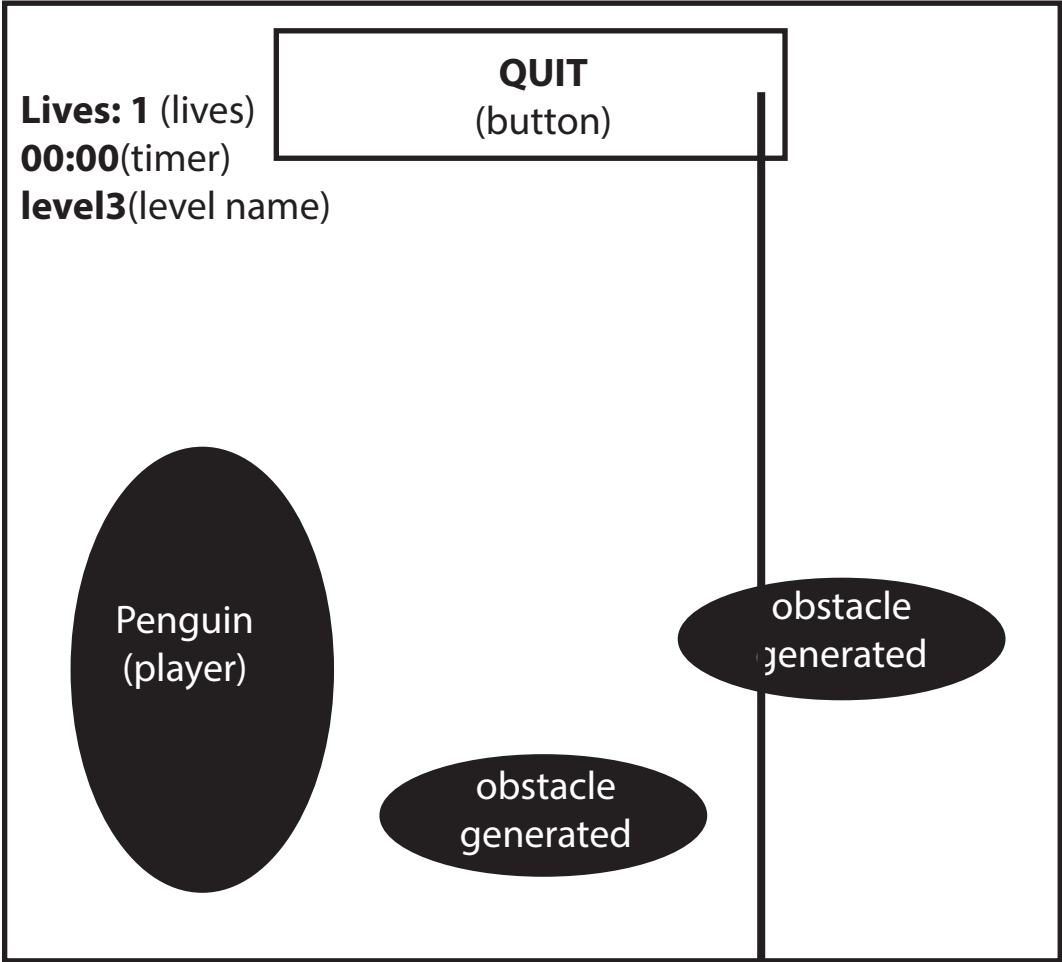obstacle
generated

obstacle
generated

aspect ratio
16:9

I you dont decrease the lives to 0,after 30 sec-
onds,you automatically will go to level 3 scene,if
you loose al the lives you go to gameover scene

Will take you to the
Main Menu

LEVEL 3

Lives: 1 (lives)
00:00 (timer)
level3 (level name)

QUIT
(button)

Penguin
(player)

obstacle
generated

obstacle
generated

aspect ratio
16:9

I you dont decrease the lives to 0,after 30 sec-
onds,you automatically will go to Win scene,if
you loose al the lives you go to gameover scene

Will take you to the
Main Menu

GAMEOVER

GAME OVER!
(Label)

Go to Main Menu
(button)

aspect ratio
16:9

This is the gameover scene which you will come to this scene if you loose from a level

Will take you to the
Main Menu

WIN

YOU WIN!
(Label)

Go to Main Menu
(button)

aspect ratio
16:9

This is the win scene which you will come to this scene if you win frpm level 3

Will take you to the
Main Menu

How to Play

Go Back
(button)

aspect ratio
16:9

This is the How to Play scene which you will come to this scene if you clicked on the How to play button from the Menu scene

Will take you to the
Main Menu