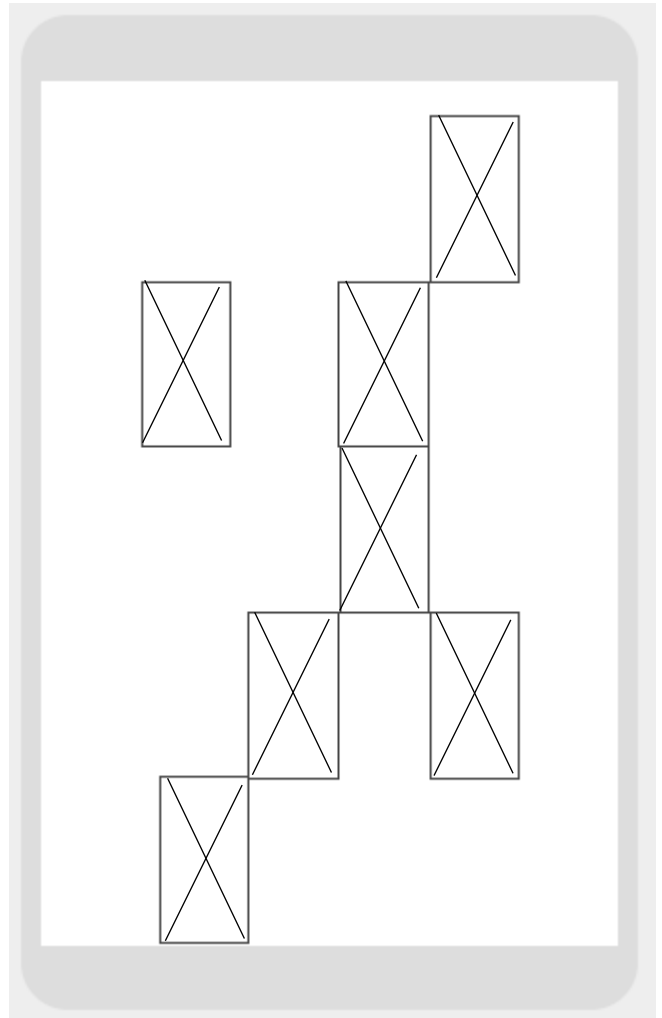


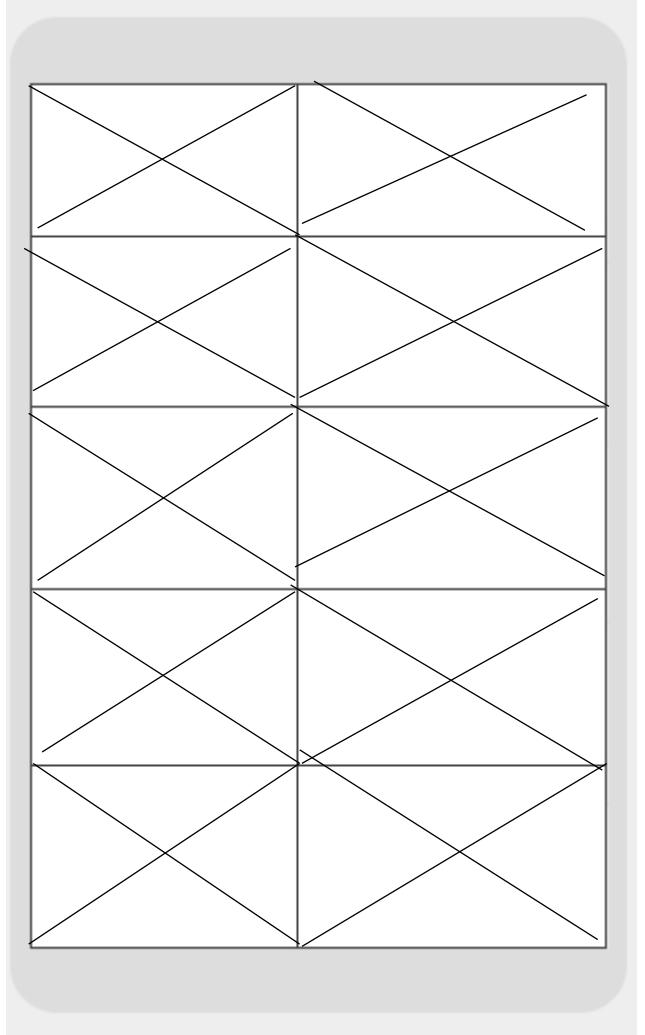
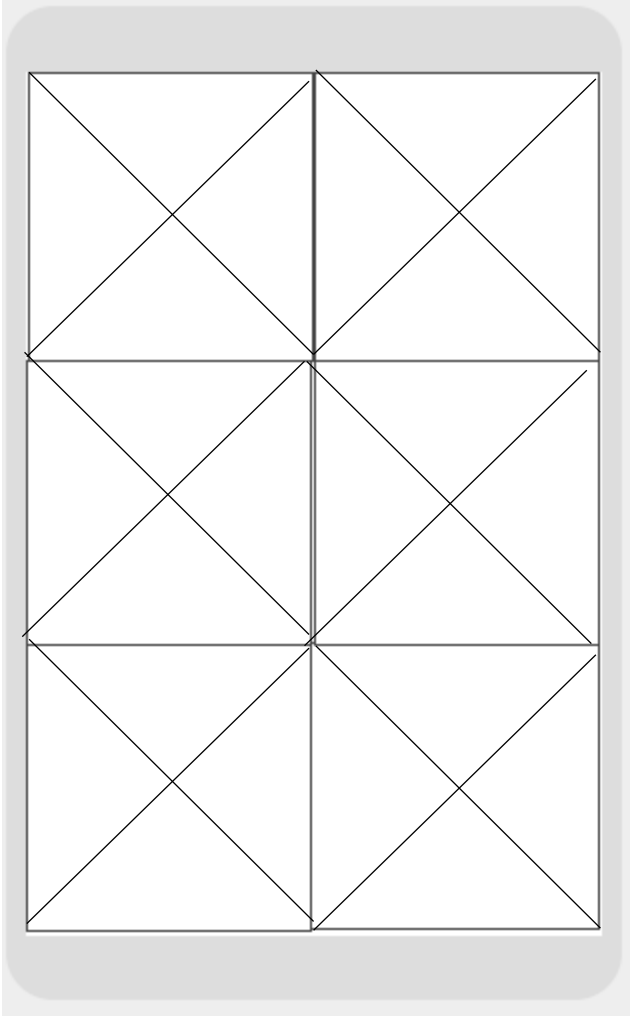
Alliah Rose Bautista

Hazzel Belanio

Piano tiles is a music game where you tap the tile to make a combining rhythm. This game consists of four modes: Classic, Arcade, Zen, Relay and Zen. The objective of this game is to finish the challenge without tapping the wrong tiles.

Wireframe

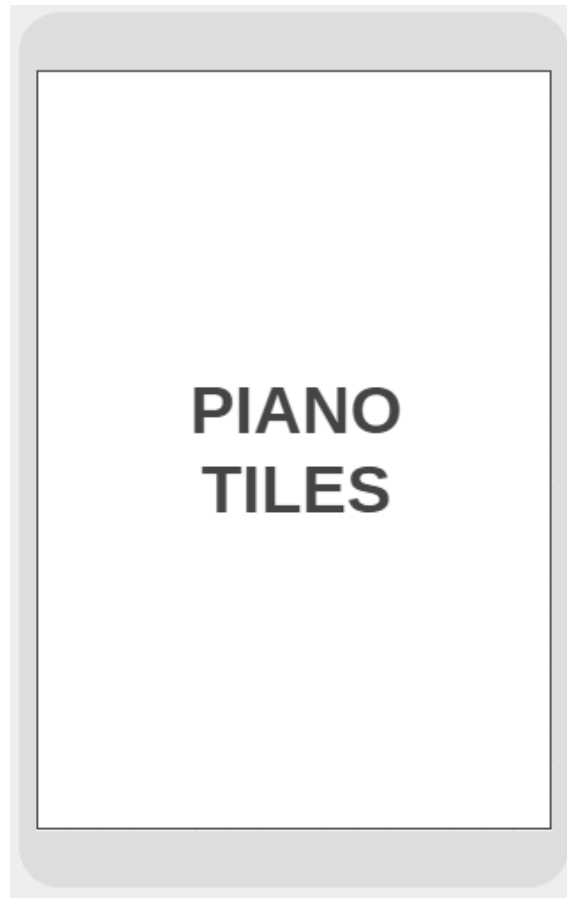




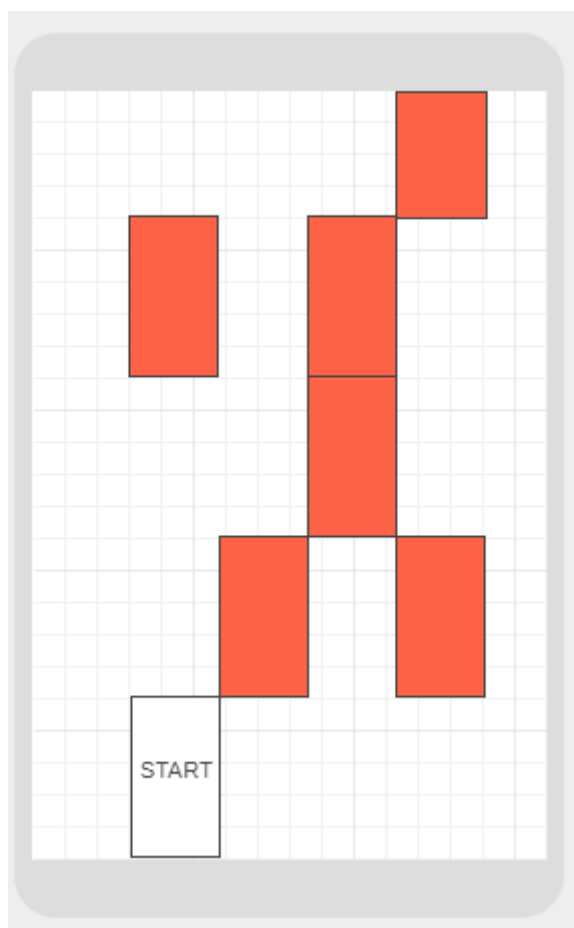
Mockup



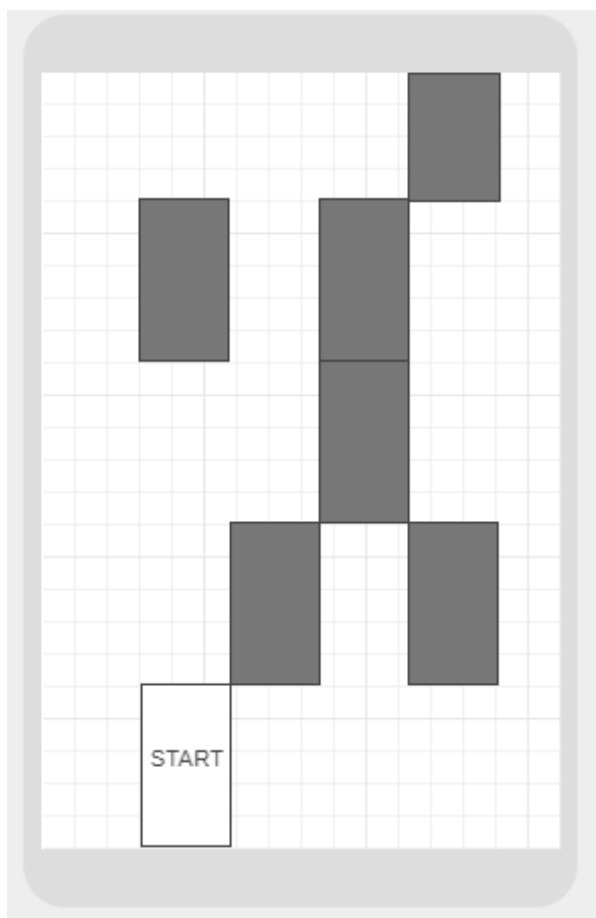
Prototype



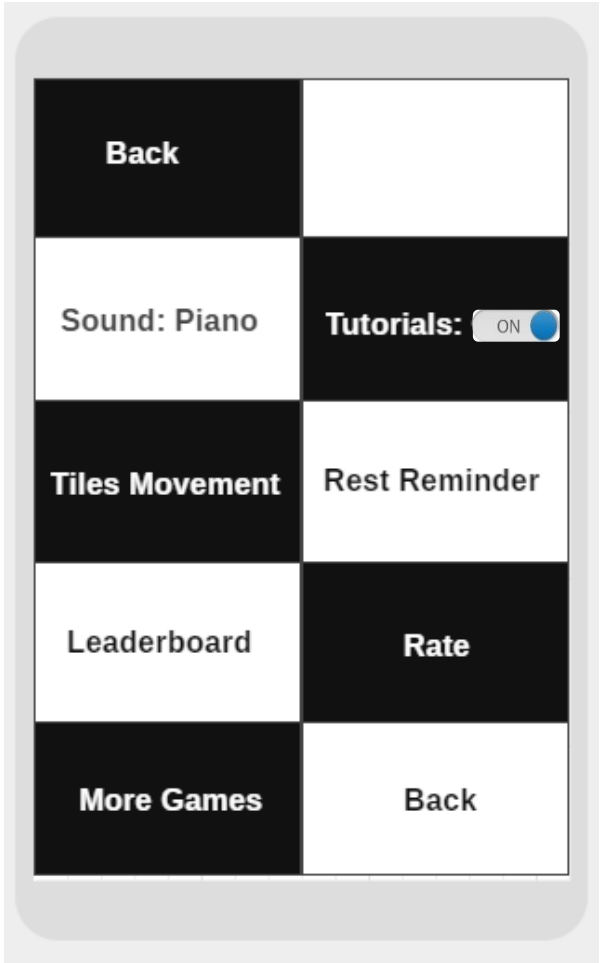
Introduction interface when user opens the application Piano Tiles.



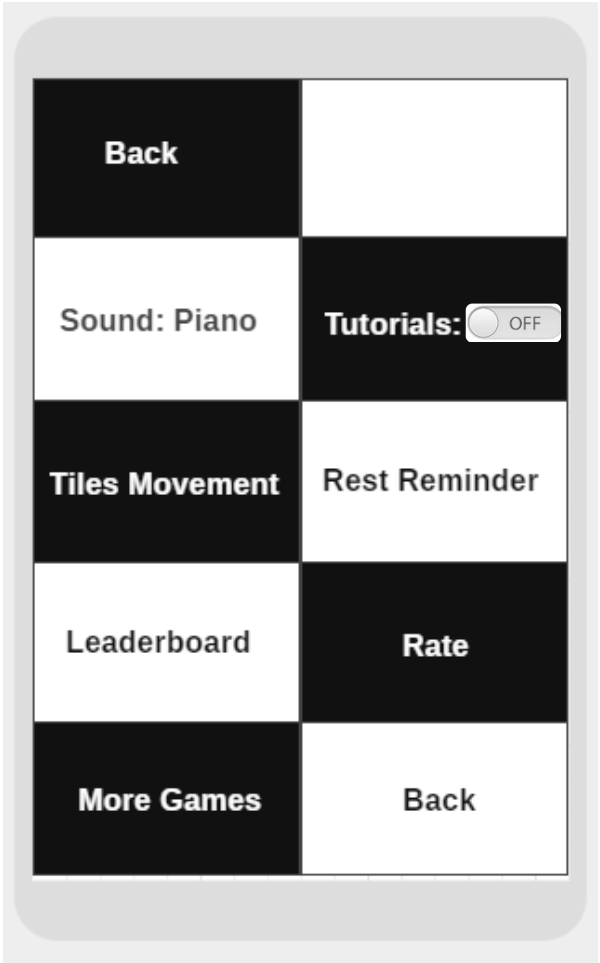
Arcade



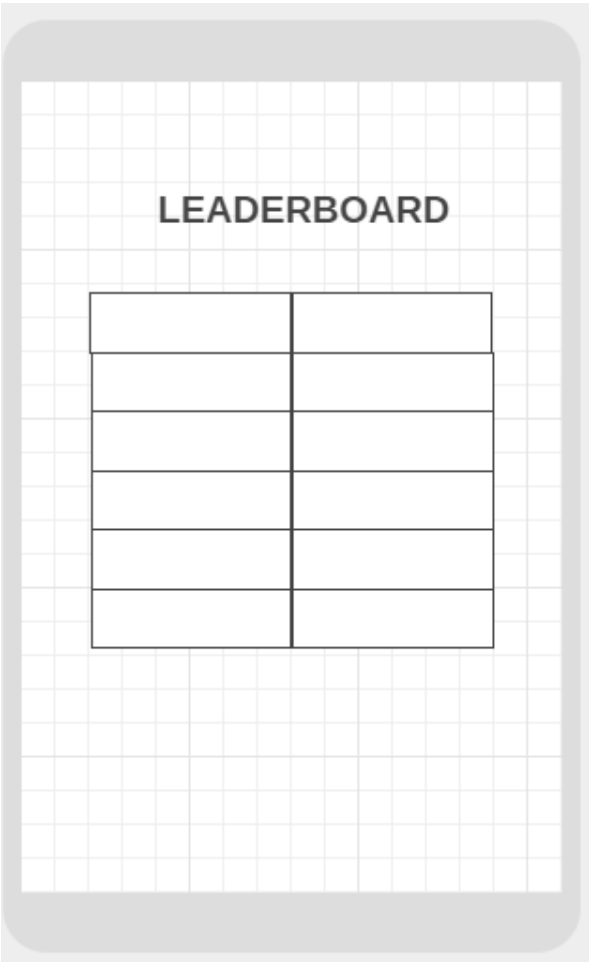
Relay



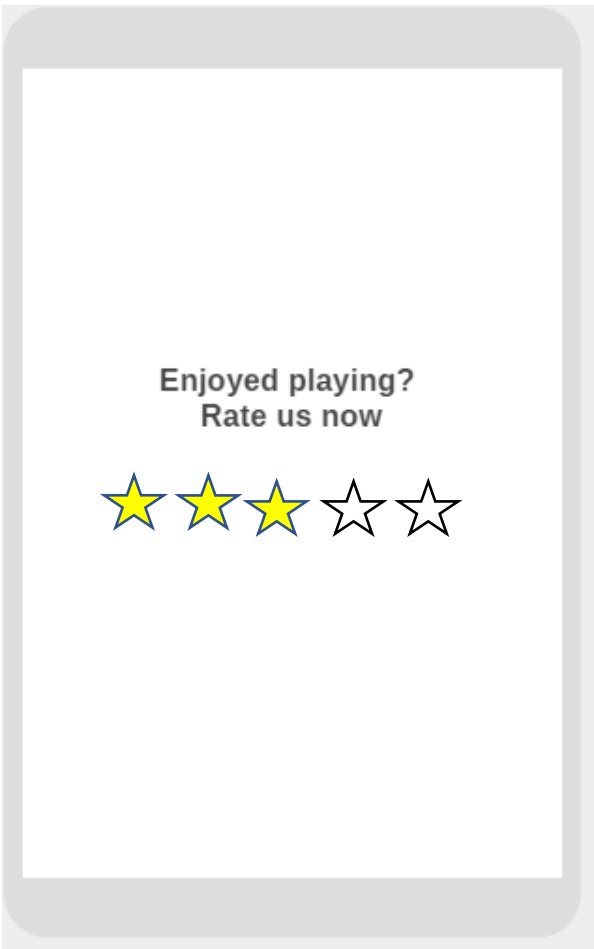
Tutorials ON button



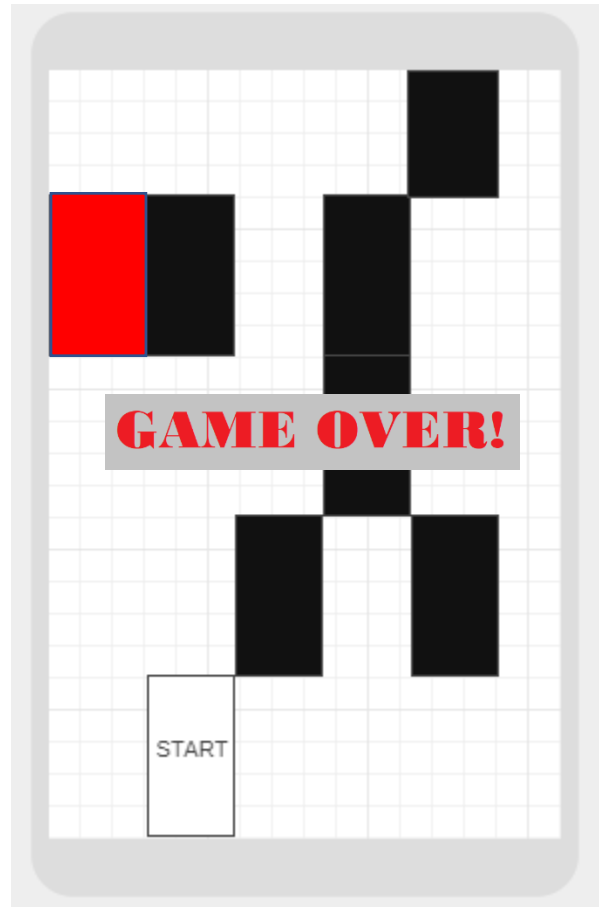
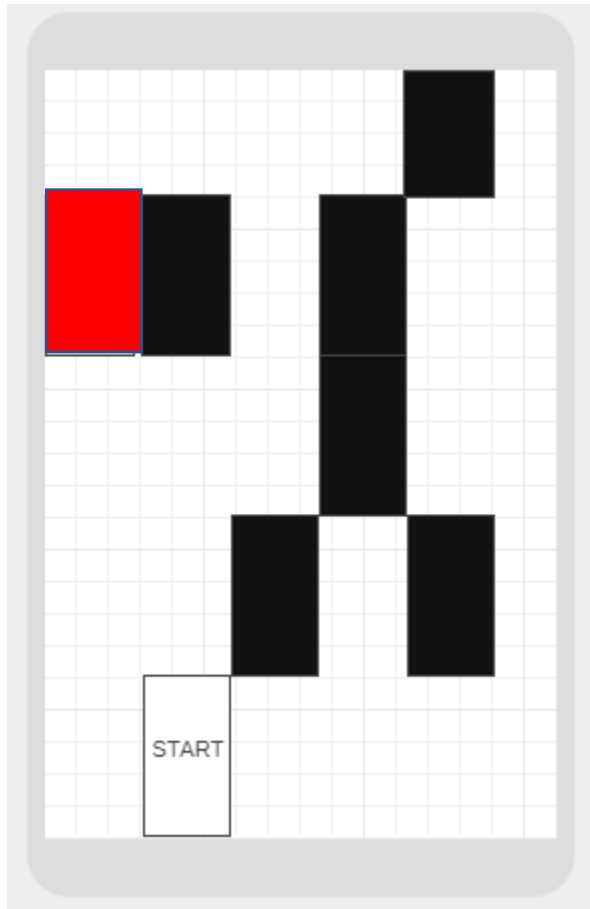
Tutorial OFF button



Leaderboard



Rate Button



Game Over interface where the user taps the wrong tiles and black tiles will turn into red. It will appear the Game over.