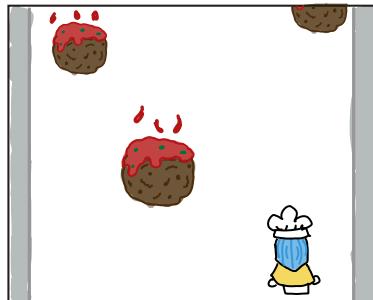
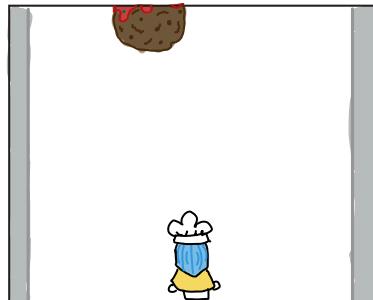


* TITLE SCREEN

* GAME WILL BE PLAYED VERTICALLY

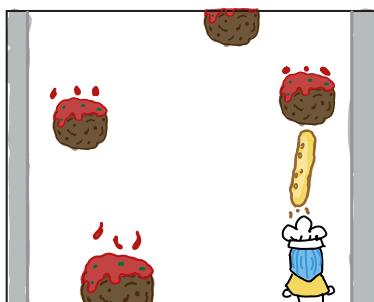


* TUTORIAL SCREEN

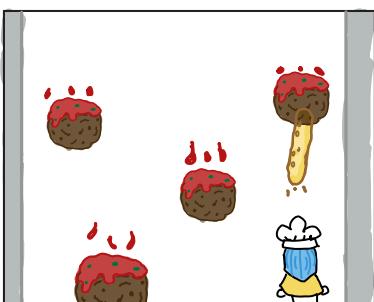
* SHORT DESCRIPTION OF THE MECHANICS IF THE GAME

* PLAYER WILL START OFF IN THE MIDDLE OF THE SCREEN

* MEATBALLS WILL DRAP DOWN FROM THE TOP OF THE SCREEN



* IF THE PLAYER IS UNABLE TO DODGE, THEY CAN SHOOT A BREADSTICK TO DESTROY THE MEATBALL



* PLAYER CAN ONLY SHOT ONE BREADSTICK AT A TIME



* IF A MEATBALL COLLIDES WITH A BREADSTICK, IT WILL BE DESTROYED
* PLAYER CAN CONTINUE AVOIDING & DESTROYING MEATBALLS
* AS THE GAME PROGRESSES, MEATBALLS WILL FALL AT A FASTER RATE



* IF PLAYER FAILS TO DESTROY/DODGE A MEATBALL & COLLIDES WITH A MEATBALL, PLAYER WILL DIE INSTANTLY

* GAME OVER
PRESS P TO PLAY AGAIN

* IF THE SCREEN WILL PROMPT USER TO PLAY AGAIN / RETURN TO MAIN MENU