3. One or more mockups of your user-interface

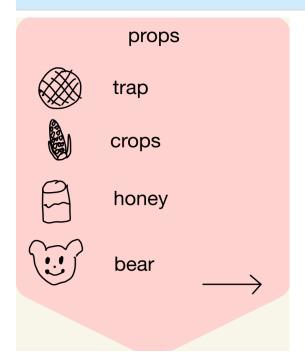
1: start the game:



2. chick yes to enter the game: game rule and introduction to map.

Game rule

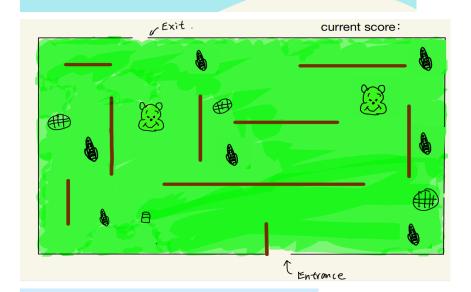
- 1. Try to use your character to collect crops to get points
- 2. When you get all crops try to find the exit
- 3. Honey is the bonus point but watch out the bear also move to find honey
- 4. If your farmer bump into a bear, you lose
- 5. There are some traps in the map, if your character fall into the trap you will lose point
- 6. If your point become negative you also lose, The start point is 0.



3. the background story and game map

Background story

It is the harvest season of the year again, and the early morning farmer wakes up from his sleep. Wait! What's the noise outside? The farmer stuck his head out, and it was actually a bear! They must have been attracted to the honey in the fields, so they would have trampled the crops. Go and collect all the crops....



success

score: XXX

At the end of the story, you have successfully protected your crops, and you are looking up at the sunset and your crops in the coming winter...

press any key to exit game

