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|  | **Start Screen**   * Title: identifies game; graphic only * Start: take user to level selection screen * Store: take user to store screen * Settings: take user to settings screen * Sprite: random owned character chosen for showcasing * Note: random owned note chosen for showcasing |

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|  | **Level Selector Screen**   * Sprite: user chosen character chosen for showcasing * Arrows: changes current level; event to update screen * Level Display: number indicates current level; stars indicate previous performance * Description: text explaining goal of the current level; explains color concept of the level * Home: take user to the home screen * Color Wheel: visually display the colors associated with the level goal * Coins: indicate how many coins the user has |

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|  | **Stage Screen**   * Sprite: user chosen character * Notes: object to be caught by user; color of note will affect point increase * Timer: display how many seconds left for the stage * Goal: text displaying the color goal of the stage * Pause: pause the system; trigger the pause screen to appear * Bonus Icon: user chosen character; when pressed it will activate the character’s bonus * Color Wheel: visually display the colors associated with the level goal * Streak: indicates how many catches have been made without error |

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|  | **Pause Screen**   * Score: display the current score * Stars: display the current stars earned * Resume: remove the pause screen; game will resume * Settings: brings user to the Settings Screen * Home: return to the Home Screen |

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|  | **Stage End Screen**   * Sprite: user chosen character * Score: amount of points earned this playthrough * Stars: amount of stars earned this playthrough * Resume: take user to the Level Selector Screen; automatically increment the current level * Store: take user to the Store Screen * Home: take user to the Home Screen |

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|  | **Store Screen**   * Sprite: user chosen store object * Name: name of current store object * Coins: cost of current store object * Sprite\_Col: change category to sprites * Note\_Col: change category to notes * Backdrops\_Col: change category to backdrops * Arrows: navigate through current store objects of current category * Home: take user to the Home Screen * Purchase: allow user to purchase the current store object * Coins: show current count of coins owned by user |