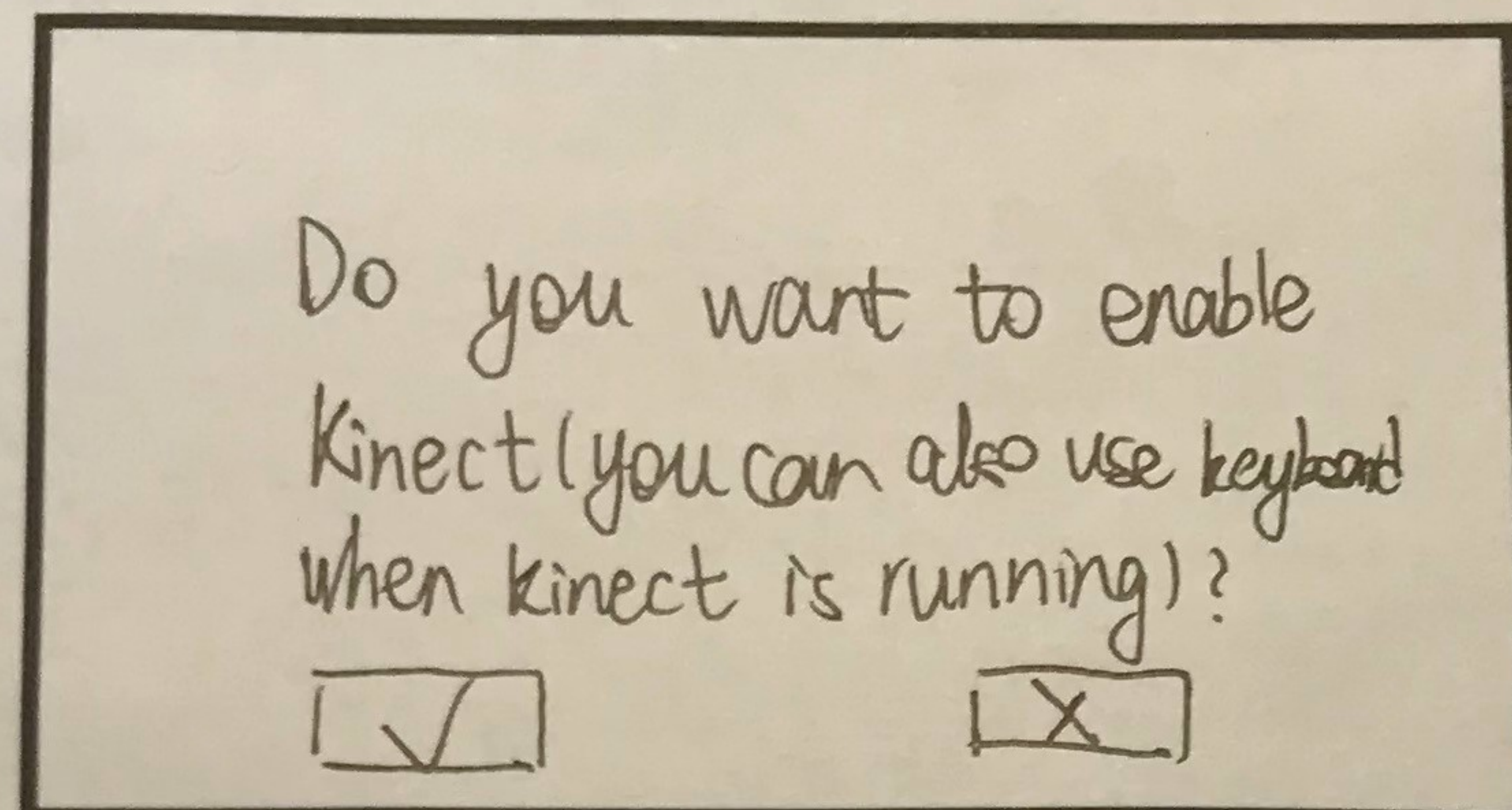
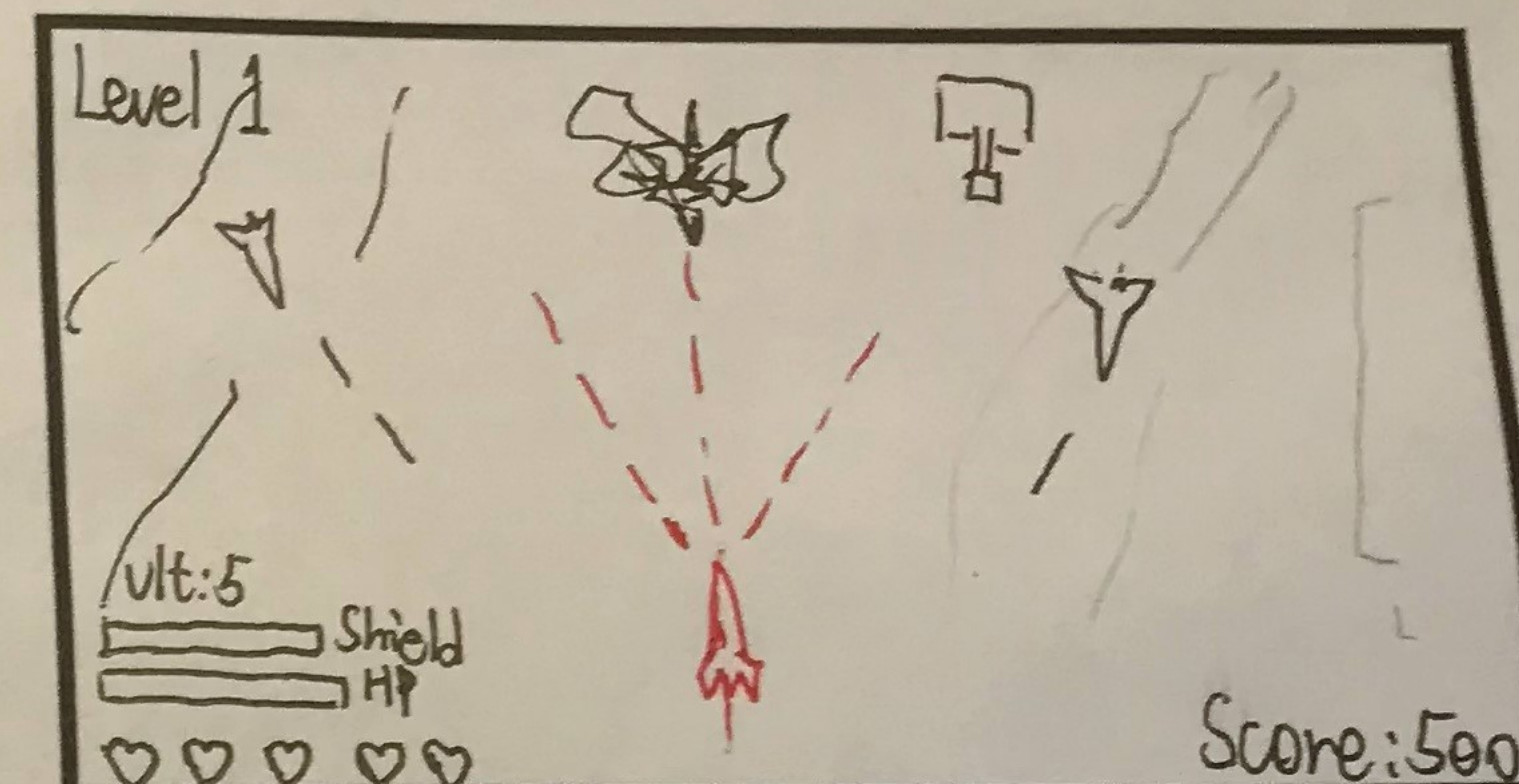


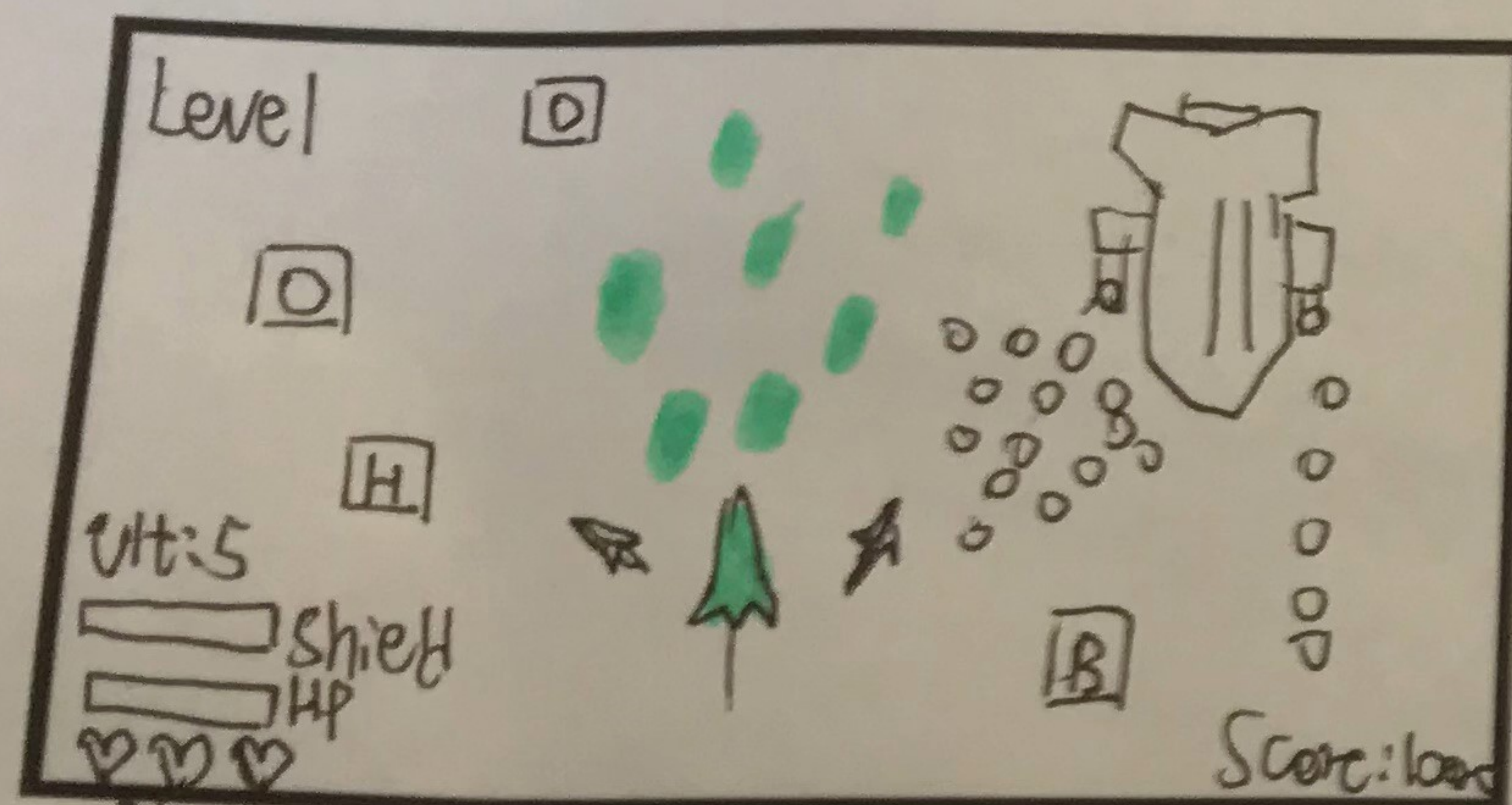
Starting Interface



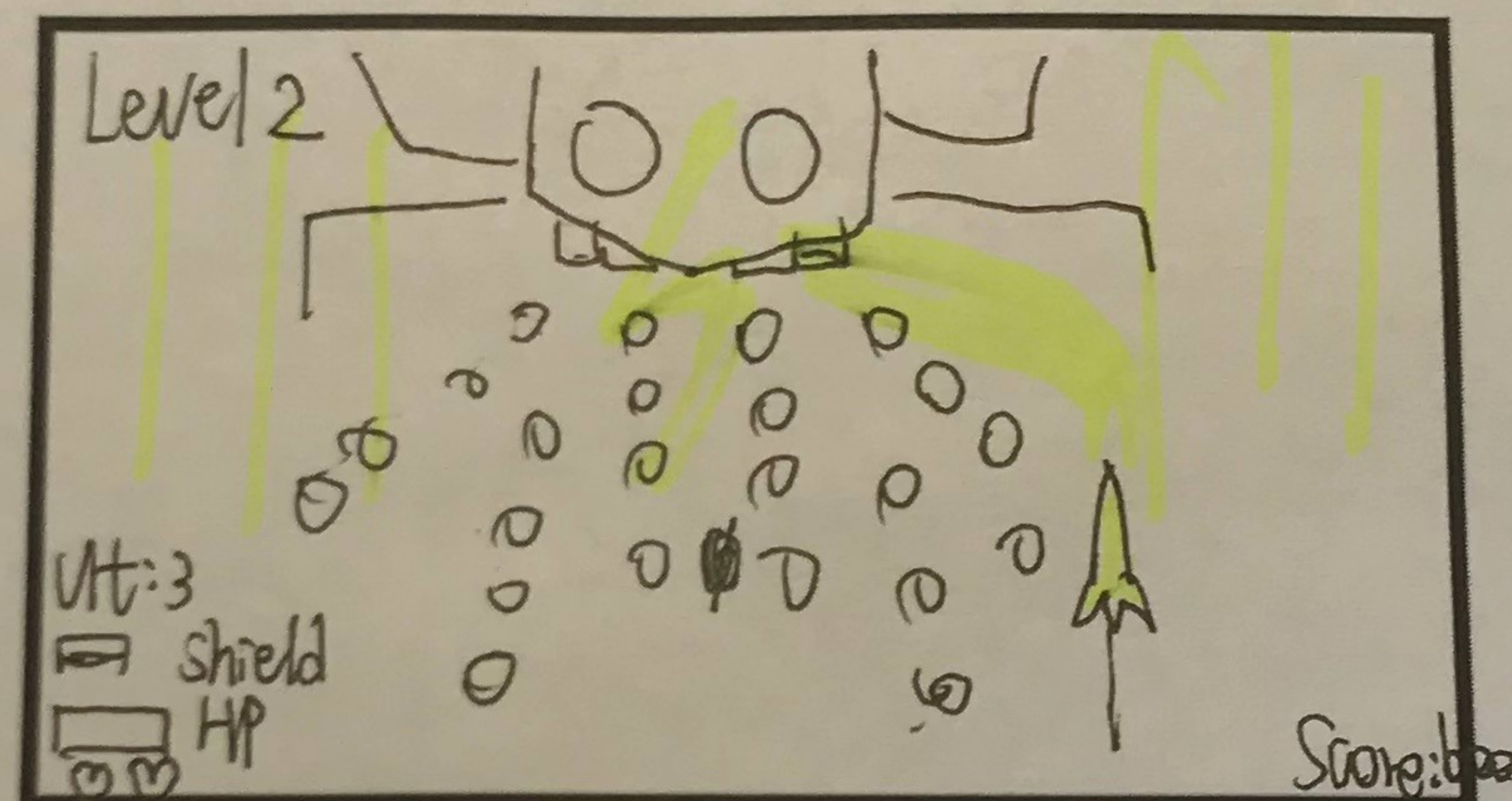
Player clicks on new game. Player can choose whether to use Kinect



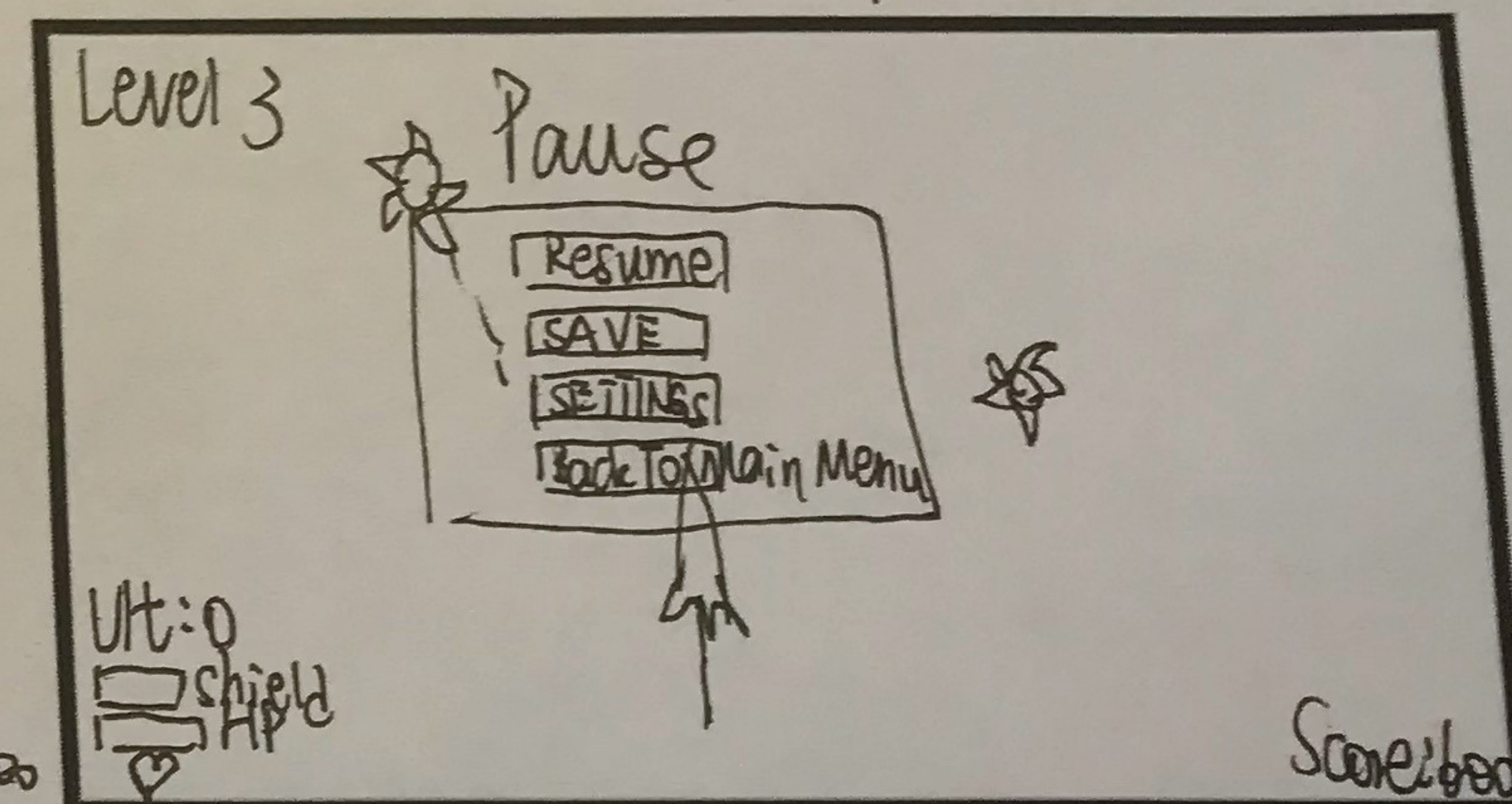
Gaming mode. When an enemy is hit and its HP is empty, it explodes



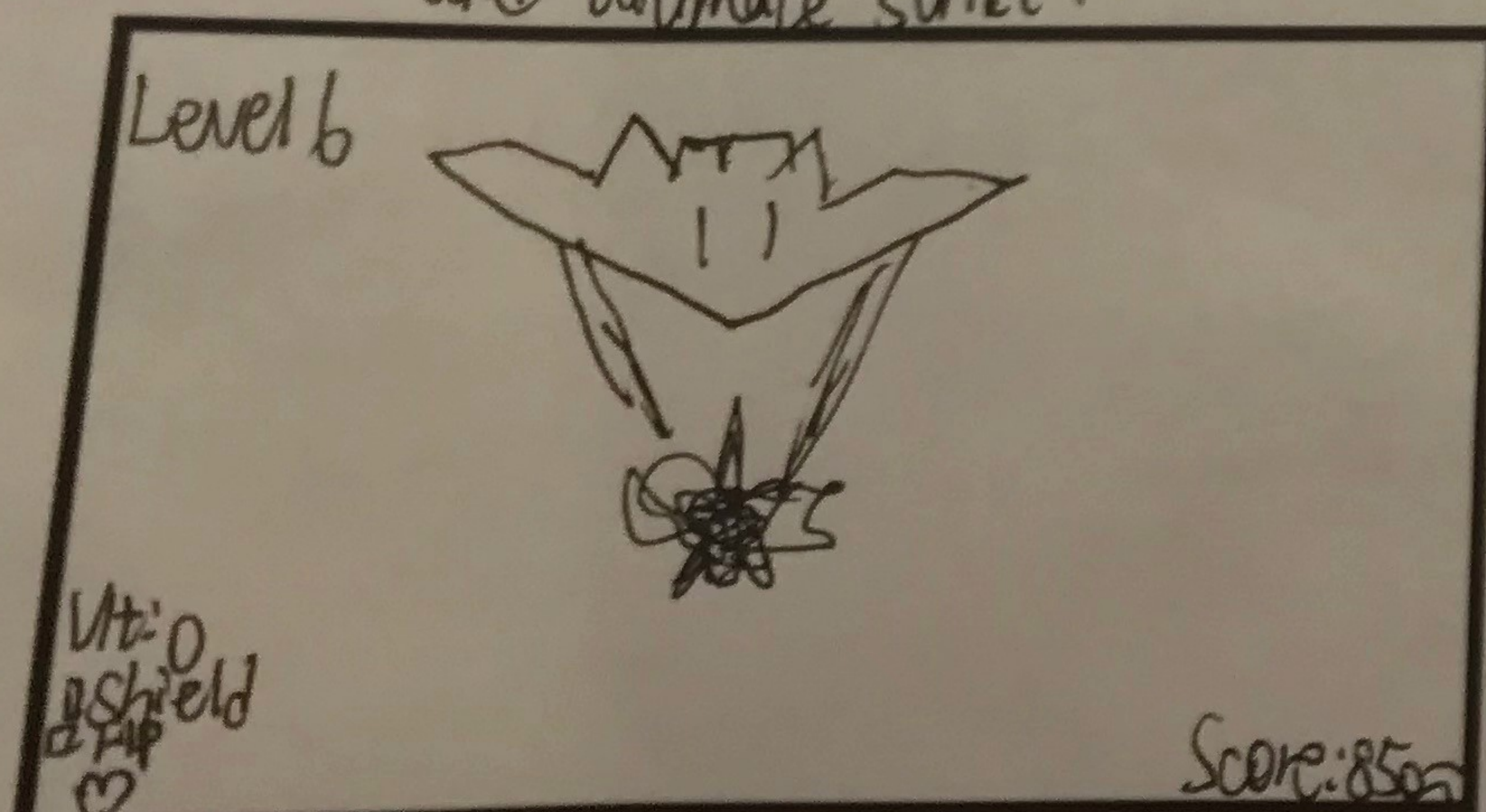
Player The fighter changes type when it catches fallen objects. Bonus include extra life and ultimate strike.



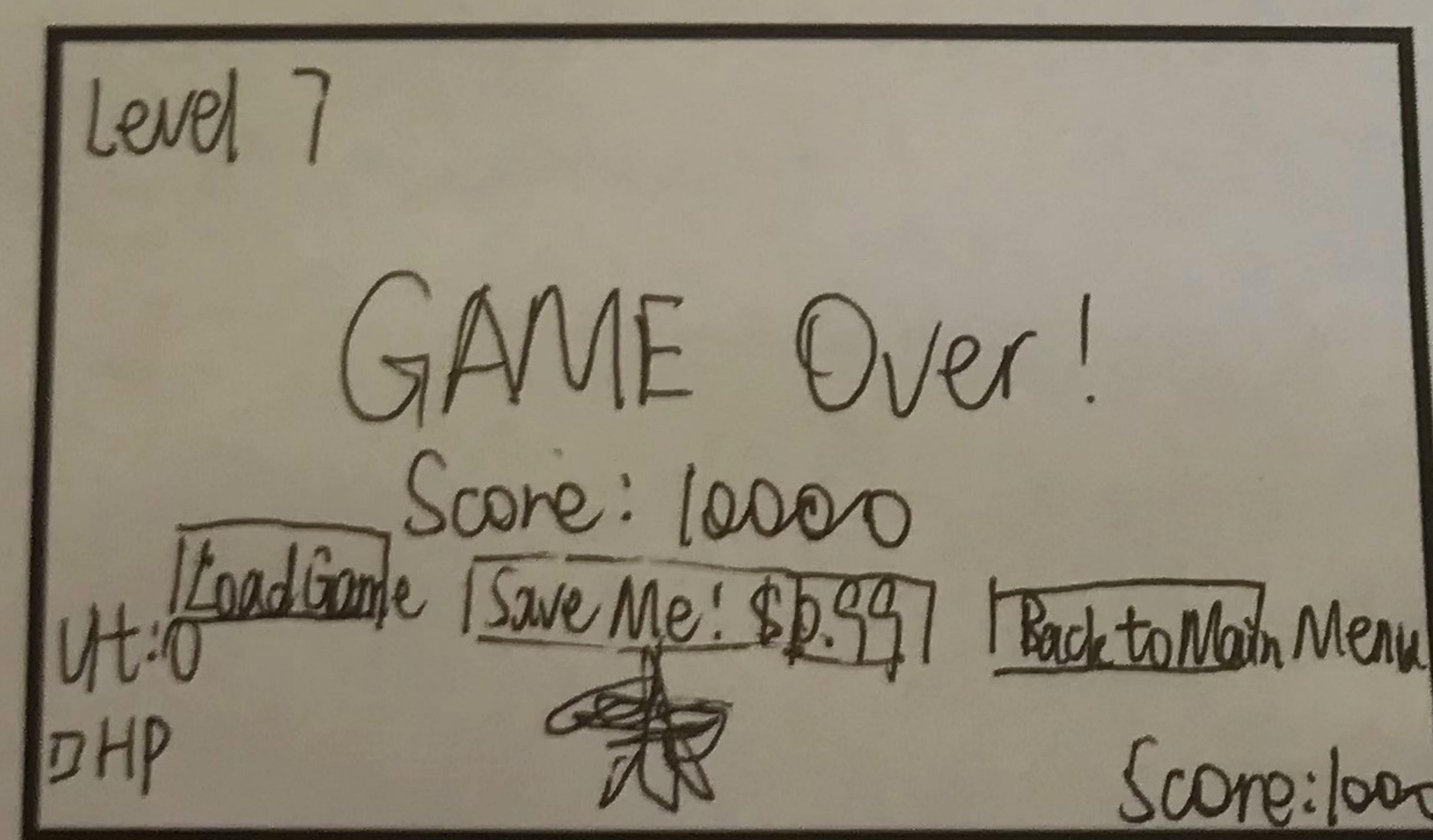
Player can use ultimate strike, cause great damage. (especially useful to boss)



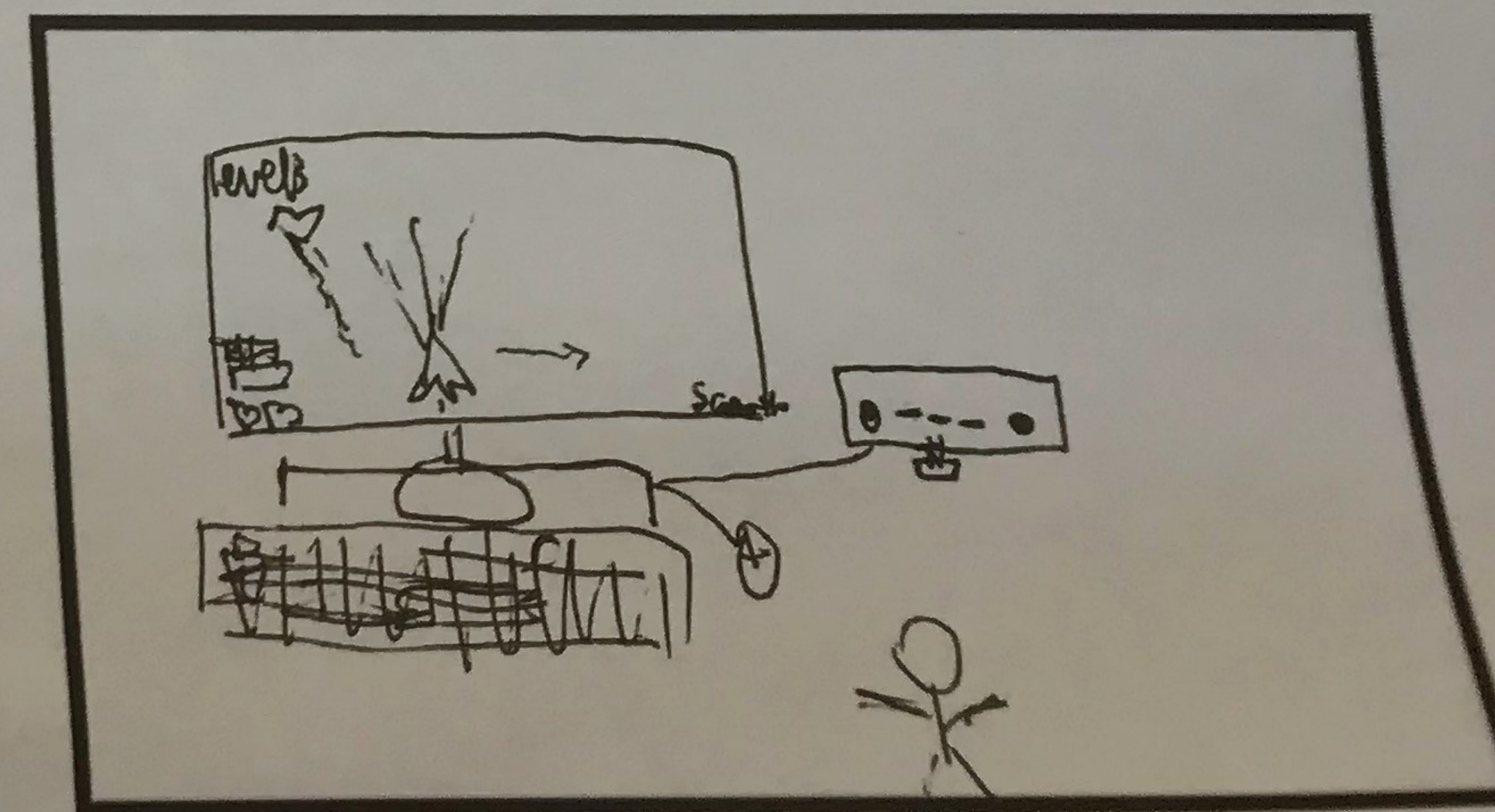
The user can pause at any time and chooses further.



When user's HP is 0 and ~~no~~ lives left. The fighter will explode and a new but basic level fighter will reappear.



When no lives left, game is over and score will be displayed



The user can choose keyboard or Kinect to control the game.