**Main Menu**

* Game title
* Game selection buttons

**Game screen**

* Loads data set based on user selection from the main menu
* This works like a typical slot machine. There are 3 reels made up of symbols. Each symbol represents an animation in the data set.
* There is also a foreground that should represent the current data set in some way. For example the animals data set should have different animals placed randomly around the foreground.
* The spin button should have 3 states, up, down, and inactive.
* The back to main menu button should have 2 states up and down.

**Data sets**

Refer to the game to get an ideal of how an animation will appear, but basically the title will come in, a voice over will play and the animation will start.

There isn’t much gameplay for this game so the animations really need to fun. I’m looking for animations that are really cool or just funny with bright vibrant colors.

**Animals**

This data set can use a variation of the same background. Each animal should animate to it’s characteristics example: a dog should bark and move in a playful manner, a rooster should flap it’s wings and cock-a-doodle, etc. I’m looking for over exaggerated/ wacky animations.

1. Duck
2. Cow
3. Chicken
4. Rooster
5. Sheep
6. Dog
7. Horse
8. Lion
9. Monkey
10. Owl
11. Bear
12. Elephant
13. Turtle
14. Snake

**Vehicles**

Most of these will use a city street background. Each vehicle should come in from side of the screen stop in the middle do something funny or cool and drive off. Example: Fire truck comes in with firemen hanging of the sides it stops they all wave, and when it takes off one fireman falls of and gets up and chases the fire truck off screen. The motorcycle should come in stops gives a thumbs up and drives of doing a wheelie or something.

1. Fire truck
2. Police
3. Ambulance
4. Dump truck
5. Tractor
6. Motor cycle
7. Race car
8. Bicycle
9. Ice cream truck
10. Mail truck
11. School bus
12. Train
13. Air plane
14. Taxi

**ABC’s**

These will use a variation of the animal & Vehicles backgrounds

This is the full alphabet, most letters will re-use animations from Animals and vehicles. For example: The letter ‘C’ will fade on screen and a VO will say ‘C is for Chicken’ then the chicken animation from the Animals data set will play.

I’m guessing about 25% of the letters will have new animations and the rest will be reused. I’m still figuring this list out.

**Numbers**

These should all use the same background maybe even a background from the animal’s data set. I just need the art I’ll animate these in code.

1. One
2. Two
3. Three
4. Four
5. Five
6. Six
7. Seven
8. Eight
9. Nine
10. Ten