

(drawn to scale in relation to the maze sketch provided)

main character bonus reward



moving enemy



punishment



regular reward



barrier



single cell



hedges

dirt



- lose points (punishment)



- mandatory points

to win game



- bonus rewards
that come & go



- main character

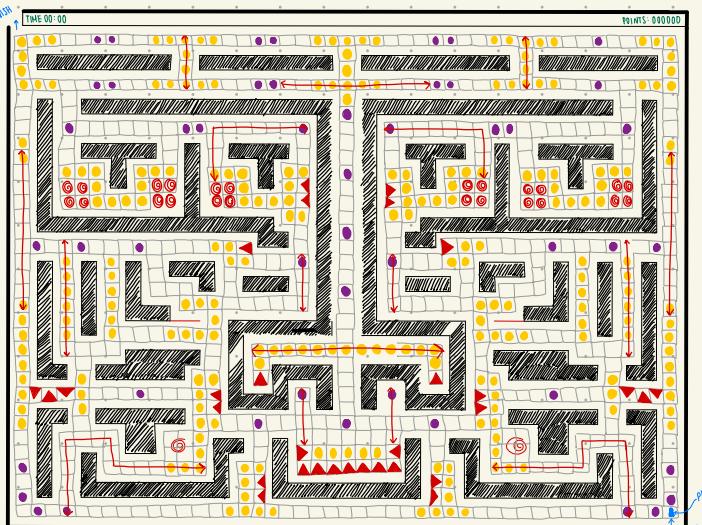


- moving enemy

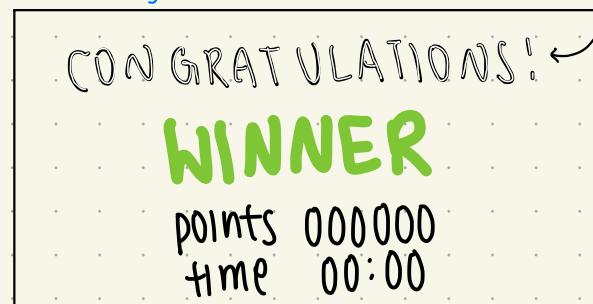


- barriers

beginning look (main menu)



game won screen



white font
black outline

the
text

this text displayed on top of
the game board (blurred)
or a solid background

white font
black outline

button

text will be displayed above
blurred game board in the
background or a solid
background

collect all the coins & get out
of the maze to win!



button

game lost screen



white font
black outline

button

OUR MAZE USER INTERFACE ↴

FINISH

TIME 00:00

POINTS: 000000

