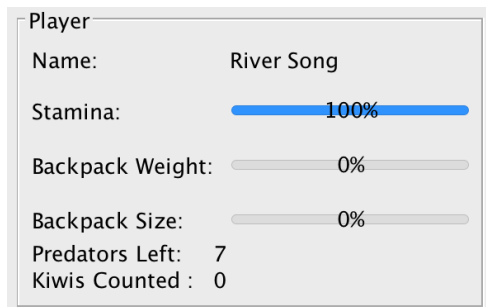


Kiwi Island

Features:

On the top right corner there is **player information**:



A rectangular panel titled "Player" containing the following information:

- Name: River Song
- Stamina: 100% (represented by a blue progress bar)
- Backpack Weight: 0% (represented by a grey progress bar)
- Backpack Size: 0% (represented by a grey progress bar)
- Predators Left: 7
- Kiwis Counted : 0

- 1-As player I can see my name.
- 2- As player I can see my level of Stamina.
- 3- As player I can see my currant Backpack Weight.
- 3- As player I can see my currant Backpack Size
- 4- As player I can see number of predators left on the island.
- 5- As player I can see number of kiwis that I collected.

Move Direction:



A rectangular panel titled "Movement" containing four directional buttons arranged in a cross shape:

- N (North) at the top
- S (South) at the bottom
- W (West) on the left
- E (East) on the right

4 keys move the **Red** square right, left, up, down.

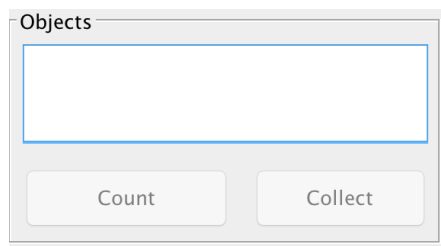
N: As player I can move one square North.

W: As player I can move one square West.

E: As player I can move one square East.

S: As player I can move one square South.

Object:



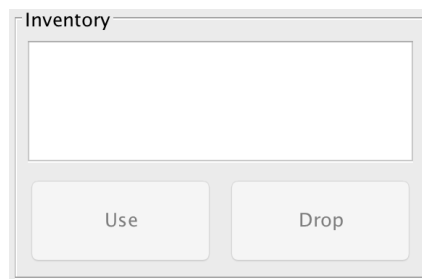
Describe the Letter in the Red square.

Option keys:

1-Count: count a Kiwi.

2- Collect: collect foods, traps, and tools from the Red square

Inventory:



As player I can see items that I collected.

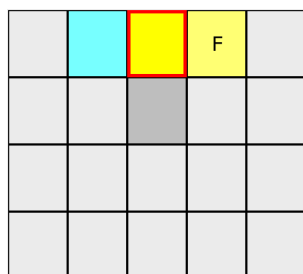
As player I can store items such as foods, traps, and tools.

Option keys:

1-Use: use foods to increase stamina. Use traps to eliminate a predator.

2-Drop: drop items.

Island:



- Red Square Identify my position in the game field..

- If I do not have enough stamina I will lose the game.

-Losing stamina can be facing Hazard or by the player movement

- if I move to Blue Square, my stamina will lose 4%.
- if I move to Black gray Square, my stamina will lose 3%.
- if I move to Green Square. my stamina will lose 2%.
- Word “E” is food. i can collect and use it to restore my stamina.
- Word “H” is hazard. Decrease my stamina or game over.
- Word “F” is animal.
- Word “T” is trap or tool.
- Word “K” is kiwi.
- When my stamina become 0, the game restart over.
- When I collect item, Backpack will increase percentage. (max 100%)
- Food increase 20% backpack weight, Trap increase 10% backpack weight,