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CS&SE

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When the game loads up a brand screen showing “Earth Defense Force” and “EDF”. After the branding screen presents itself, the screen will move to the main menu, on the top of the screen is “Play Game!” button and on the bottom is an “About” button. Click on the “Play Game!” button the game will show up, on the top of the screen are the meteors if the meteors are tapped, the image will change to an explosion image and return to the top of the screen as a meteor. On the bottom of the screen is a vehicle that represents the player and the vehicle moves across the screen as a representation of the player’s actions. Also on the bottom of the screen is a “Add More Meteors” button and a “Reset” button, both are self-explanatory, but the “Add More Meteors” button will add more meteors making the game more difficult and the “Reset” button restarts the game screen. If a meteor does land at the bottom of the screen the game will move over to a “You Lose” screen and at the top of the screen there is a button that will take the player back to the main menu. This is all that the game is about, tapping on meteors to make sure they don not hit the Earth.