

Snake Flash Game

1. Welcome Screen (WIP: %, ? DONE)

Fist screen after user enter the game



- **Welcome {PlayerName}** Tweening from top->current position.

- First time! Required user set name then able to enter game.

- orange effect (flicker) appear if user not yet set name

- Game Logo (working)

- Disable button. If user not yet set name first

- Three effects: Up, Over, Down.

- Have sound when tap.

(on smartphone Over and Down are same as effect, not able Over button)



Button: Up



Button: Over



Button:Down

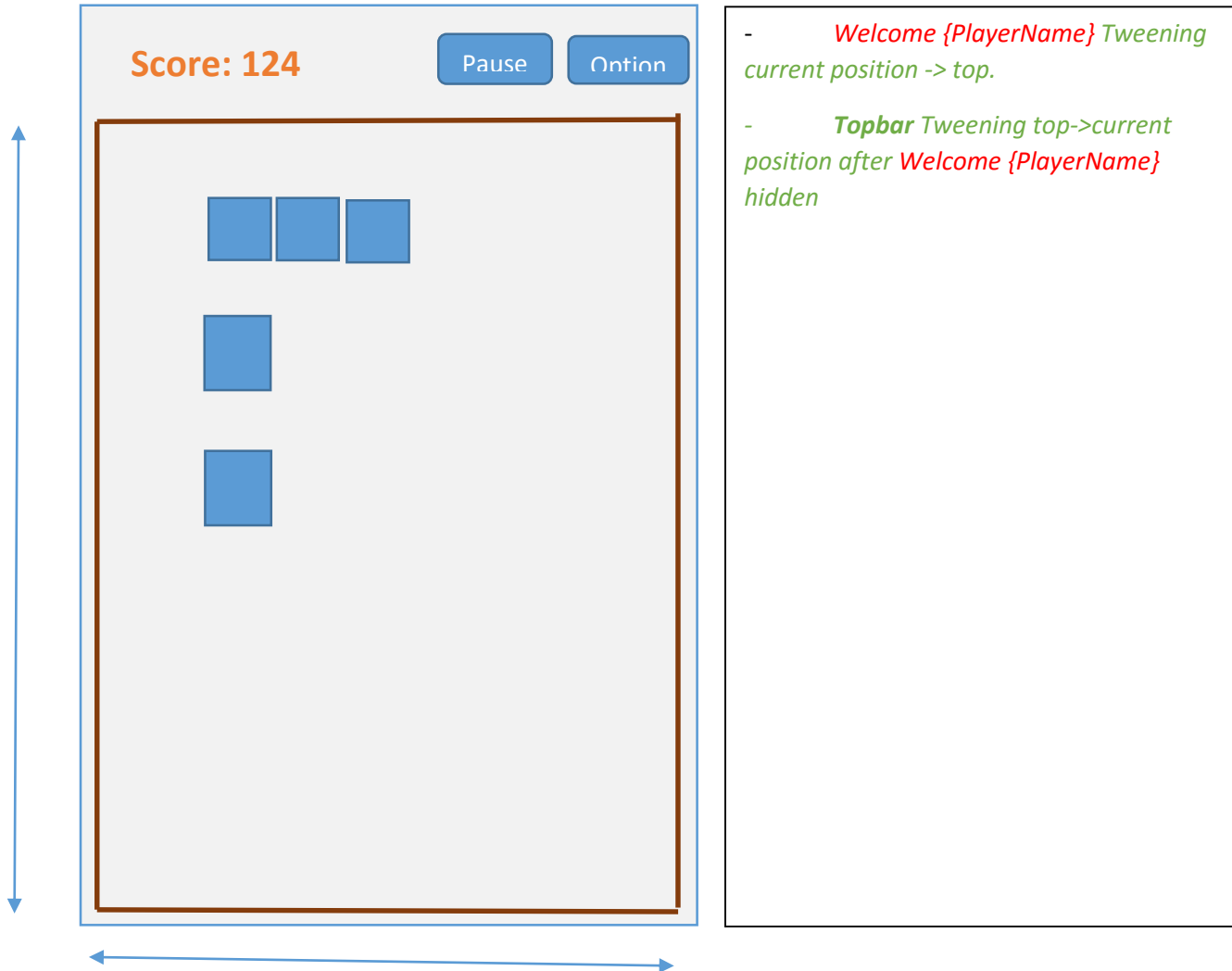
Notice Effects can be modify for the best of GDD

Trigger sound play

Snake Flash Game

2. Playing Screen (WIP: %, ? DONE)

Second screen after user press Play button



Width and height div to with (height = width) of snake (unit).

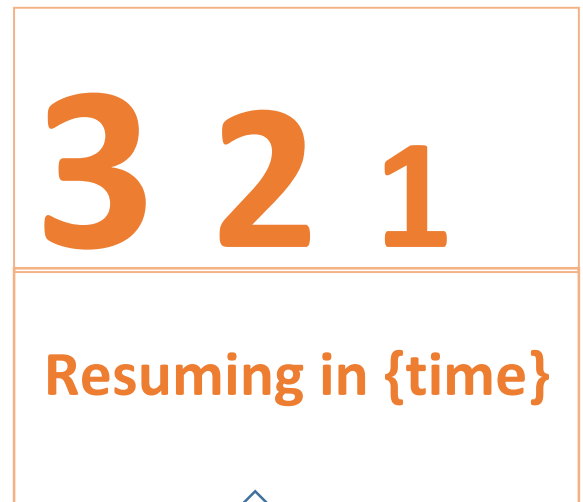
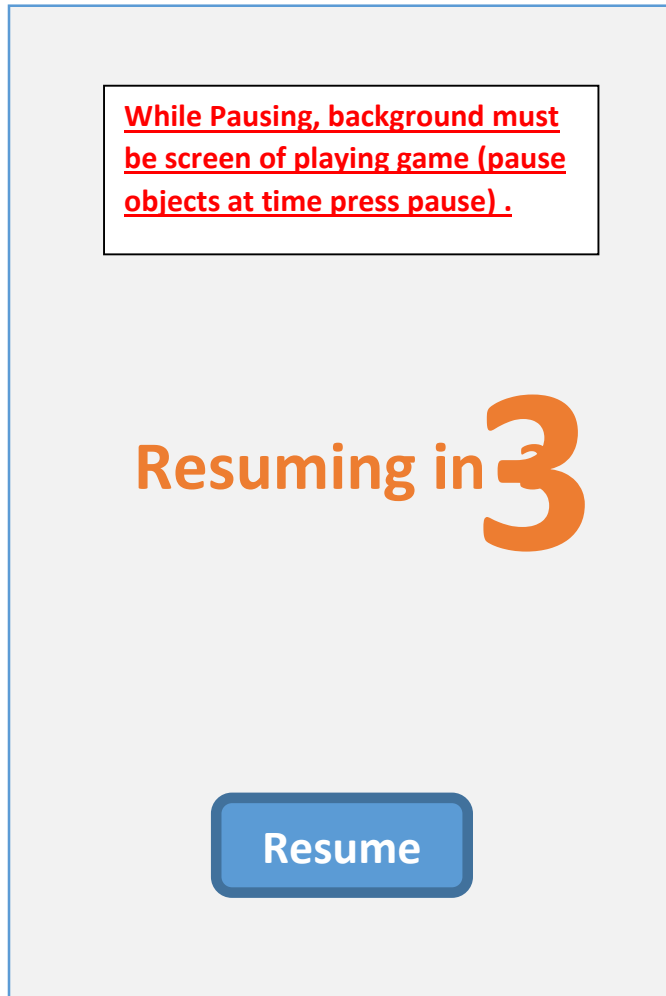
Example: snake (4x4 px) => width % 4 == 0!

PauseButton and OptionButton follow to Up, Over, Down of another Button

Snake Flash Game

3. Pause Screen (WIP: %, ? DONE)

Screen appear after user press Pause button



Time is 3,2,1, with play sound tick

If user haven't yet press Resume button, effect of time always is 3



Button: Up



Button: Over



Button: Down

Notice Effects can be modify for the best of GDD

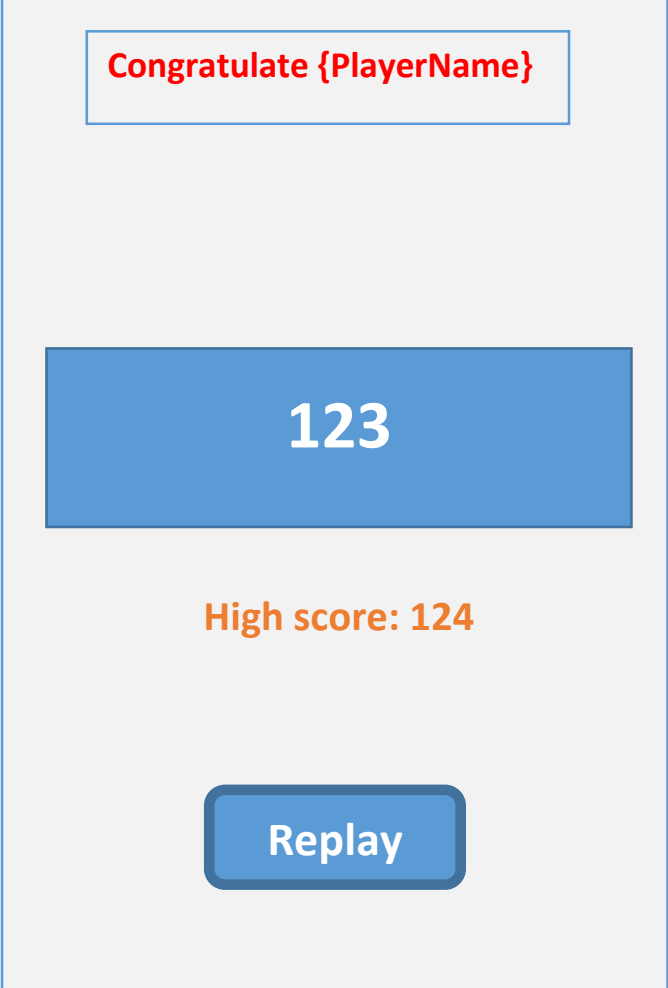
When press resume, back Playing Screen with it's effect (*flicker*)

Trigger sound play

Snake Flash Game

3. GameOver Screen (WIP: %, ? DONE)

Screen appear if game over

 <p>The mockup shows a light gray background. At the top, a white box contains the text 'Congratulate {PlayerName}' in red. Below this is a large blue rectangle with the number '123' in white. Underneath the blue rectangle, the text 'High score: 124' is displayed in orange. At the bottom, there is a blue rounded rectangle with the word 'Replay' in white.</p>	<ul style="list-style-type: none">- Congratulate {PlayerName} Tweening from top->current position.- First time Congratulate you.- (123) score is decorated by number of graphics- High score: normal number- Three effects: Up, Over, Down.- Have sound when tap. <p>(on smartphone Over and Down are same as effect, not able Over button)</p>
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Button: Up



Button: Over



Button:Down

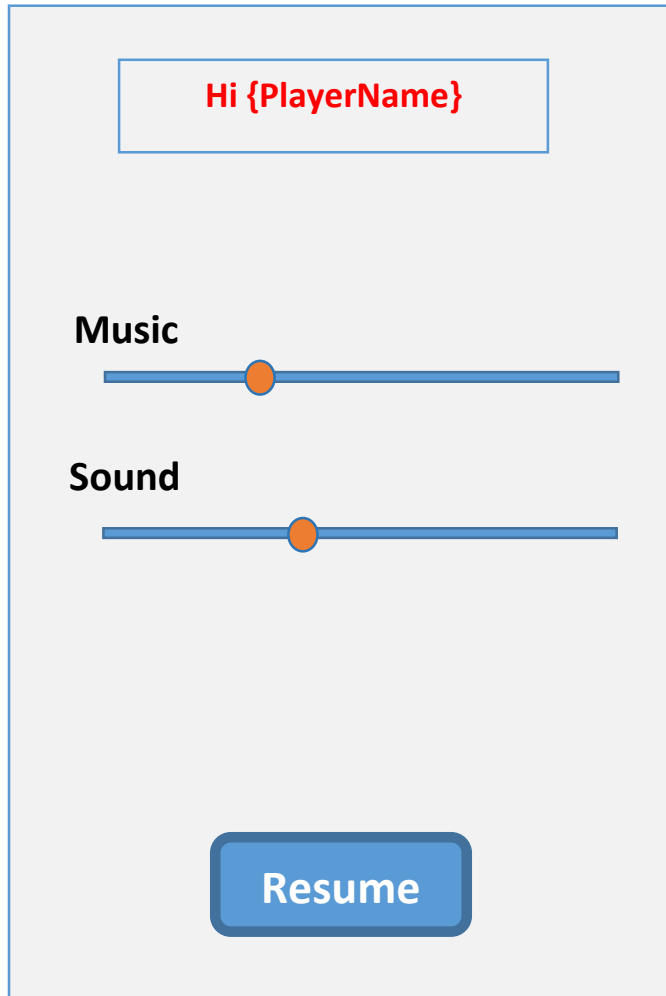
Notice Effects can be modify for the best of GDD

Trigger sound play

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4. Option Screen (WIP: %, ? DONE)

Screen appear after user press Option button



volume of Music (or Sound) is 0 (zero)

Transparency down.



3 2 1

Resuming in {time}

Screen resume game after press Resume button (Option Screen-> Pause Screen)

Notice Effects can be modify for the best of GDD

Effect of resume button is same as another button

- User is able to rename of him (her)
- Load name of user (that is modified by user), Required user set name first then able to enter game
- Load user option from file. Config shall set into file.