**Snake Flash Game**

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

***Fist screen after user enter the game***

**Notice** Effects can be modify for the best of GDD

**Button: Over**

**Button: Up**

**Play**

**Trigger sound play**

**Button:Down**

**Play**

**Play**

**Play**

- 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)

**Game Logo**

**Etc..**

**Welcome {PlayerName}**

**Snake Flash Game**

**Set yourname !**

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

***Second screen after user press Play button***

Option

Pause

**Score: 124**

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

*-* ***Topbar*** *Tweening top->current position after Welcome {PlayerName} hidden*

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

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

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

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

***Screen appear after user press Pause button***

**Notice** Effects can be modify for the best of GDD

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

**Button: Over**

**Button: Up**

**Resume**

**Trigger sound play**

**Button:Down**

**Resume**

**Resume**

**Resume**

**Resuming in 3**

**3 2 1**

**While Pausing, background must be screen of playing game (pause objects at time press pause) .**

**3**

**Resuming in {time}**

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

If user haven’t yet press Resume btuon, effect of time always is 3

**Snake Flash Game**

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

***Screen appear if game over***

**Congratulate {PlayerName}**

**Notice** Effects can be modify for the best of GDD

**Button: Over**

**Button: Up**

**Replay**

**Trigger sound play**

**Button:Down**

**Replay**

**Replay**

**Replay**

- **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.

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

**Snake Flash Game**

**123**

**High score: 124**

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

***Screen appear after user press Option button***

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

***Transparency down.***

**-** User is able to rename of him (her)

**Notice** Effects can be modify for the best of GDD

Effect of resume button is same as another button

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

***Transparency down.***

**Resuming in {time}**

**3 2 1**

**Resume**

**Hi {PlayerName}**

**Music**

**Sound**

- 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.