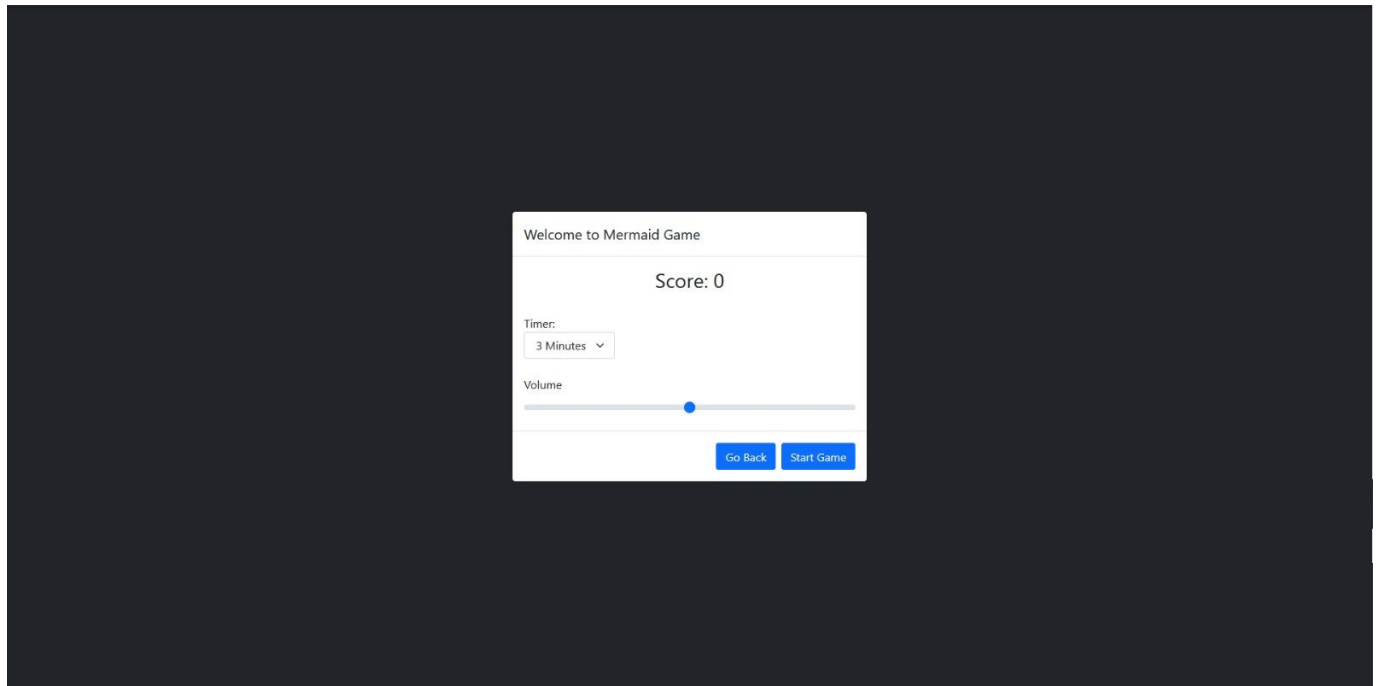


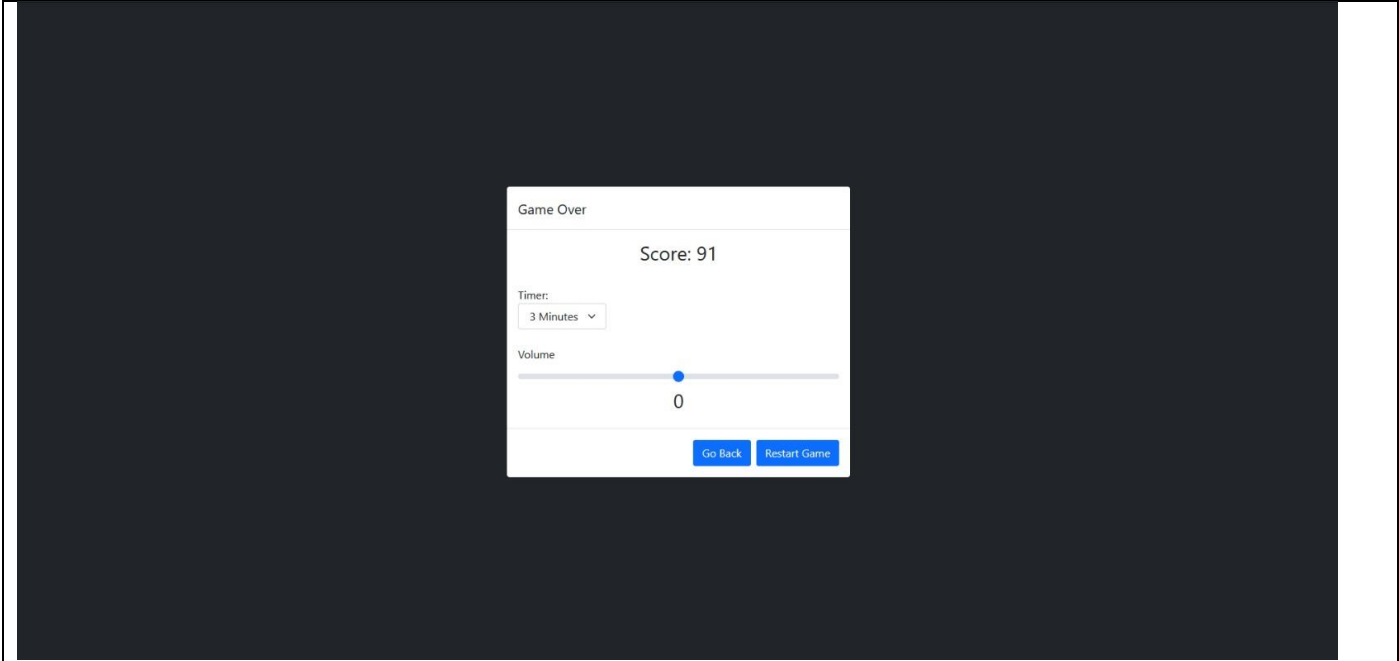
Title: Story Board for Game



Description	The menu loads at the first to allow user to select the duration and control the volume for the sound.	Elements	Dropdown, Range, Button
Duration	-	Elements animation	none



Description	The game starts and the worms starts to respawn .The user can control the movements with the arrow keys and has to press 'space' to catch the worm. With every worm the user catches the score increase simultaneously and the sound plays.	Elements	Sprite, Canvas Elements, Audio,Text
Duration	As selected by the user.	Elements animation	The animation in the character and the worm



Description	The game ends after the time is completed and a menu is displayed showing the user his score and the options to go Back or restart the game.	Elements	Dropdown, Range, Button
Duration	-	Elements animation	none