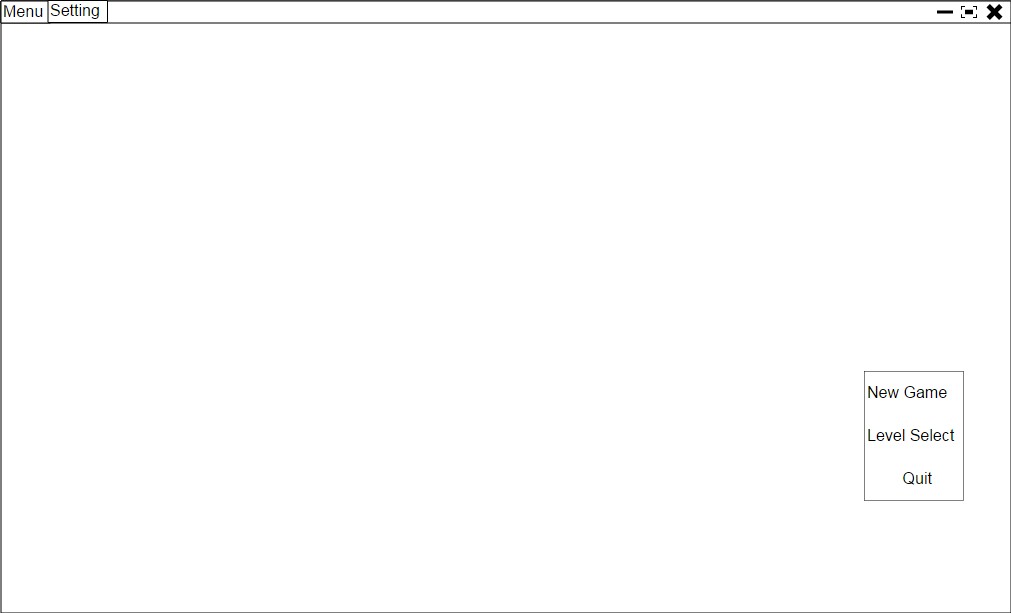
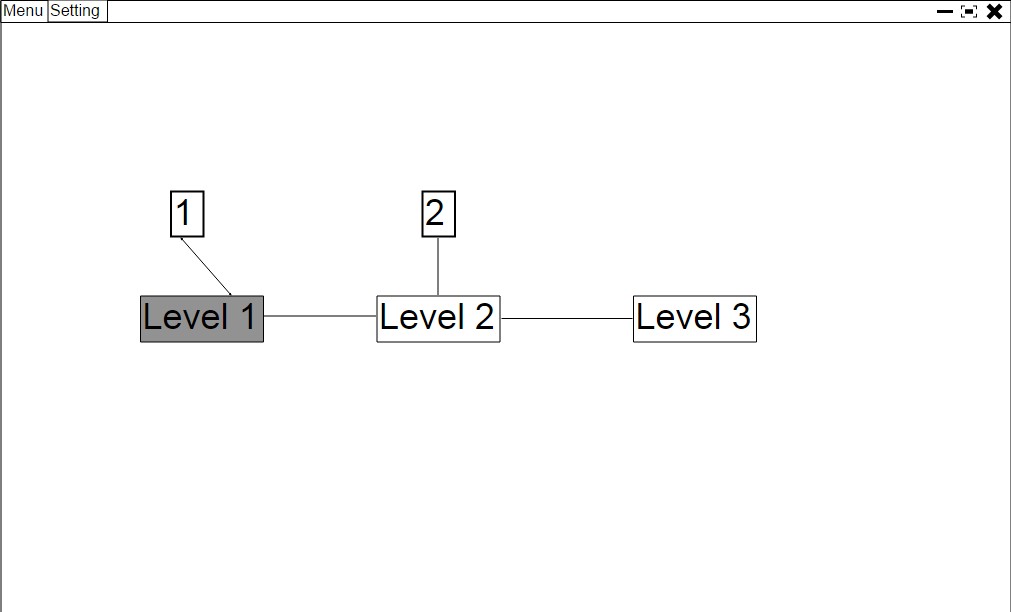
All the UI setting is done on <https://moqups.com/#!/edit/yec6@mcmaster.ca/1m6UudQI>

I already add both of your McMaster Email address to the share list, please use your google+ account or register one account as your McMaster email to access if you want.

Main Screen



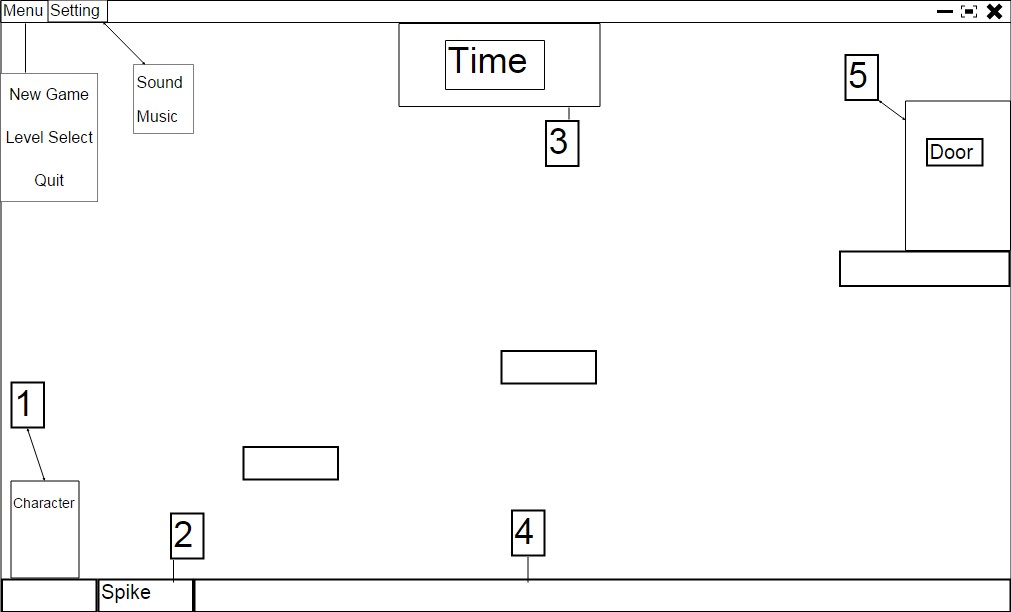
Level select screen



1. With the grey color game that mean, this level already been unlocked. The player can start from this level directly.

2. With the white base color that mean this level had not unlocked yet. The player must start at last unlock and pass game to unlock it.

Gaming



1. Character initial position when the game starts. When character dead, Character will resume at this position

2. Basic Hazard in the game, Character will dead if tough it.

3. Block would be a safe ground if there were not mention.

4. Time will depend on how long player will be spent on this level.

5. Door use to transfer and unlock to next level