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| **Splash** | **Game** | **Gameover** |
| Pop Up: Wello Ironhackers! | Pop Up: Level 1 | Pop Up: Nice try! |
| Game Name | Countdown: 3, 2, 1 | Your score was: |
| Instructions | Runs for x seconds | Podium: |
|  | If you miss the ball – Game Over | Thank you for Playing! |
| Type your name | Pop Up: Level 2 | Try again? |
| LETS PLAY! | Countdown: 3, 2, 1 |  |
|  | Runs for x seconds |  |
|  | If you miss the ball – Game Over |  |
|  | Pop Up: Level 3 |  |
|  | Countdown: 3, 2, 1 |  |
|  | Runs for x seconds |  |
|  | If you miss the ball – Game Over |  |
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**STRESS BALL**

Idea: Have a ball move around and the user as to click in the ball every time it appears in random different places. The ball appears every x seconds I the first level and the seconds decrease in the next level and so on. If the user fails to click inside the ball, the user looses the game. Very minimalistic layout. When the game starts the canvas colors alternate to create a stressful environment.

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| **MVP** |
| Just the game page with the canvas and a start and stop ball. When you press start, the game starts. When you press stop. It stops.  Pop Ups with the instructions |
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**Extras (maybe): add a black ball that appears randomly to increase difficulty for the user. The user cannot click in the black ball or the user will loose the game.**

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| **Splash Functions** | **Game Functions** | **Gameover functions** |
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