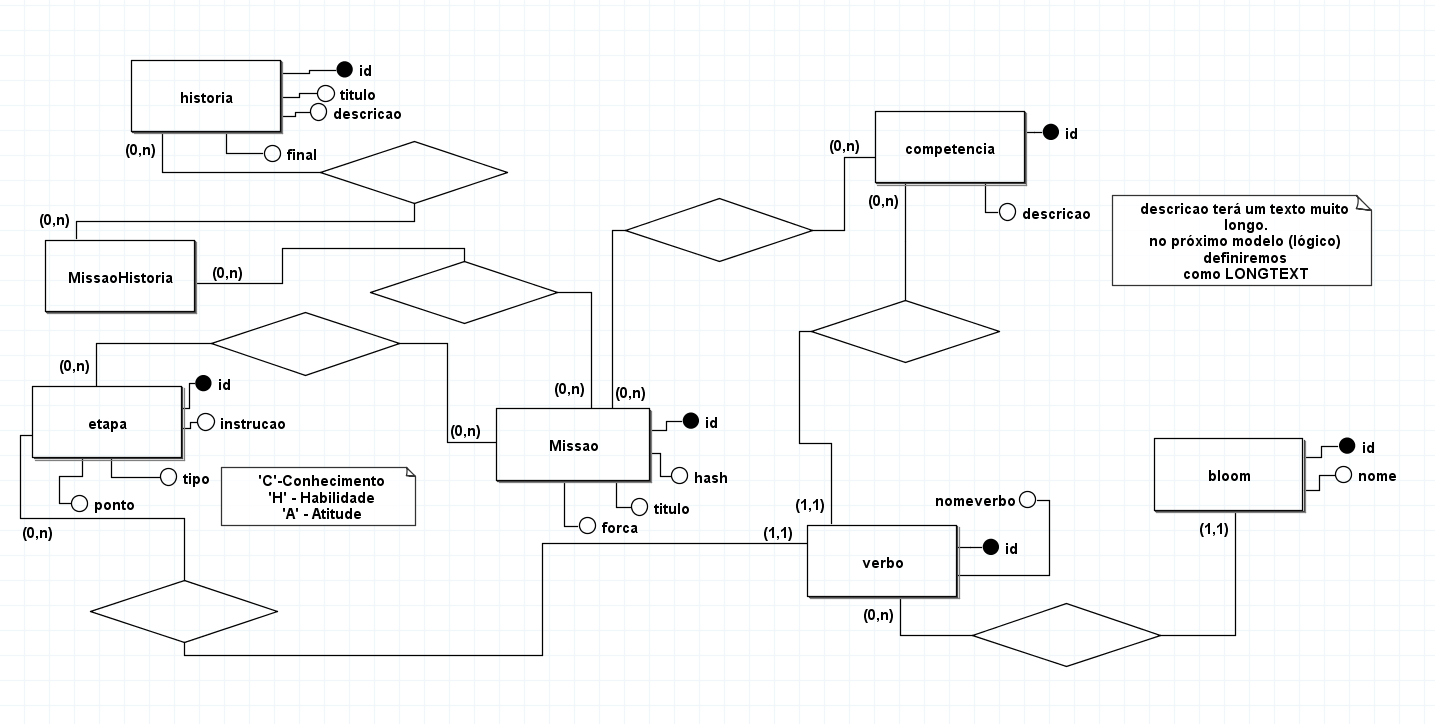
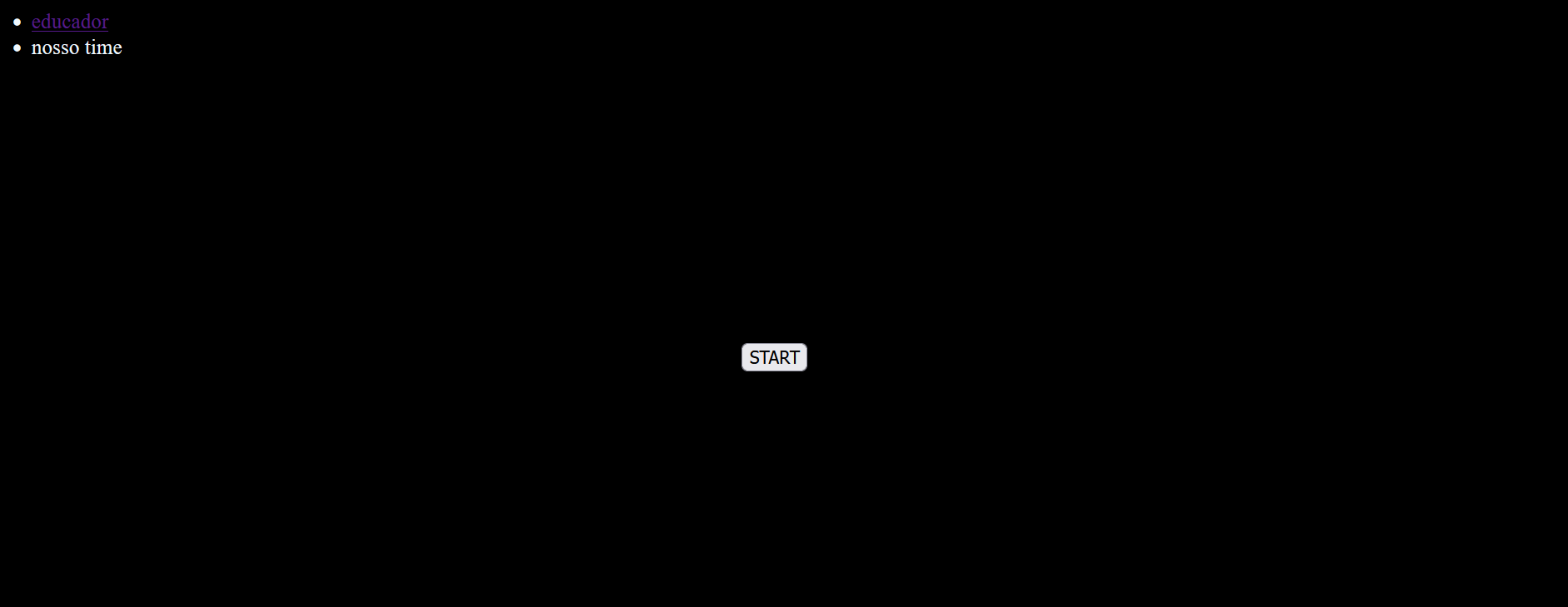
**Manual do Programador – Planeta Alien**

Segue Modelo Conceitual de Dados (em revisão) :

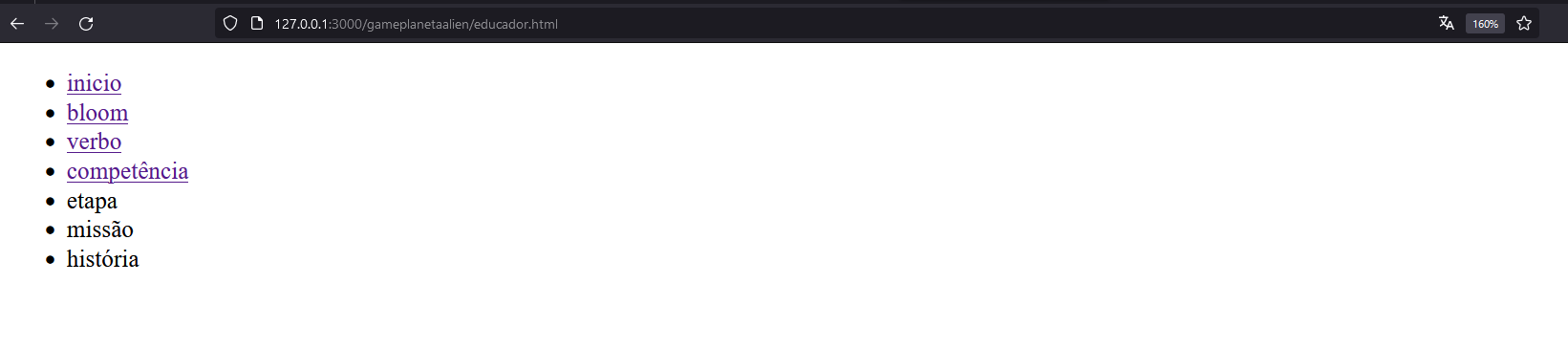


Segue telas wireframes:

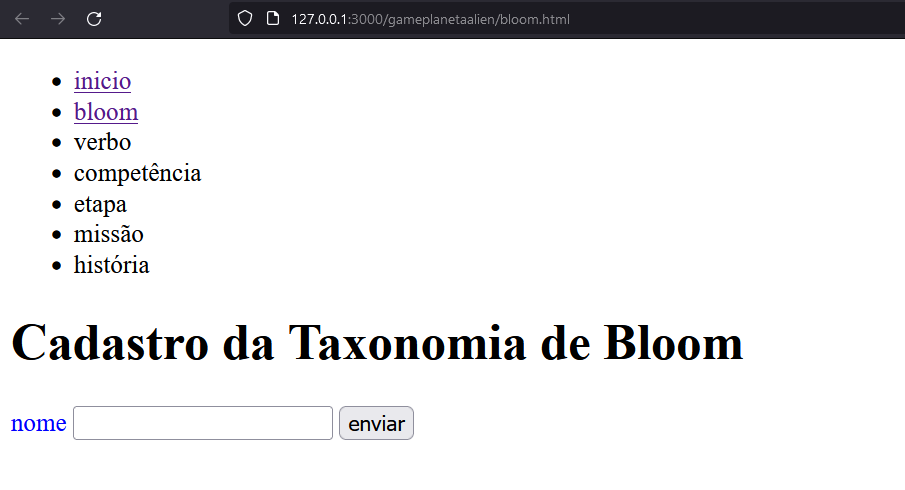
Tela Inicial do Jogo:



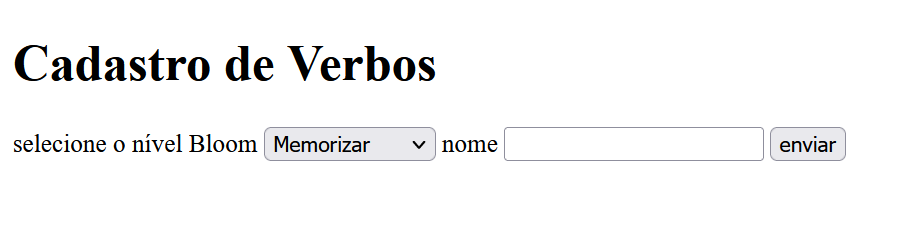
Ao clicar em Educador:



Bloom



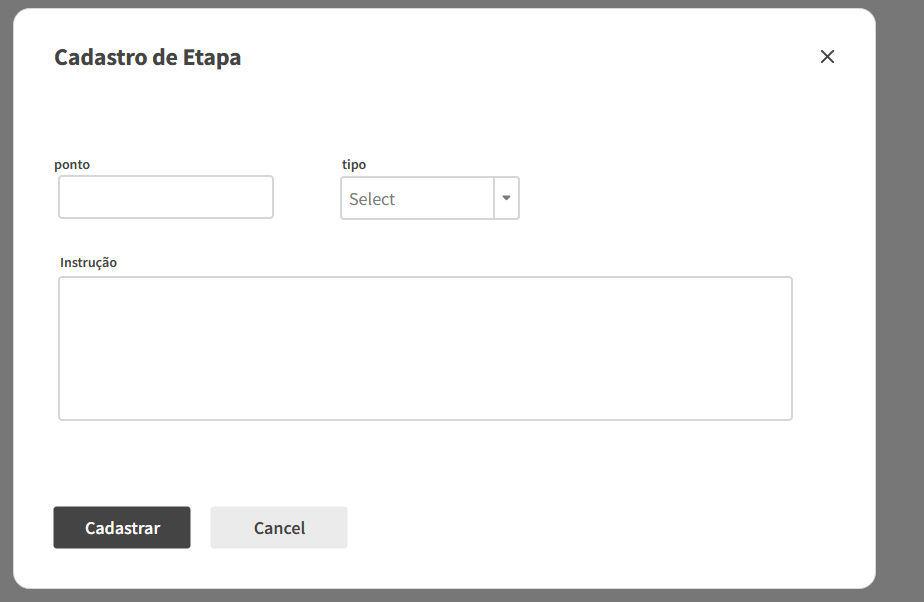
Verbo



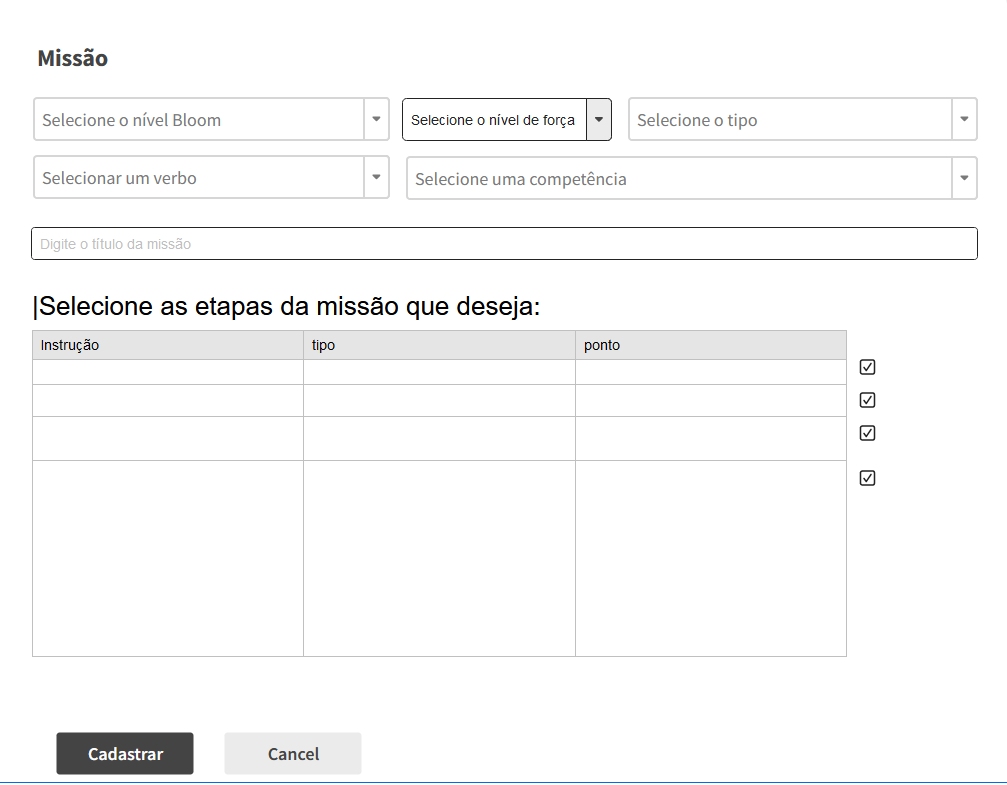
**Competência**



Etapa



Missão



História

