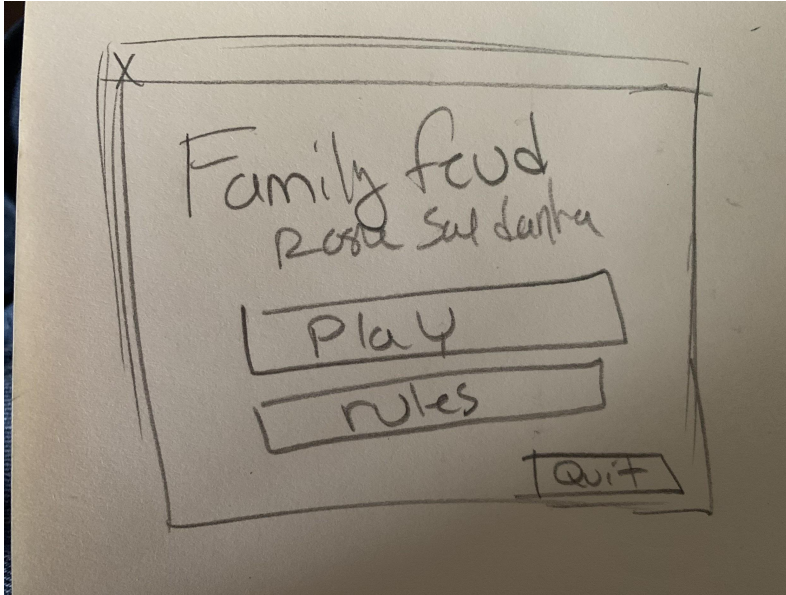


ICS4U Game Prototype

Rosie Saldanha

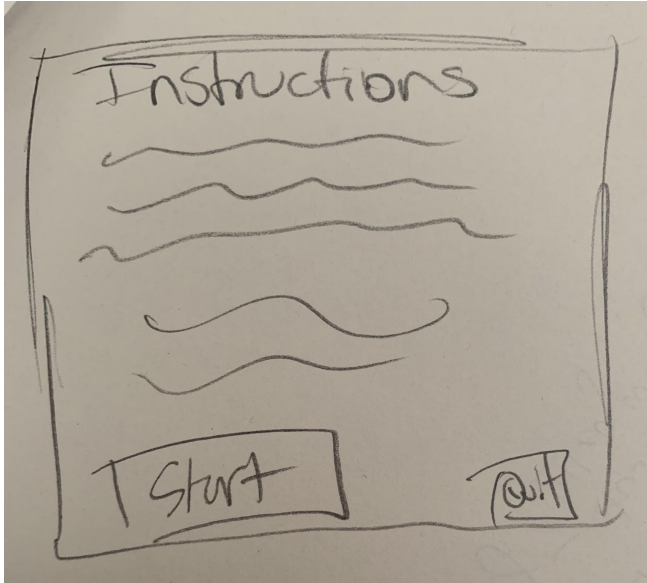


Start Window



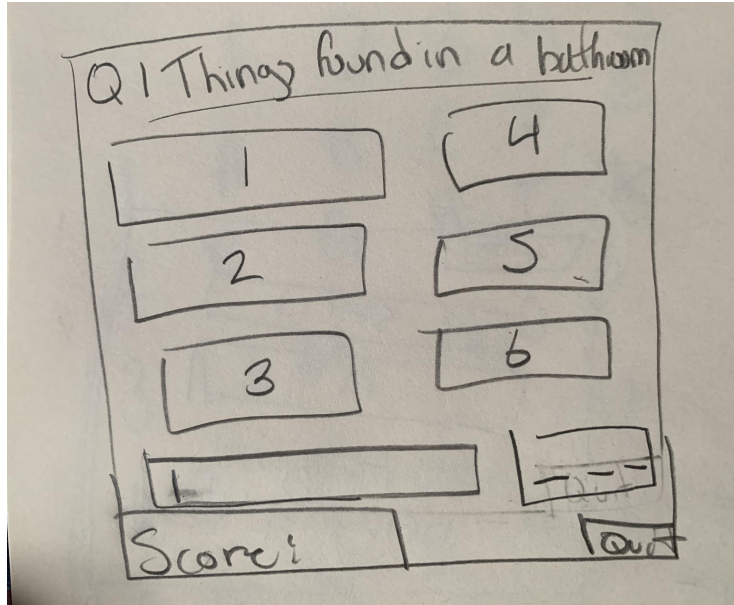
- Title + name
- Button to start game, instructions and a quit button
- Maybe try to play with fonts or colour for the titles and background

Instruction Window



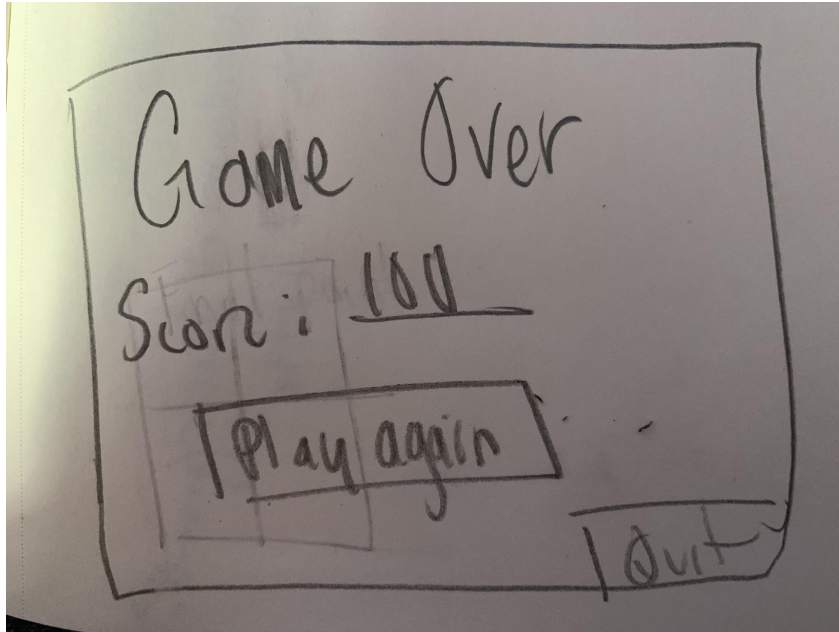
- Title - bolded? + bigger font
- Text explaining rules, points system etc
- Start button to begin game + quit to close

Game Window (x3)



- Question up top
- Six options - change to text with correct input
- Input area for answers
- Score below
- Quit button
- Penalty counter - three incorrect answers and it ends the question
- Work through a loop
- Exception handling in input
- switch...Case instead of if for input?
- *** ENTER BUTTON ADD
 - Better for the check of text

End Window



- Display final score
- Option to play again
 - loop back?
- Quit button