

Title: Balls movement			
<div><div>Time: 60s</div><div>Score: 0</div><div>A: 10</div><div>B: 20</div><div>C: 30</div><div>Ball A</div><div>Ball B</div><div>Ball C</div></div>			
Description	Balls float from right to left	Elements	-Background image -background music -Time: show the remaining seconds. -Score: show the total score. -A/B/C tags: show different scores. -Balls: random color with different letters -vessel
Duration	3s(A)/6s(B)/9s(C)	Elements animation	-Background: show wave all time, changes every 500ms. -background music: play within the duration. -Balls: 1)emerge at the right side with random interval . 2) disappear at the left side. 3) grow and shrink every 1s.

Titile: vessel movement

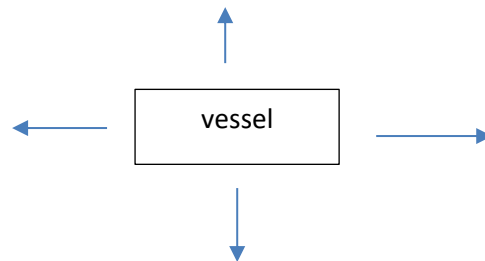
Time: 60s

Score: 0

A: 10

B: 20

C: 30



Description	The person piloting the vessel	Elements	-vessel: the speed is the same with ball B. -up/down/left/right face. -paddle picture. -Time: show the remaining seconds. -Score: show the total score. -A/B/C tags: show different scores.
Duration	From key down to key up	Elements animation	Person: Up key: face to up. Down key: face to down. Left key: face to left. Right key: face to right. Collision to border: stop. Piloting: paddle changes every 1s.

<div> <div>Title: pick balls</div> <div> <div>Time: 60s</div> <div>Score: 0</div> </div> <div> <div>A: 10</div> <div>B: 20</div> <div>C: 30</div> </div> <div>Ball A</div> <div> <div>+20</div> <div> <div>vessel</div> <div>Ball B</div> </div> </div> <div>Ball C</div> <div>Good effort! Your picked 5 trash and got 60.</div> <div>Replay</div> </div>			
Description	pick balls and calculate score	Elements	-vessel and person -balls: A/B/C. -a tip: add current score. -replay button -Total score tip. -Time: show the remaining seconds. -Score: show the total score. -A/B/C tags: show different scores. -happy sound. -unhappy sound. -end sound. -pickup picture.
Duration		Elements animation	-Person : When space key down, play the pick action picture. if the vessel touch the ball, play happy sound, sprite face and a score tip. Otherwise, play unhappy sound. -balls: disappear when it has been picked. -Total score tip: appear at the end of game and calculate the total score. -Replay button: appear at the end of game. -Time: decrease the second per seconds. - Score: calculate the total score when the person pick a ball. -end sound: play at the end of the game

Description		Elements	
Duration		Elements animation	