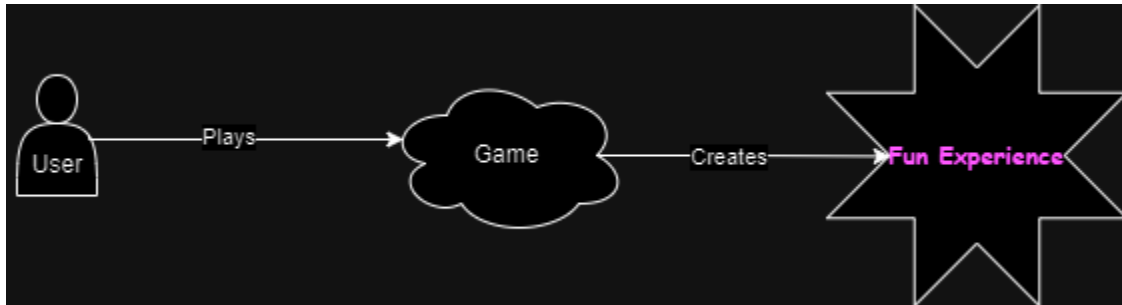


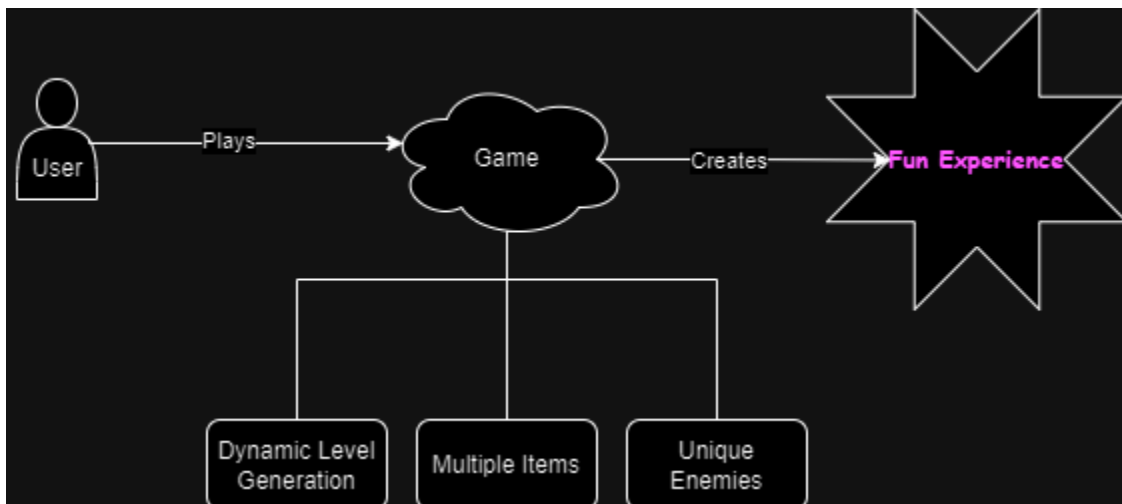
Design D0:

In this diagram, the user (player), which is represented by the person icon, is playing the game to reach the goal of having a fun and unique gaming experience, which is represented by the eight pointed star.



Design D1:

In this diagram, the user (player), which is represented by the person icon, is playing the game. The diagram shows that the game is composed of dynamic level generation, multiple items that the player can find and pick up, and unique enemies that the player will encounter. Just like the first diagram, playing this game will create a fun and unique gaming experience.



Design D2:

In this diagram, the user (player), which is represented by the person icon, is downloading the game and playing it. This diagram lists more details on how the different game subsystems introduced in the previous diagram operate.

