

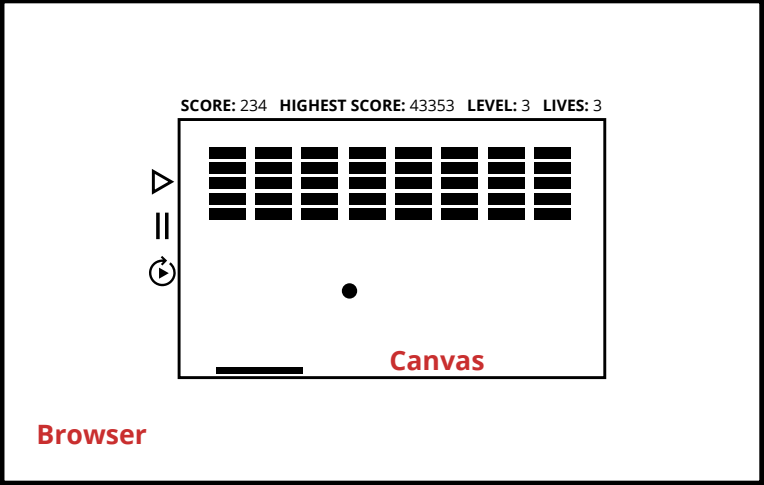
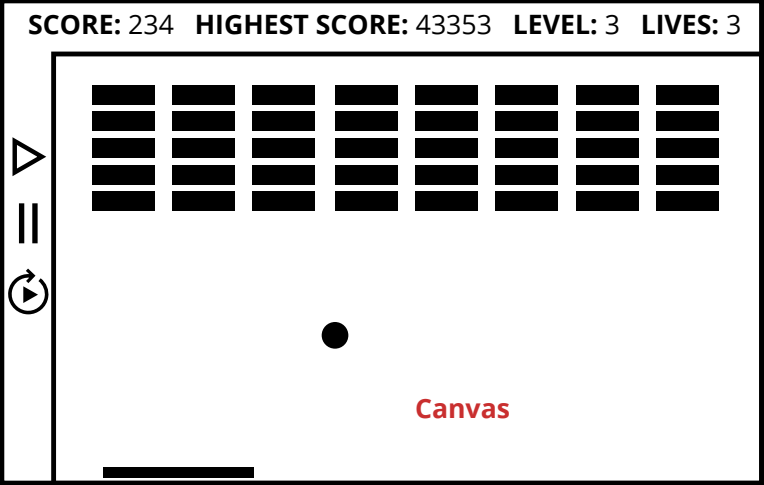
USER INTERFACE

Initial Screen / Settings Screen

- 1) Difficulty Level
 - a) Easy (Big size paddle; Low speed of the ball, consistent trough the whole game)
 - b) Medium (Medium size paddle; Medium speed of the ball, slightly increasing with each level)
 - c) Hard (Small size paddle; Fast ball, speed greatly increasing trough levels)
- 2) Color of ball and paddle
- 3) Screen Size:
 - a) Full Screen
 - b) Framed Screen
- 4) Some Instructions (how to move the paddle or etc.)

Game Screen / Game Play

- 1) Full Screen
- 2) Framed Screen



Pause Screen

- 1) Full screen overlay element with semi transparent background and a big PLAY BUTTON

Game Over Screen

- 1) Game over text
- 2) Score text
- 3) Form popup asking user to type his name for the ranglist (only if user's score is higher than the last 10 scores in the ranglist for the relevant category)

Success Screen

- 1) When the user pass trough all of the levels
- 2) Success Text
- 3) Form popup asking user to type his name for the ranglist

Ranglist Screen

- 1) Three different ranglists for each difficulty level
- 2) Each ranglist shows only the best 10 scores
- 3) Play again button which starts a new game with the same settings (settings are saved to local storage as well as score, level, highest score, etc.)

#	Player's Name	Score	Highest Level Reached
1	Stoil	15 000	8