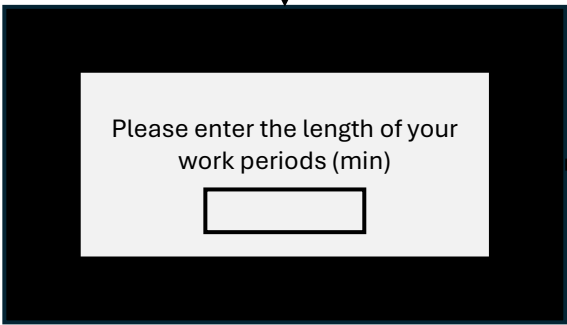


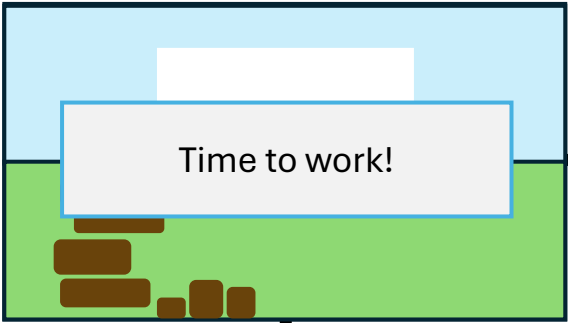
Introduction screen



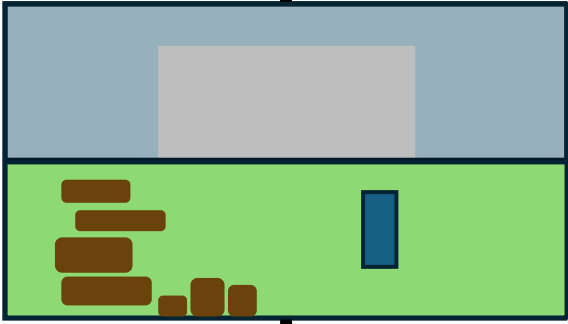
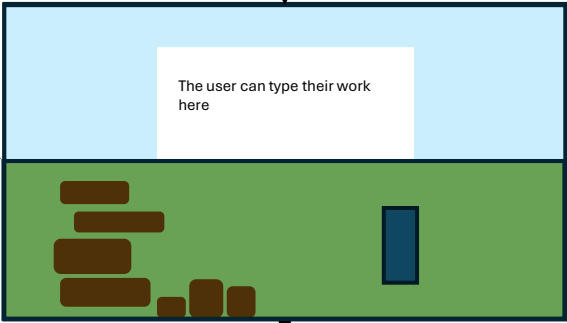
Screen where the user enters their desired phase length and number



Transitional screen between phases



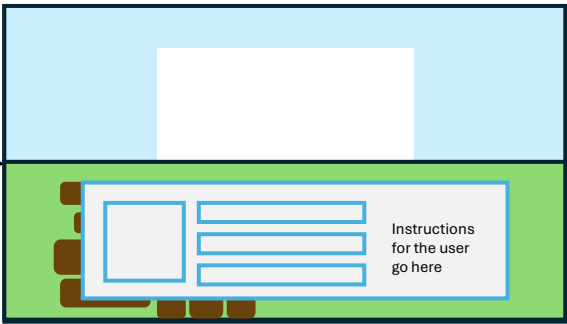
Work phase – user can only type



Break phase – user can play farming game



Transitional screen between phases



During the break phase, the user can interact with a trader to get new supplies