Main Menu Operations

The user at the start of the game will be in a main menu where they can either start a new game , continue a saved game or view the scoreboard of the top ten fastest level runners. If they are new they will first be asked to give a name then are able to start the game and start a tutorial where they can get a feel of the game . If they are a continuing player they will go to the save game section, select the save game and start the game where the user left off, with both the correct level and timer intact. If they want to view the scoreboard, they can select the scoreboard which will display the top ten fastest level runners and can exit out to the main menu when fish view the scores.

In Game Controls

The user will be able to move both character sprites within a level in doing so be able to jump onto different platforms around the level to complete puzzles which require the user to use their abilities to activate buttons and levers. As the cat it will be able to survive any fall and go up walls. As the dog you will be able to survive water and pull objects.Both have the ability to make a noise to move sleeping animals. If needed the player can reset the level while getting a time penalty. Once the player has gotten both characters to the end point of a level they will be presented with a game menu which will allow them to save and quit, just quit, or proceed to the next level(if final level next paragraph).

Final level Completion Operation

After the final level of the game is completed the time of the user will be saved to the scoreboard and compared to the other score and if it's higher than one of the score it will replace that score to be that rank and the replace score will do a bump down system and compare with lower score until the tenth score is decided , and if the user want to continue the level they will either start over at the final level or start a new game in the main menu.