**Start.psd** is the starting page for the game and the first that users interact with upon loading the game. It displays the title of the game (still not fully determined) and four buttons, which allow users to enter single-player mode, multiplayer play, the custom course creation kit, and the settings menu. When users hit a Home or Quit button, this is the page to which they return.

**Level.psd** is the first page of single-player mode, where level selection occurs. From here users can return to the starting page if they change their mind about starting single-player mode; otherwise, they can select one of four preset courses through the corresponding buttons under the default Original tab, or one of their one created with the custom course creation kit under the Custom tab. A preview of the selected course is displayed to the side, underneath which there is a Next button that leads the user to player selection.

**Player.psd** is the second page of single-player mode, where player selection occurs. From here users can either return to the starting page or select one of four characters through the corresponding buttons. A user is shown the preview for that character and a description of his or her special ability, and can either select another character or proceed into gameplay with the Next button.

**GamePlay.psd** depicts typical gameplay, with the chosen course at the center of screen (displaying sand traps, water hazards, and the current position of the ball and hole). There is a HUD displaying the number of stroke number, which increments with every stroke taken by the user, the par for the course, which stays constant, and the current distance to the hole, which decreases as the player gets closer. There is a text field where the user can enter a word, after which the user presses the Swing button to take his or her swing (the distance travelled by the ball being in proportion to the number of times the word had been posted on Twitter in the past minute). The user exits from this screen either by pressing Quit to end the game early, or by getting the ball in the hole, after which the scores from this hole will be displayed on the **End\_game.psd** screen.

It is linked to **Level.psd** by the Start button, which enters the single-player mode, **Multiplayer.psd** by the Multiplayer button for multiplayer play, **CreateA.psd** by the Create button, and **Settings.psd** by the Settings button.