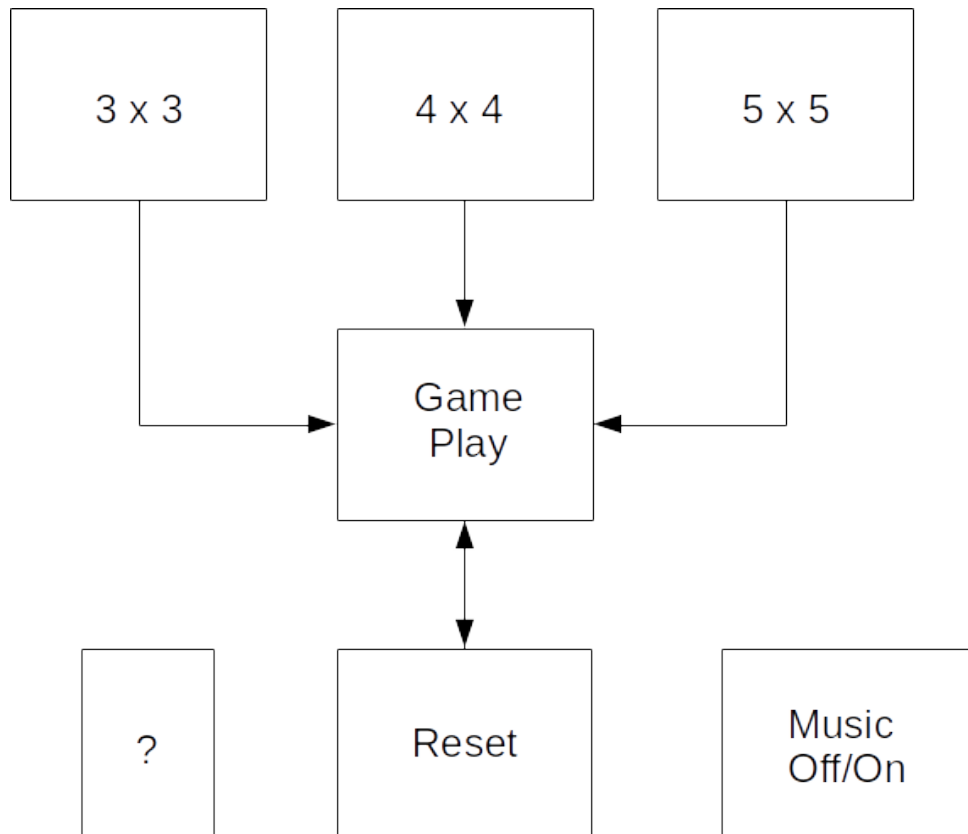


Structure Plane

Information architecture

Top Menu bar with game options with rendering each game style individually



Interaction Design

- Pressing the 3x3, 4x4, 5x5 buttons start a new game in the given playfield size
- Pressing the Reset button reset the current game
- Music On/Off button start or stop a song (not pause)
- Pressing the “?” “ button brings up the game information modal

The music will start over every time a new game started or the Music button set to Music on.