

TITLE SCREEN

24 April 13

FLIGHT OF THE DODO

START

HIGH SCORES

OPTIONS

BUTTONS SHOULD BE
SEMI-TRANSPARENT
BUT VISIBLE

OPENS A CONFIG-
URATION EDITOR
TO ADJUST
DISPLAY SETTINGS,
DIFFICULTY, ETC

DGS EXACTLY WHAT
IT SAYS ON THE
TIN

LAUNCHES A HIGH
SCORE TABLE

HIGH SCORES

AAA

VGG

JDB

SMD

DAU

ZZZ

9999

7833

6937

6799

3111

0001

AN APPRECIABLE
DIFFERENCE
FROM THE TITLE

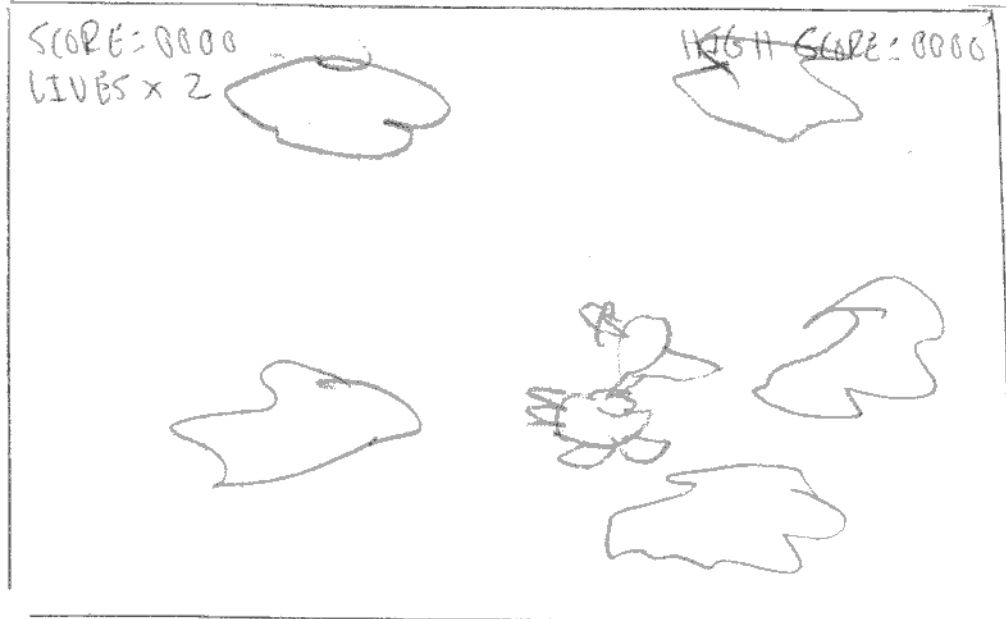
SHOULD HAVE
LEADING ZEROS
IF NECESSARY

Again, a semi-transparent or
transparent screen similar
to the title screen
buttons

JDB

CONTROLS

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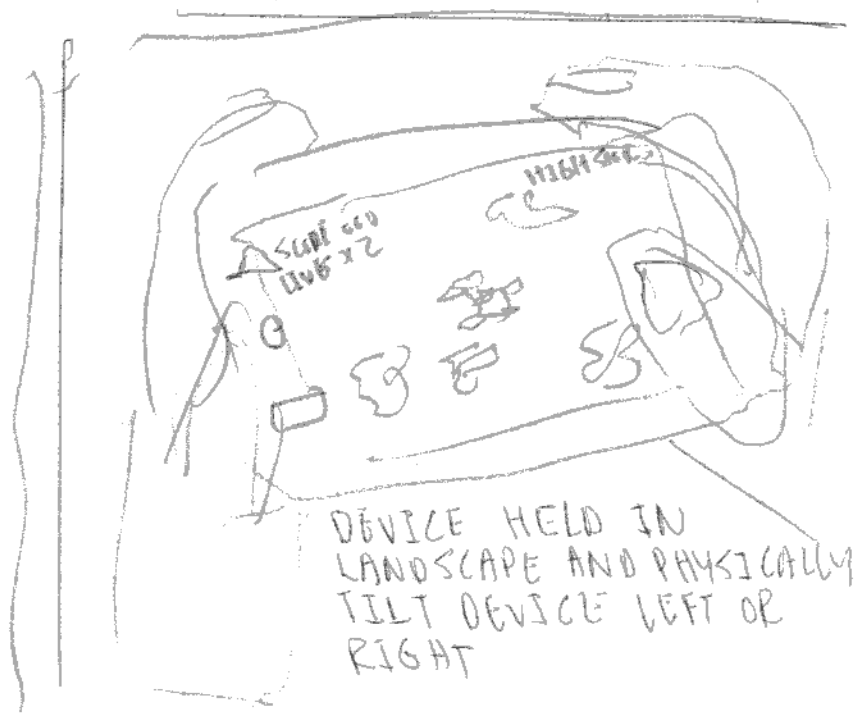


THE ENVIRONMENT IS MOVING — WITH OR WITHOUT THE PLAYER — AND THERE'S A GOOD CHANCE THAT THEY WILL JUST DIE.

BASIC CONTROL SCHEME

1. USES LEFT AND RIGHT ARROW KEYS AND/OR 'S' OR 'D' KEYS TO MOVE LEFT OR RIGHT.
2. A MOBILE PORT WOULD ATTEMPT TO IMPLEMENT MOTION CONTROLS, USING THE INTERNAL GYROSCOPE OF A GIVEN DEVICE

FIGURE II:



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MECHANICS

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SCORE: 0000
LIVES x2

HIGH SCORE: 0000

SCORE IS
PRIMARILY A
FUNCTION OF
TOTAL GAMEPLAY
TIME WITH
OTHER FACTORS

DISPLAYS THE
#1 HIGH SCORE
FROM TABLE.
OTHERS ARE
ACKNOWLEDGED
AS YOU PASS
THEM.

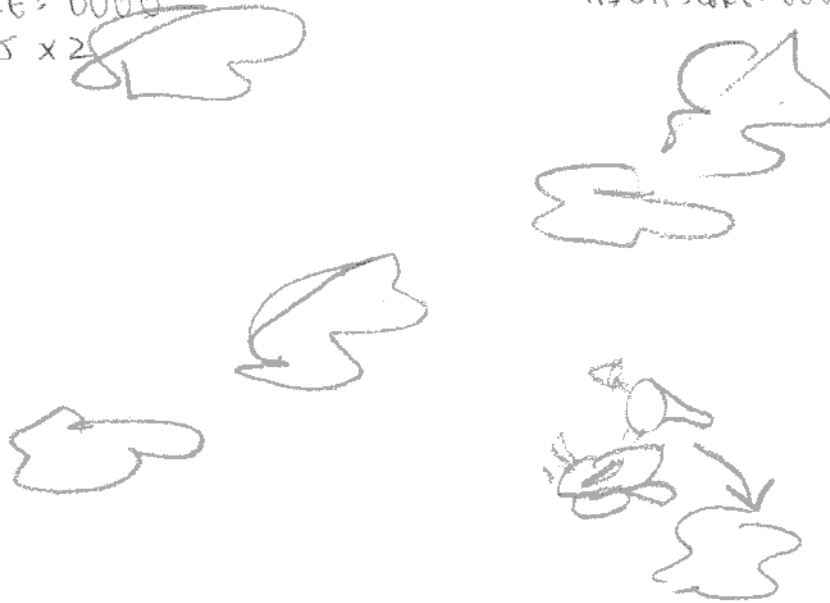


FIGURE I: YOU ARE TRYING TO HIT THE CLOUD IN
ORDER TO MAINTAIN UPWARD MOMENTUM.

SCORE: 0000
LIVES x2

HIGH SCORE: 0000

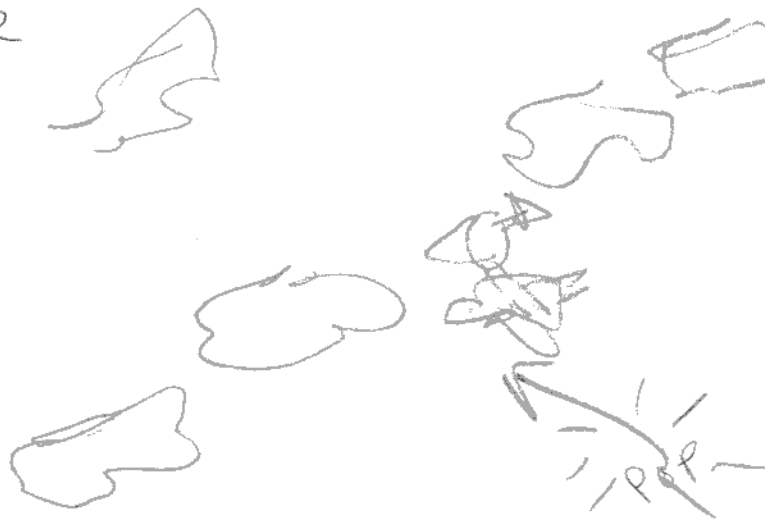


FIGURE II: HITTING THE CLOUD PROVIDES ADDITIONAL
UPWARD MOMENTUM WHICH ALLOWS YOU TO MAINTAIN
LIFT FIGHTING AGAINST THE CONSTANT DOWNWARD
PULL OF GRAVITY.

ENVIRONMENT MOVES CONSTANTLY
DOWNWARD.



THE DOGO HAS WHATEVER MOMENTUM
IS LEFT FROM LAST CLOUD GOING AGAINST
GRAVITY LEADING TO A PARABOLIC MOTION

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