



MAIN MENU

The Main Menu is the central screen for the game where users can navigate to any of the four main screens via the large buttons based on their corresponding label.

The buttons are intentionally large and positioned in a 2 by 2 manner to avoid potential mispressing.

The user's available recycled goods (an accumulation of their score) is displayed below. This acts as a currency that users can use in the store. The user's total recycled amount is additionally shown for users to measure their own continuous progress over time.

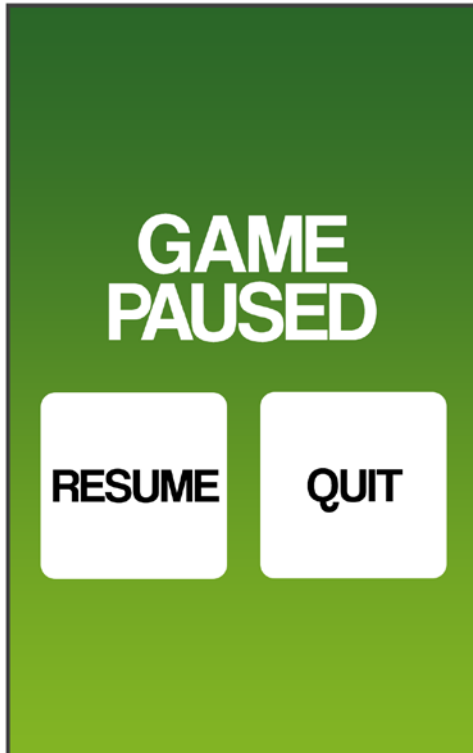


MAIN GAME

The Main Game screen is where the game itself takes place. This can be accessed via the "PLAY" button on the Main Menu.

The objective of the game is to sort the objects that appear on screen into the correct recycling box; either paper, plastic, tin or glass. To do this, the user must drag the object over the corresponding box and let go. If it is correct, the object will disappear and the user will be awarded a point. Otherwise, the object will return to the row. When an object is removed, a new one takes its place. The user has a set amount of time to do this before the game ends.

The game can be paused via the pause button.



PAUSE MENU

The user can pause the game at any time by using the "PAUSE" button on the Main Game screen.

This will temporarily halt the game until they press "RESUME"

Otherwise, if they press "QUIT" they will be returned to the Main Menu and their current progress will be lost.



END GAME

When the timer runs out during the Main Game, the user will be immediately sent to the End Game screen.

Their final score will be displayed, which corresponds to the amount of recycled goods they have produced. A smaller message below the final score confirms this to the user.

Afterwards, the user can either choose to start a new game via the "PLAY AGAIN" button or to return to the Main Menu via the "RETURN TO MENU" button.



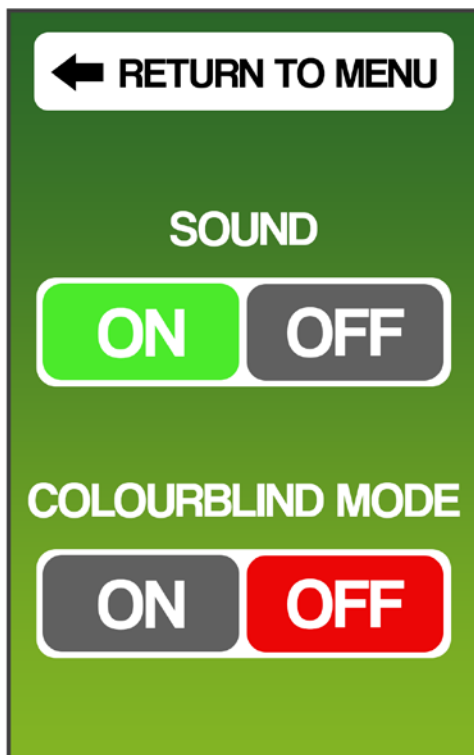
HOW TO PLAY

A simple screen with information on how to play the game is available to the user. This screen can be accessed by pressing the "HOW THE PLAY" button on the Main Menu.

The screen is intended to be easy to comprehend, with simple visuals and text where required.

Due to screen space, the user must swipe either left or right to navigate between each of the information panels. The page number they are on is displayed below the image.

The user can return to the Main Menu via the "RETURN TO MENU" button.



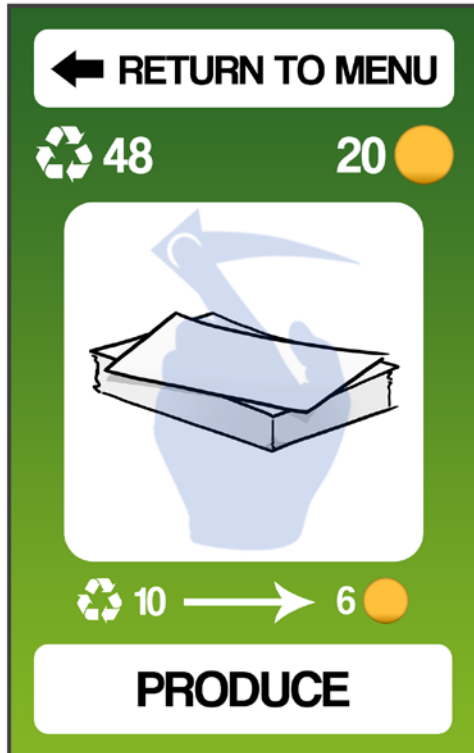
SETTINGS

The user has a limited choice of settings to adjust via the Settings menu. They can access this by pressing the "SETTINGS" button on the Main Menu.

The user has the option to toggle sound on and off, likewise for a colourblind mode which will switch the colours in the game.

Due to the lack of settings available, a great amount of space is used for large buttons which should ensure that users do not have difficulties with the visibility of the buttons.

The user can return to the Main Menu via the "RETURN TO MENU" button.



STORE / CRAFTING

For users to utilise the currency they have built up through the main game, a store/crafting system is available for them.

The purpose of the system is rather simple: users can "spend" their recycled resources by producing recycled goods. These recycled goods output a monetary value. The idea is to show the user how recycled resources can be reproduced for other goods which can be sold/used.

The user's currencies are displayed at the top. The amount they will make is shown below the item. Swiping moves between different items and pressing "PRODUCE" converts the values if they have the required amount.

ADDITIONAL NOTES



We are trying to utilise the recycling logo as a visual way of representing recycled goods.



The store / crafting system may not be final as we are trying to think of ways in which we can improve the system in an achievable way for the prototype submission.



The application is intended for touchscreen mobile devices, however, it is likely it could be reproduced for larger tablets by adjusting assets.



We are trying to focus on having predominantly large buttons throughout the application for ease of access and visibility.



Our intentions are to primarily use greens where possible for the app to promote and reflect the recycling theme.