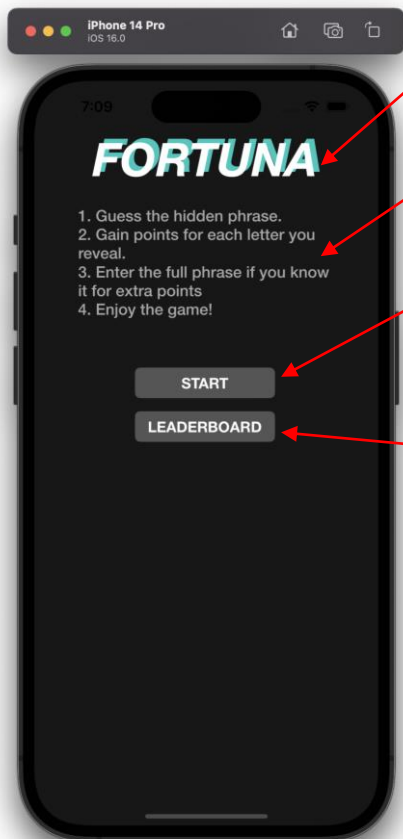


Fortuna (game inspired by Wheel of Fortune)

Extra features:

- Player can at **any point** guess the **full phrase**. If they get it wrong then a life is taken away
- If they guess it correctly, the game will give them **20 points for each letter** they revealed by guessing the full phrase, as this can be done in a later round in the game
- This will make the user be willing to risk a life or two early on in the game, in order to gain max points for as many letters as possible. This features rewards skilled players
- Other than this feature, the game plays as normal with each different letter revealed giving the user a random increment in points

Start and Game-Over Screens



This is the title of the game, and it stays at that level throughout the screens

These are some instructions telling the user vaguely how the game works.

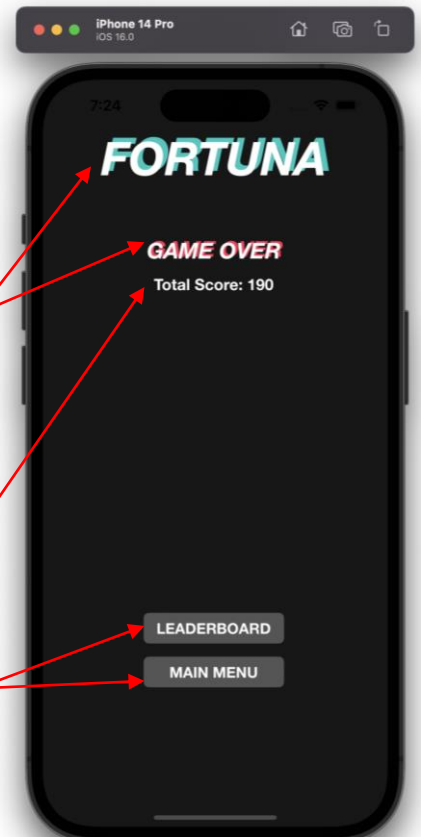
The start button starts the game and takes the user to the game screen

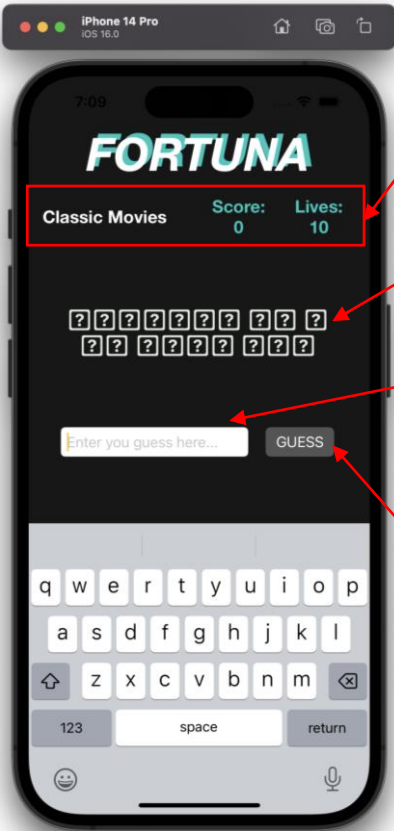
Similarly, leader board button takes the player to the leader board

Title and game over message on the game over screen, this appears after the game ends

The user is also told what score they got for the previous game

Two buttons are available to the user which takes them to the respective screens (back to main menu or leaderboard)





Genre, score, and lives are all displayed and updated at the top of the game, below the title

The hidden version of the phrase has all the hidden letters and its what the user will try to guess and reveal, while accumulating points

This field is where the user can enter their guess (a letter or the full phrase). It is also where the game will tell the user about their previous guess (placeholder text will change appropriately)

The user will press the guess button to submit their guess. The button will change from 'guess' to 'finish' at the end of the game as the phrase is shown to the player, before going to the Game Over screen.

Here is an example of what the UI looks like during a game.

The phrase is 'THE BIG BANG THEORY'

The guess button and field are also low down so that the player doesn't have to reach far up the screen to click the button or field.

You can see that the screen is empty from the middle down. This is done intentionally as that area will be taken up by the keyboard.

