

Milk Panic Application

General Description

The game is played in the landscape mode. A model graphic design can be seen on the picture below



Main Game Screens

- Loading screen
- Game screen
- Score
- Rules of the game
- Credits

Pop-up Buttons (should correspond to the game style):

- Continue
- Restart
- Main Menu

Logo Requirements

The logo is presented in 2 sizes: 57*57, 512*512. Format – PNG, JPG

Graphic Elements

The screen size is 320*480. Other elements can be added at the designer's discretion

- Active elements
 - o Cows chewing grass with the overflow level (an indicator and a cow can have up to 15 states).
 - The head is bent
 - The head is arisen
 - o Milker with 2 states to imitate milking
 - A milker is near a milk churn
 - o Milker bucket filling level indicator (at most 20 states identical to cows' states)

- A flying bird or a duck in the lake
- Score
- The number of the cows left (3-0)
- Passive elements (do not change their condition)
 - Landscape (grass, wood, fence, lake, etc.)
 - Burst cows (skeletons), appear in place of cows that are being filled-in
 - Company-developer logo
 - Milk churn