

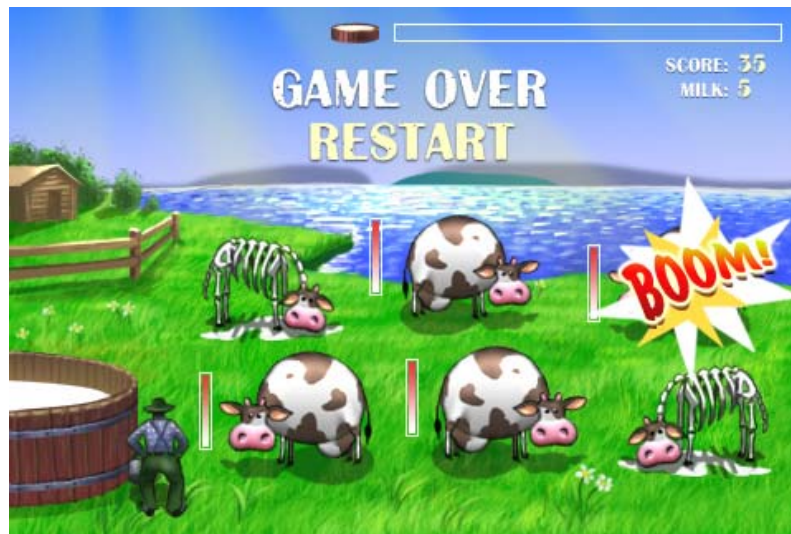
Milk Panic Application

Introduction

The main aim is to milk cows and prevent them from bursting through milk excess.

General Description

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



A milker milks by pressing a cow with a finger. The speed with which cows are filled-in grows. The optimal filling-in speed will be specified during the game testing.

Game over conditions – 4 burst cows.

Navigation and Control



Cows are numbered left-to-right, top-down (the upper left one is the 1st, the bottom right one is the 6th)

A milker is originally placed near cow №4.

Possible transitions:

1: -> 2,4, milk churn

2: -> 3,1,5

3: -> 6,2

4: -> 1,5, milk churn

5: -> 4,6,2

6: -> 5,3

A milker passes from one cow to another through one movement.

A milker cannot break the transition order.

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)
 - o A flying bird or a duck in the lake
 - o Score
 - o The number of the cows left (3-0)
- Passive elements (do not change their condition)
 - o Landscape (grass, wood, fence, lake, etc.)

- Burst cows (skeletons), appear in place of cows that are being filled-in
- Company-developer logo
- Milk churn