

Checkpoint 2

All Widgets Appear on Game Screen

❑ 1. Appropriate Title

❑ 2. Card, at correct size

(more than one might be needed for your game)

❑ 3. Buttons needed for game

❑ 4. Label for instructions

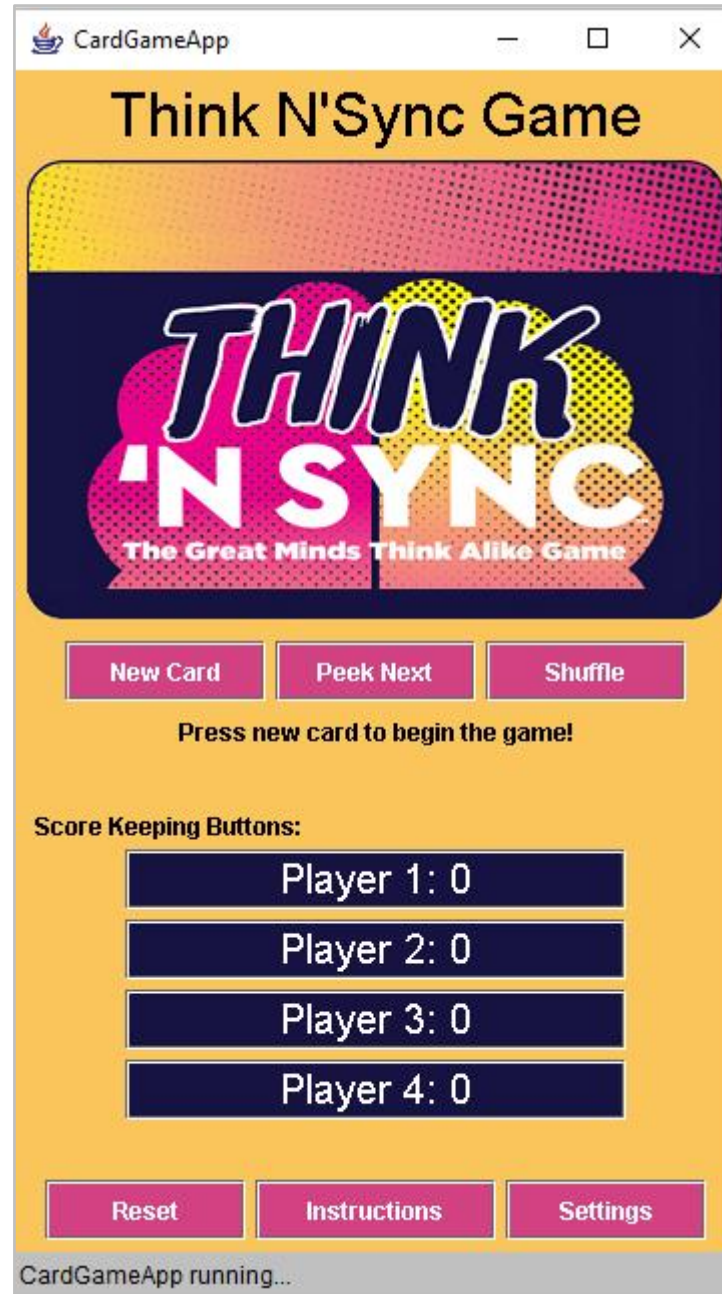
(this will be global)

❑ 5. Score Keeping buttons

(these will be global)

❑ 6. Navigation buttons

(these will be global)



❑ 7. Screen resized

❑ 8. Background colour changed

❑ 9. Button colours changed