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**Knutsson et al.**

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(54) **METHOD FOR IMPLEMENTING A COMPUTER GAME**

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See application file for complete search history.

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(57) **ABSTRACT**  
A method, implemented as computer code being executed by one or more processors, in which a computing device displays computer game graphics showing a score for a computer game, and in which, one or more of the processors are programmed to: (a) receive the score a player achieves while playing a game; and (b) visually indicate how this score relates to one or multiple pre-defined goals; (c) receive information about the high scores of different players of the game (d) compare the current score of the player, the previous high score of the player and the high scores of the different players; and (e) during the play of the game, visually represent the difference between the current score, the high scores of the different players and the pre-defined goal(s).

**27 Claims, 10 Drawing Sheets**

