

Design interfaces to represent types of RPG characters

1. Magician

Header

- Name : Neuah
- HP = 80
- Mana = 100

Body

- Strength = 65
- Agility = fast
- Endurance = 40

Action Panel

- Damage = 80 (can use the magic)
- Special move = transparent
- Equipment = wand

2. Warrior

Header

- Name : Nae
- HP = 100
- Mana = 60

Body

- Strength = 90
- Agility = slow
- Endurance = 90

Action Panel

- Damage = 85
 - Special move = Stomp feet and there will be an earthquake.
 - Equipment = sword and shield
-

Design interfaces to represent at types of accessories

1.Wand

Header

- Name : The Holy Wand
- Durability Bar = 100

Details

- Damage type = magic
- Damage range = medium

Action Panel

- Equip
- Repair
- Upgrade
- Compare to others

2.Sword

Header

- Name : Sword of Wisdom
- Durability Bar = 100

Details

- Damage type = physical
- Damage range = short

Action Panel

- Equip
- Repair
- Upgrade
- Compare to others

3.Shield

Header

- Name : Shield of Jesus
- Durability Bar = 100

Details

- Type = defense
 - Ability = block damage
 - Durability warning
 - Action Panel
 - Equip
 - Repair
 - Upgrade
 - Compare to others
-