



Game Title

Developers involved

Thank you

Main Menu

# Epic Game Title

Description of  
the game



routes to  
dev. credi

START

Continue

Credits



Start routes to registration  
page



Continue routes to login page

User name \_\_\_\_\_

password \_\_\_\_\_

Confirm  
password \_\_\_\_\_

Register



Upon completion of  
registration user is routed to a  
welcome screen. User  
enters the  
game.

Welcome  
"name"  
Adventure  
Awaits

Begin Adventure

# Game Title

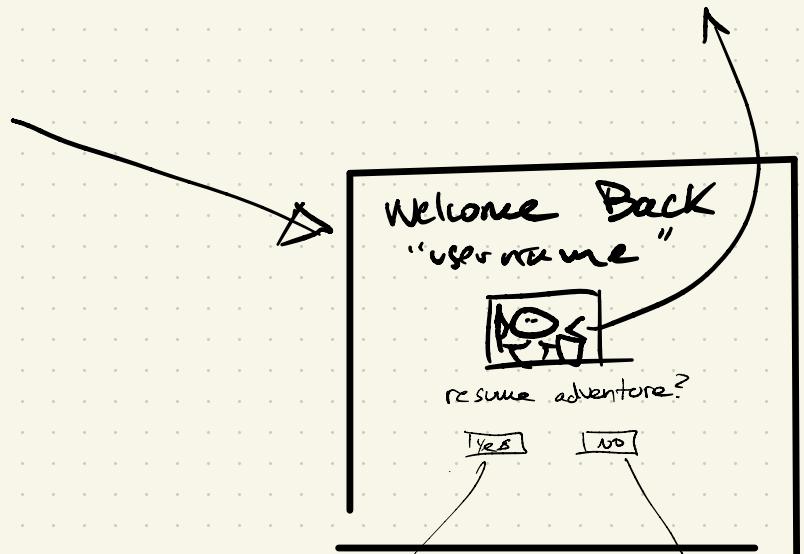
Username \_\_\_\_\_

password \_\_\_\_\_

login

Character  
image?

Page routed from  
login page



Begins game  
routes to  
game overworld

routes to  
main menu

## L Main page loads into tavern

heal

Buy

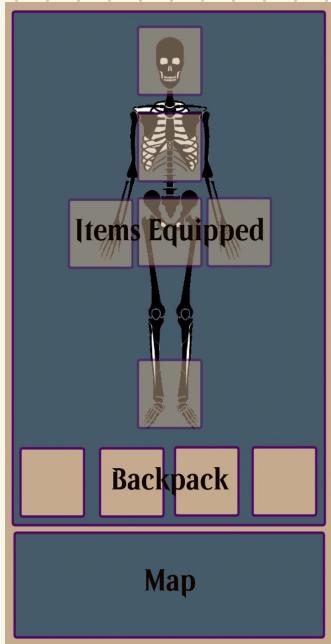
sell



inventory \*

world map \*

activity feed: you're in the tavern.  
ms. barkeep tells you of danger.



\* inventory pops up  
/ div with equipped items



\* map brings up interactive map. clicking an area loads it and initializes combat sequence

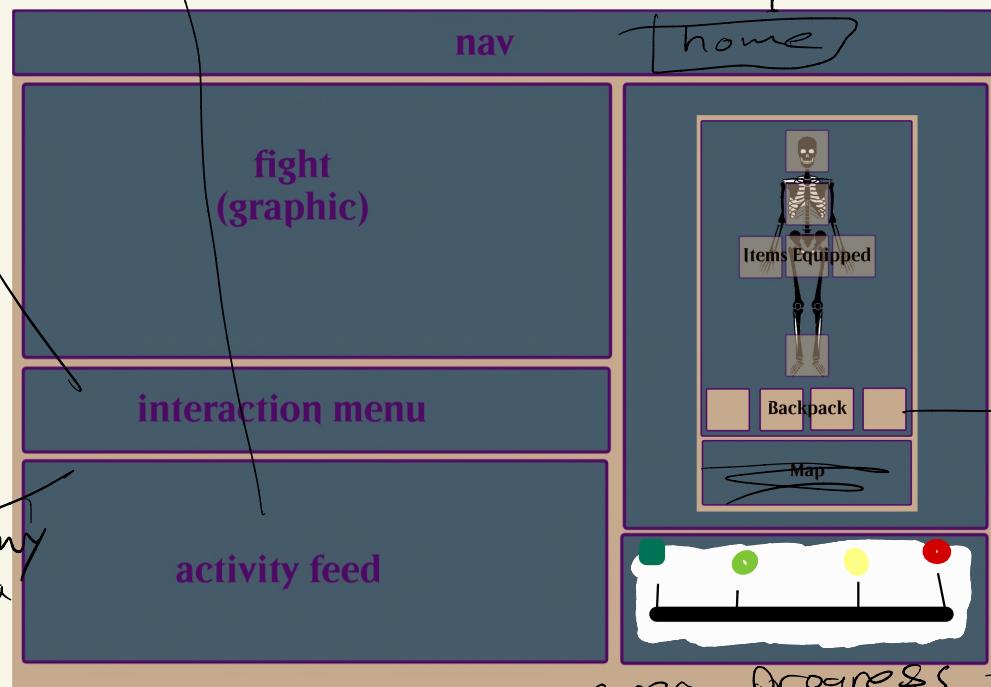
Combat is "pokemon" style turn based.

Upon enemy defeat user gain currency which can be spent on item upgrades or consumables from town

In case of low hp user hits home to escape combat and return to town

houses, ability attack action buttons

renders hero & enemy actions via text



Inventory is displayed in combat.

Backpack contains consumable potions

with enemy difficulty indicators

## L Main page loads into tavern

heal

Buy

Sell



Inventory \*

World map \*

heal - a free action which restores hp to full

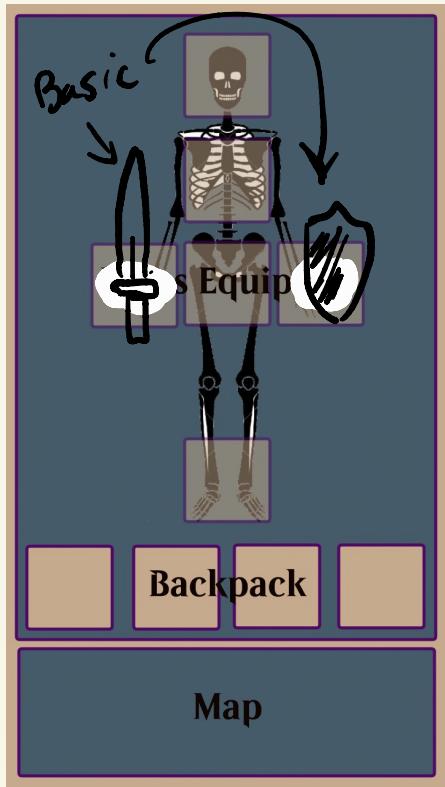
buy - spend currency to buy item upgrades or potions

sell - sell unwanted consumables for currency. \*

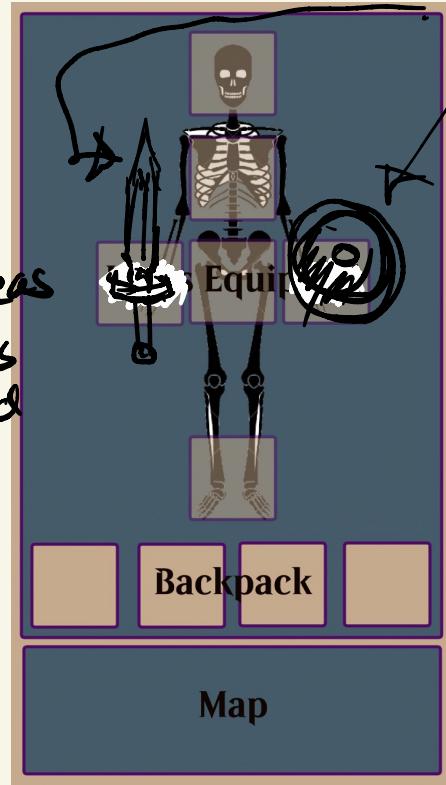
Buy:	Potion 50g sword + 200g armor + 200g
Sell:	potion x 10 - 250g

Shop actions render in activity feeds Place

item upgrades will render preselected image to express progress



swords &  
shields are  
treated as  
individual  
items whereas  
armor pieces  
are upgraded  
fully as an  
entire set

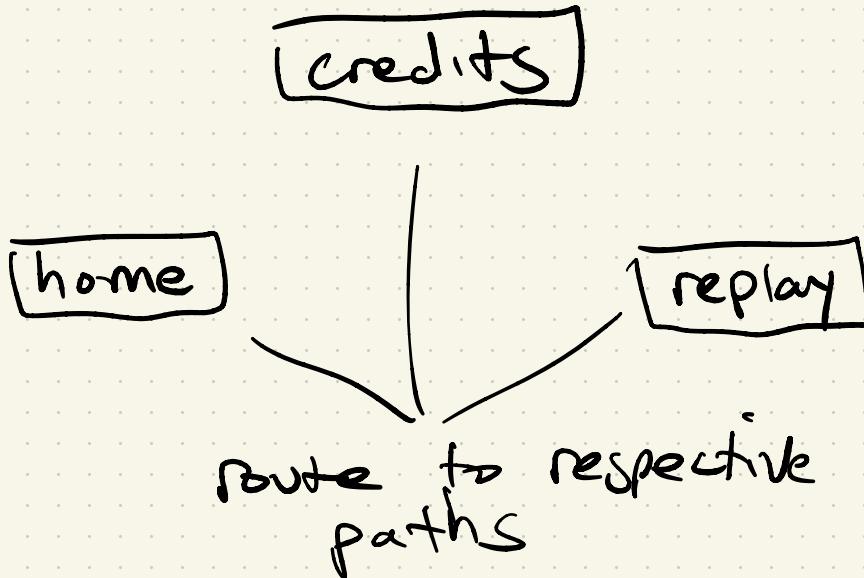


upon completion of all areas

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Congratulations Message

Thankyou for playing our game!



upon death, player's game ends restarting fully.

# GAME OVER

The realm still  
needs you!

Continue?

yes | No

routes to the  
opening game page  
with a fresh  
character

routes  
to home  
page