**User Interface**

One of the important things for the player to understand about the game is to learn the User interface, or UI, of the game. The first UI that the player would encounter in the game is the starting menu where the players have access to New Game, Continue, Options or Exit. When the player press left or right, the menu selection would move to the next selection for the player to access when hitting enter to select. New Game would allow gamers to begin the game from the start; Continue would allow players to return to the current progression of the game, Options would allot the players to edit the default settings of the game to meet the player`s play style and Exit which allows the players to exit the game overall.

During in-game, the player will have 3 UI Symbols in the game. The first of the symbols is the hearts, located in the upper left corner of the screen. This symbol would represent the overall health of the player, showing how much is left and how much is lost. Each heart would represent 2 hit point that the player can take, once there`s no more hearts the player dies.

Another symbol in the game UI is the action bar in the lower right corner of the screen. The action bar displays the action that the player can perform in-game.

The upper right corner of the screen is where the score counter is kept. When a player defeats a monster, the player`s score counter would aculeate based on the amount of damages dealt to a monster. The score will not have any effect on the overall gameplay and will be used only to tally the score.

Depending on quest`s goal, there will be other types of UI symbols made specifically for the quest`s mission. One example of this would be the Navigation compass which would allow the players to see the direction of which the players have to go to. There are also times where players will talk to npcs which brings up the Dialogue box in which displays the avatar of the person talking and the text of what the person is saying.