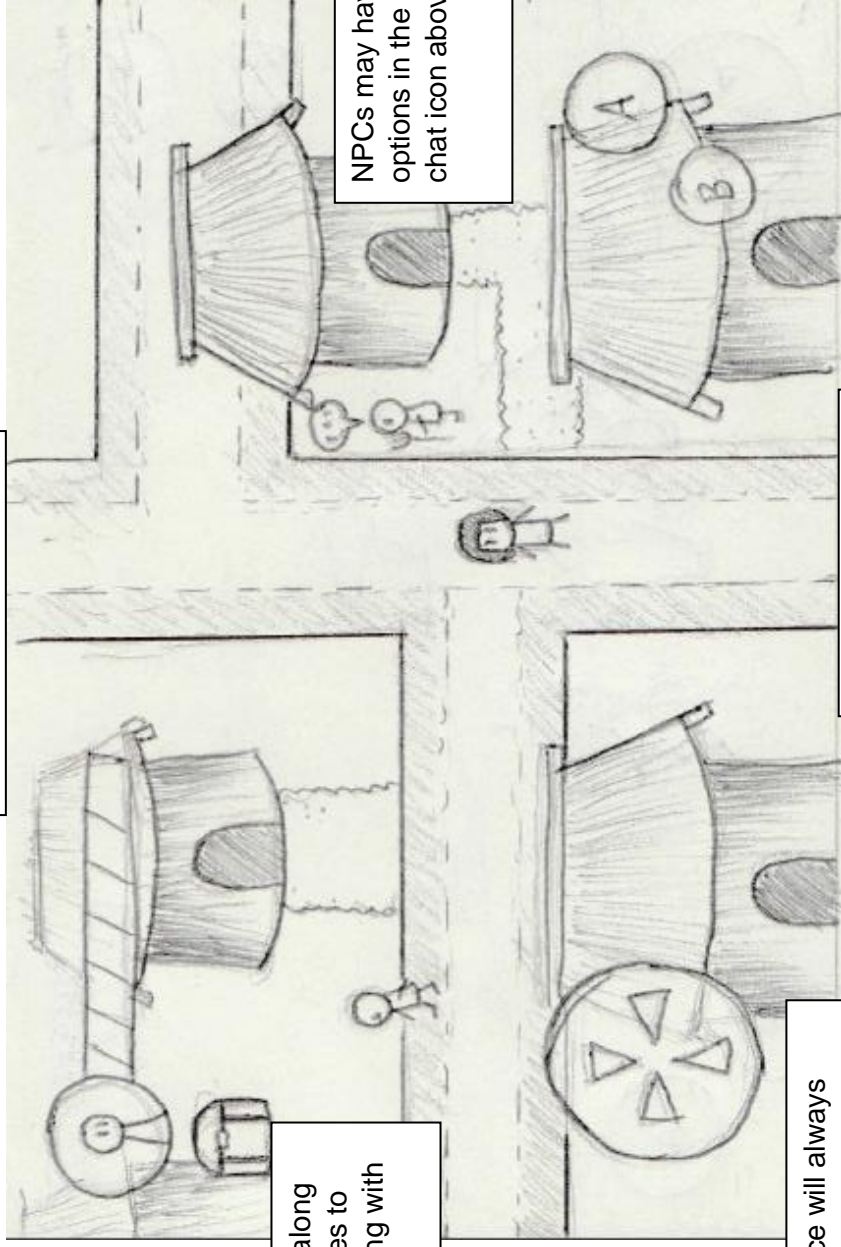


## Maazai town:

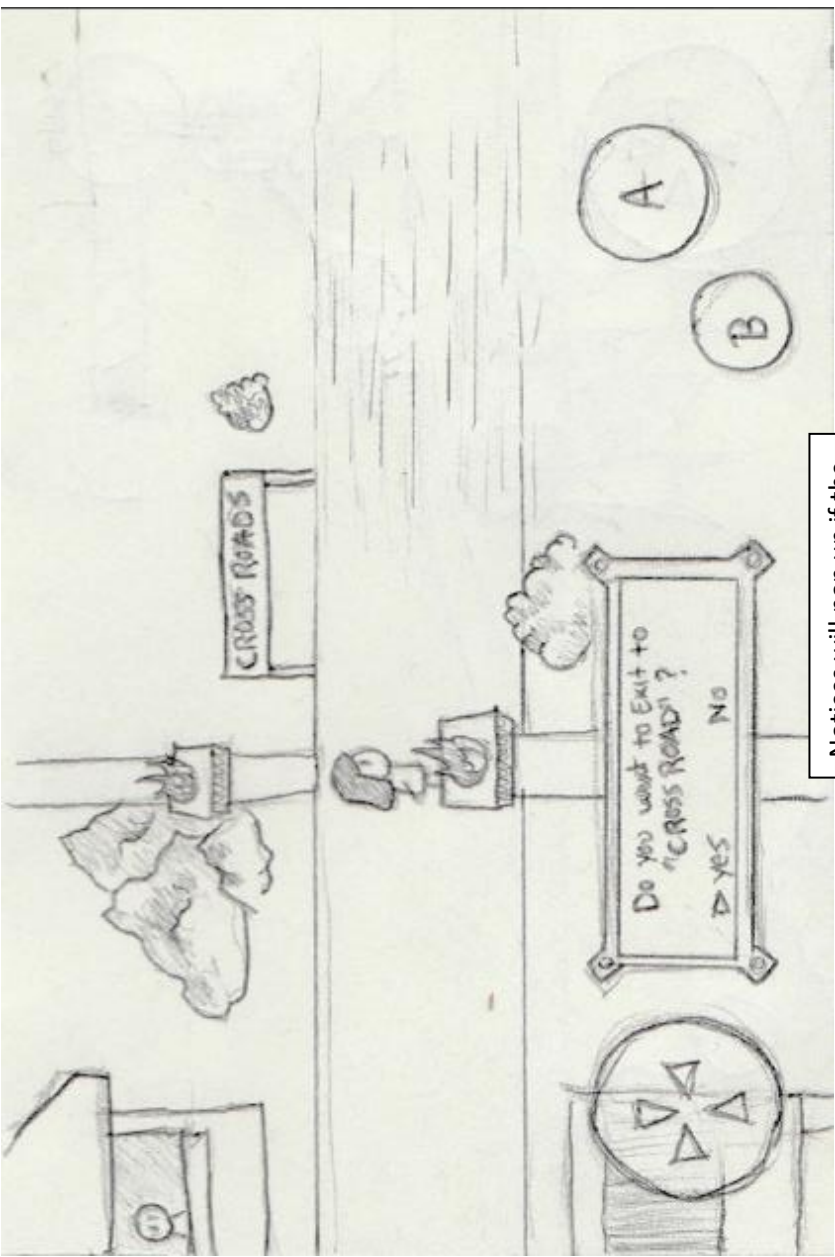


NPCs walk along the grey sides to avoid colliding with Player

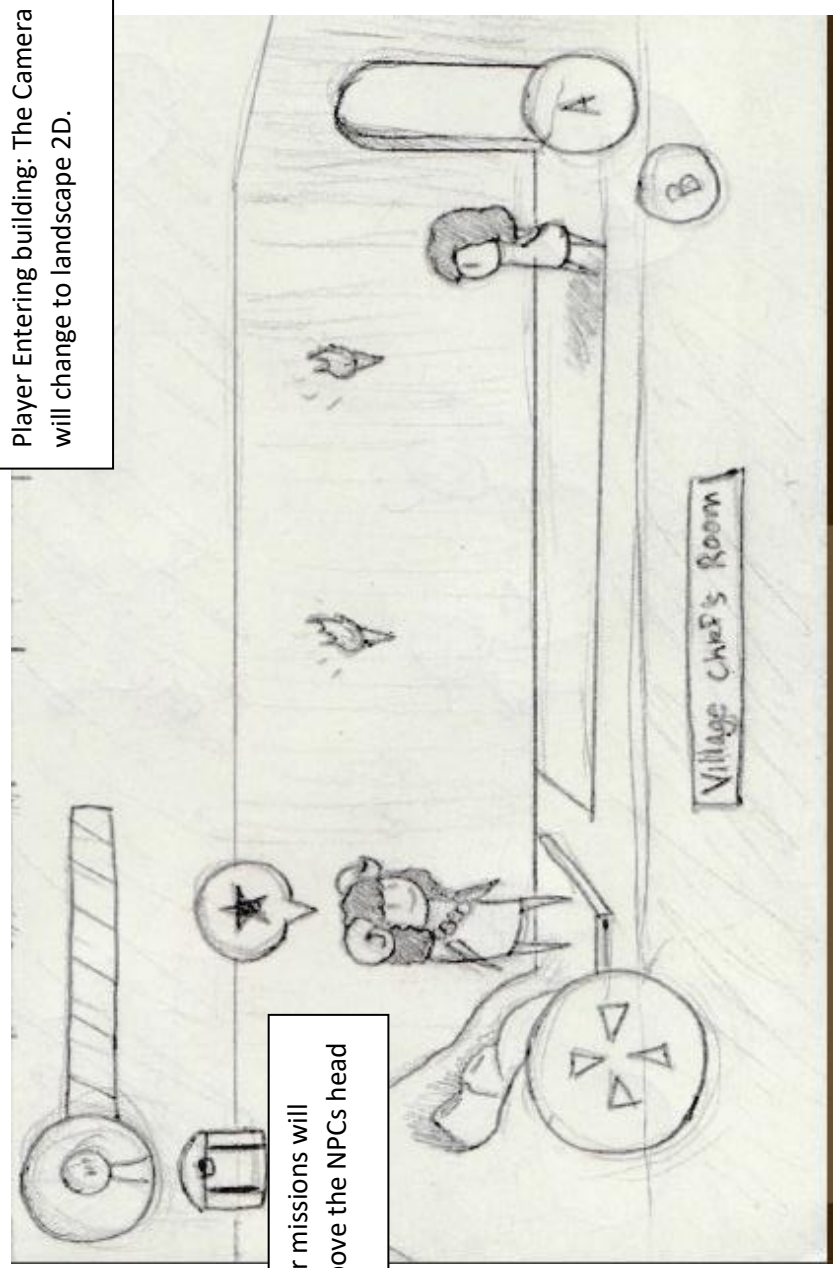
NPCs may have dialogue options in the form of a chat icon above the heads

User interface will always show and are transparent.

Player can move on both grey and center

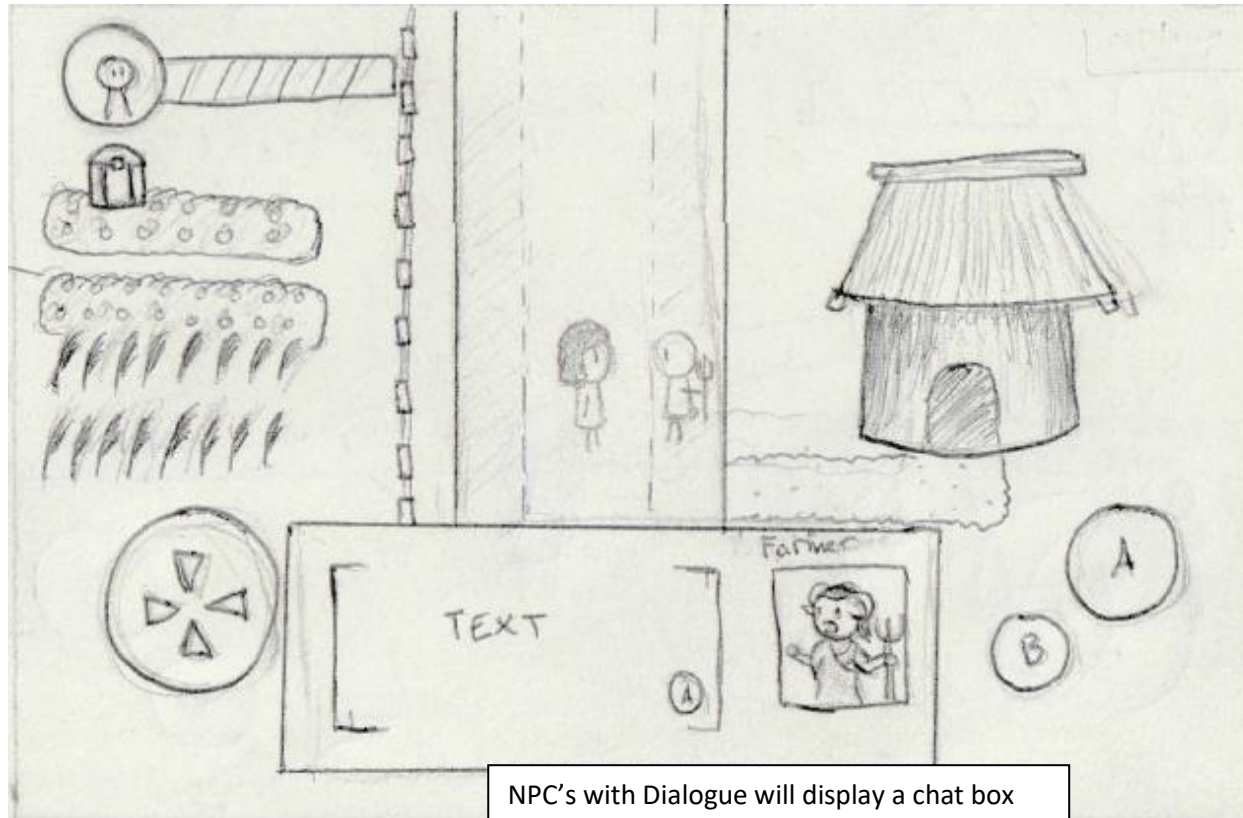


Notices will pop up if the player decides to leave the area

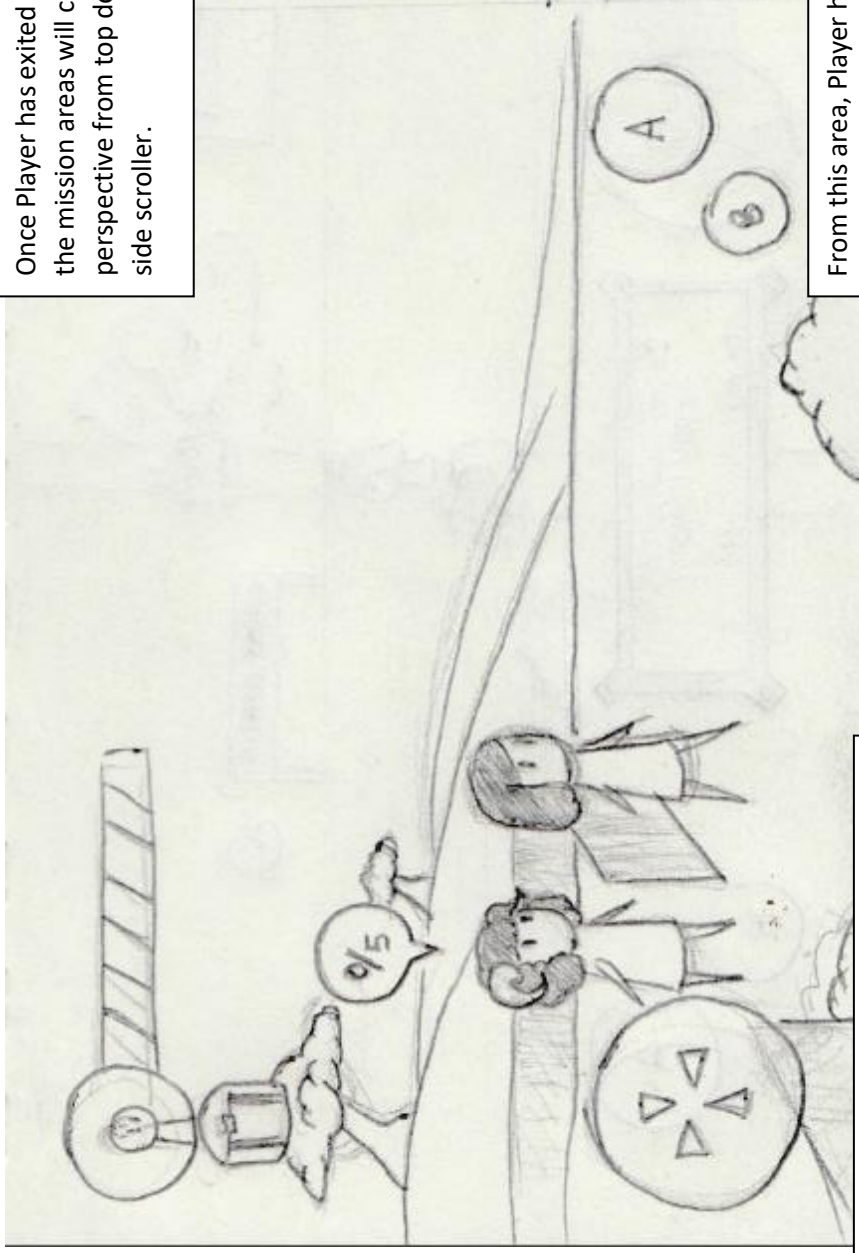


Player Entering building: The Camera will change to landscape 2D.

Important Quest or missions will appear as a star above the NPCs head



NPC's with Dialogue will display a chat box with a profile picture on the right. User interface will still be visible though only "A" will be used to continue conversation a



Once Player has exited town areas, the mission areas will change in perspective from top down to flat 2d side scroller.

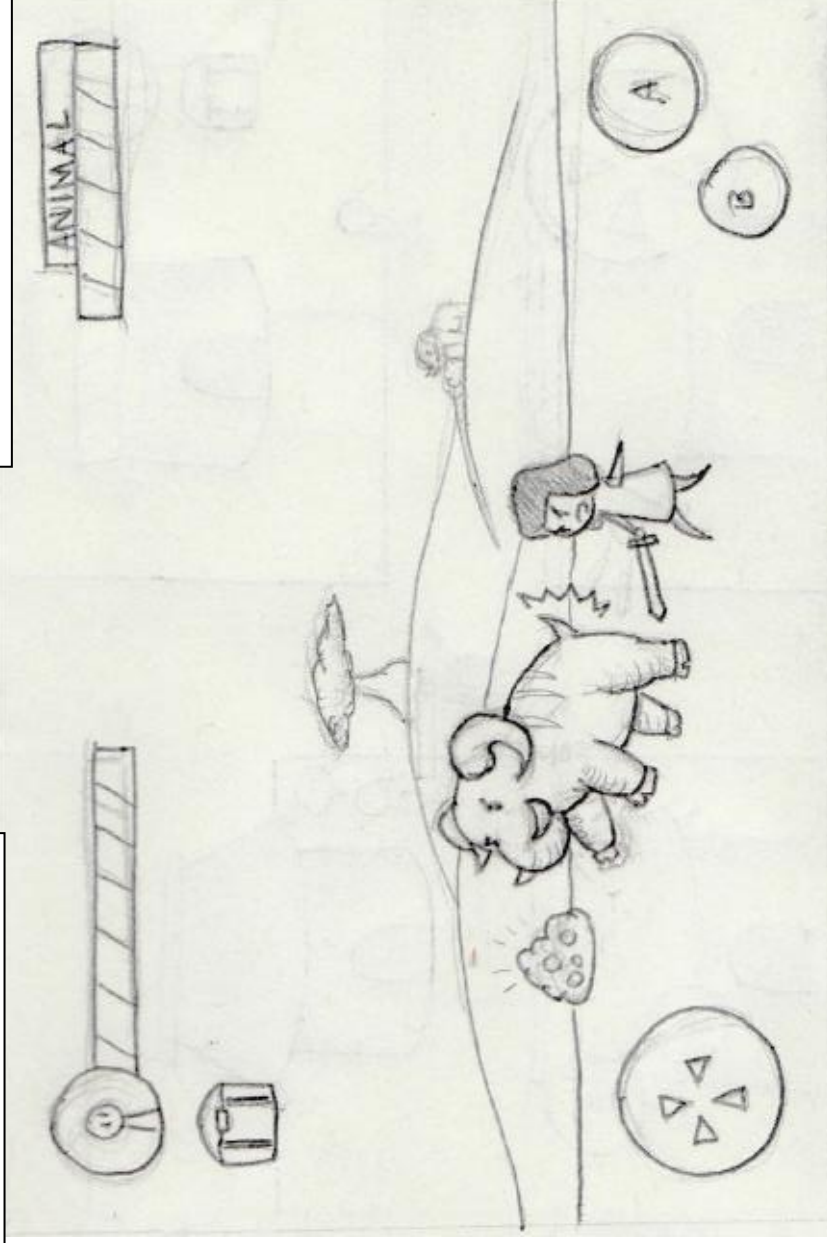
NPC's will have missions/quest to which to complete certain factors must be met. In this case this NPC requires the player to collect 5 lost animals back to the den to complete the quest.

From this area, Player has the freedom to attack, jump, run, etc.

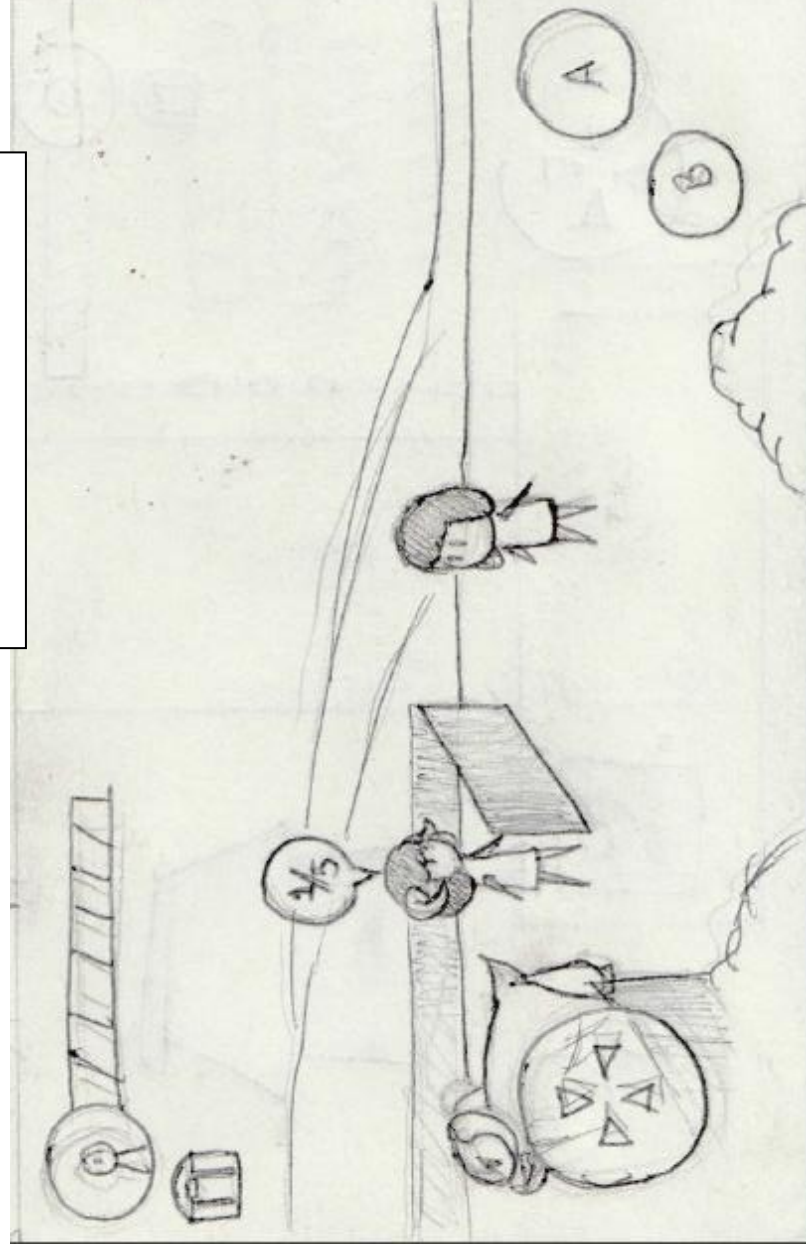


This mission is to bring back the animal to the den and have it not get distracted by food laying around. To distract it from the food the player must hit the animal to focus on going back.

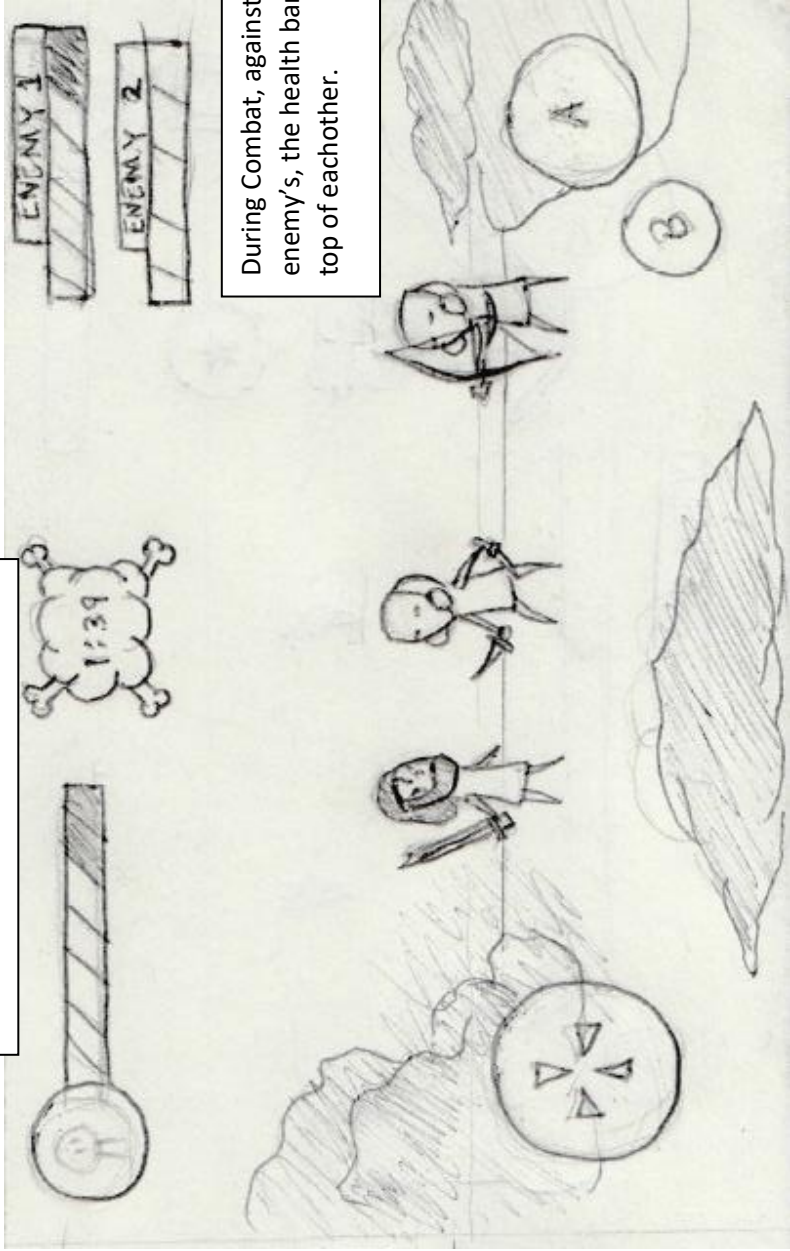
The Health of the enemy/target will appear on the top right corner displaying the name and how many bars of health it has.



The NPC will update once the player has made progress.



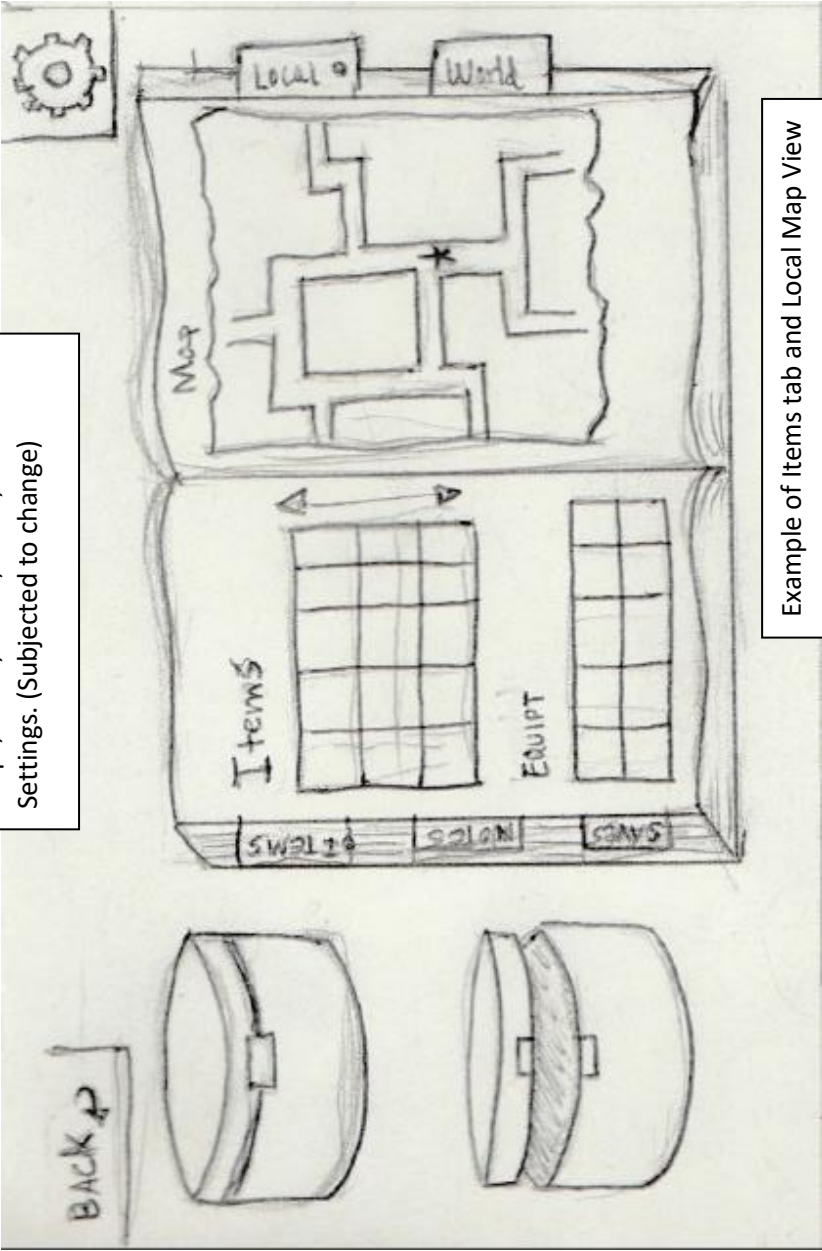
This mission requires the player to fight and defeat 2 masked enemies within 2 min as the player will suffocate from the poison air.



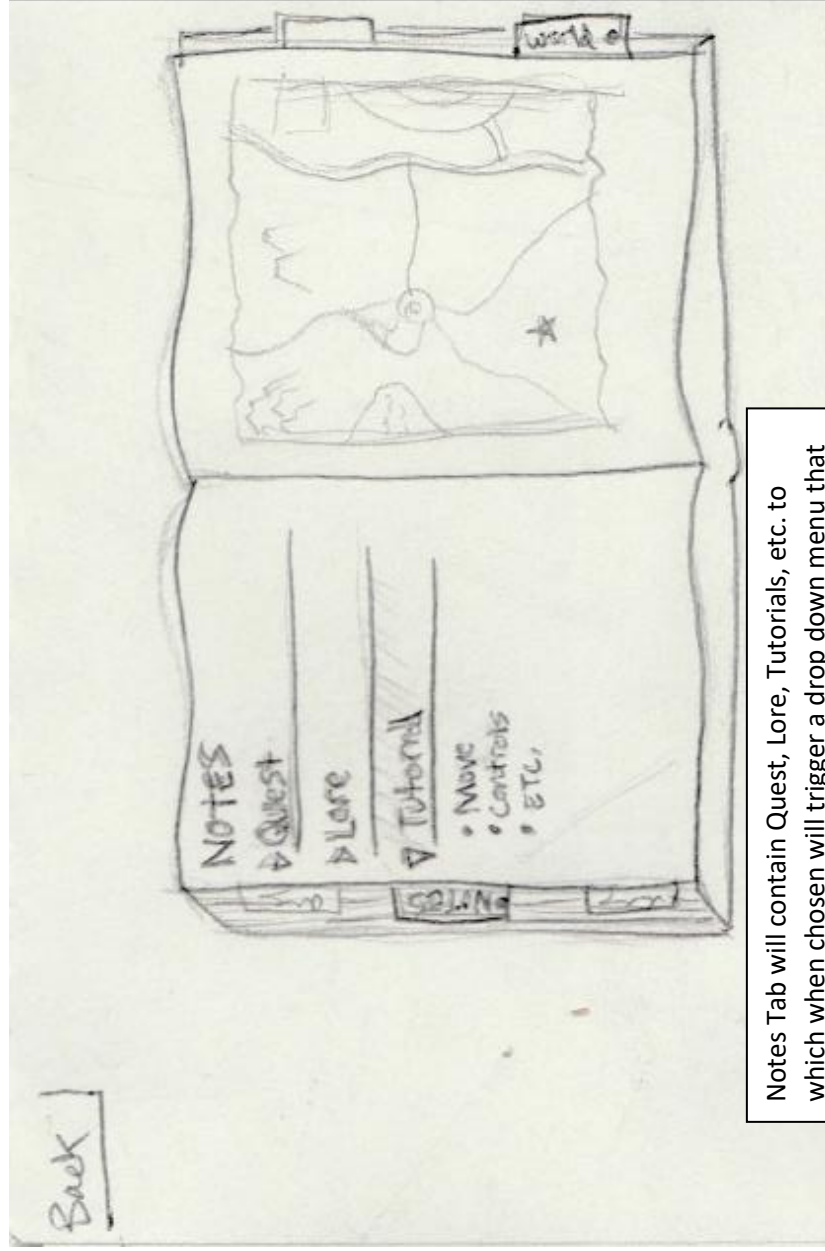
During Combat, against multiple enemy's, the health bars will stack on top of each other.



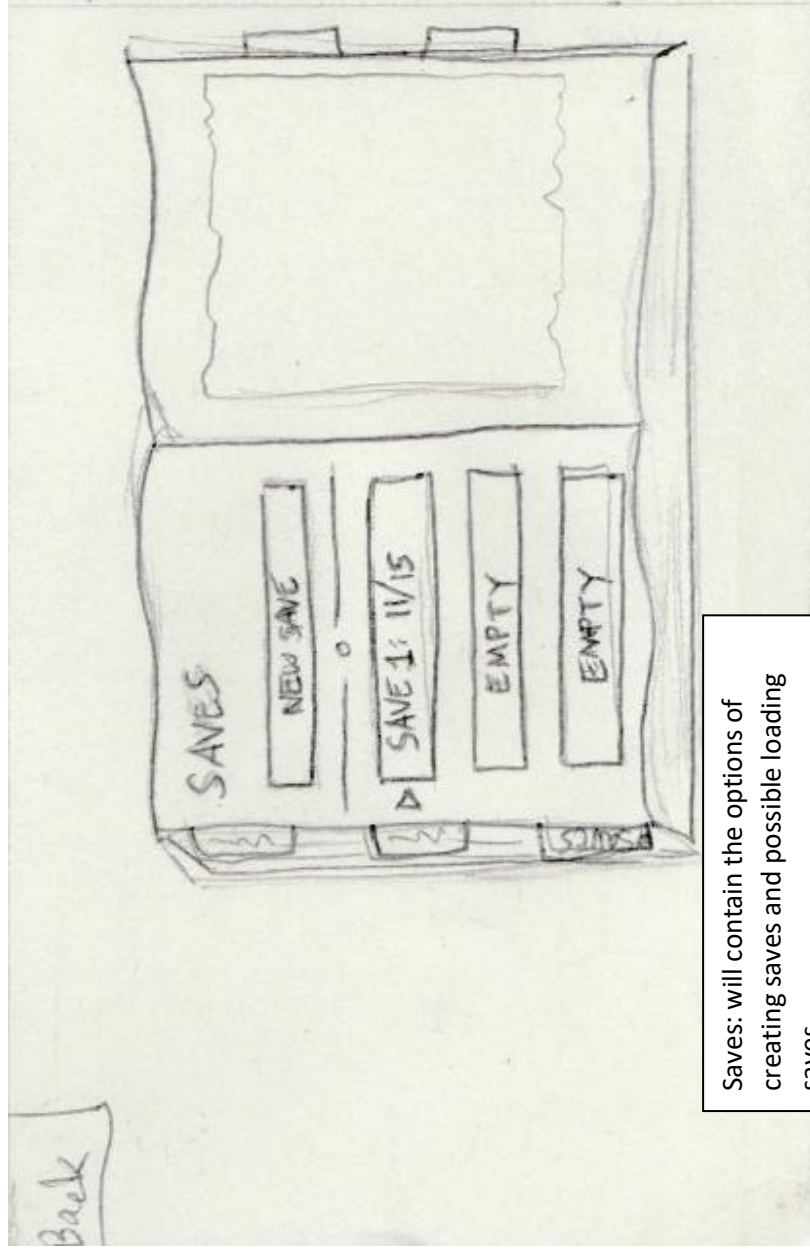
Inventory Interface: Will display  
Maps, Saves, Notes, Items, and  
Settings. (Subjected to change)



Example of Items tab and Local Map View



Notes Tab will contain Quest, Lore, Tutorials, etc. to which when chosen will trigger a drop down menu that will contain more selections regarding that subject.



Saves: will contain the options of creating saves and possible loading saves.

Settings button will trigger a separate view with various technical options for the game. Can be exited to the bag options by back button and to the game by pressing it twice.

