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|  | This is the first page which will load up when the program is started. This window will give the option for users to open up the instruction page if they are new and want to learn how the program will work, or they could go straight into the main program if they are already experienced. |
|  | In this scree the user will be told the basic rules and instructions on how to go about using the program. It will tell them what they can and cannot do.  This will give the user a greater understanding on how to use the system, so that it’s easier for them and will save them a lot of time if they were to use and learn the program without this screen. |
|  | User must be able to:   * Choose start location * Choose type to find * Highlights types chosen and displays cheapest item list (ask to change type) * Time displayed on the screen * User inputs the amount of items they want and the time the robot has to find them * Outputs a list of items cheapest items found in the time (new tab) * User specifics ascending or descending list (buttons) * Highlights items picked up * Save details of games when finished to text file (Type chosen, time, amount of items, total price) |