

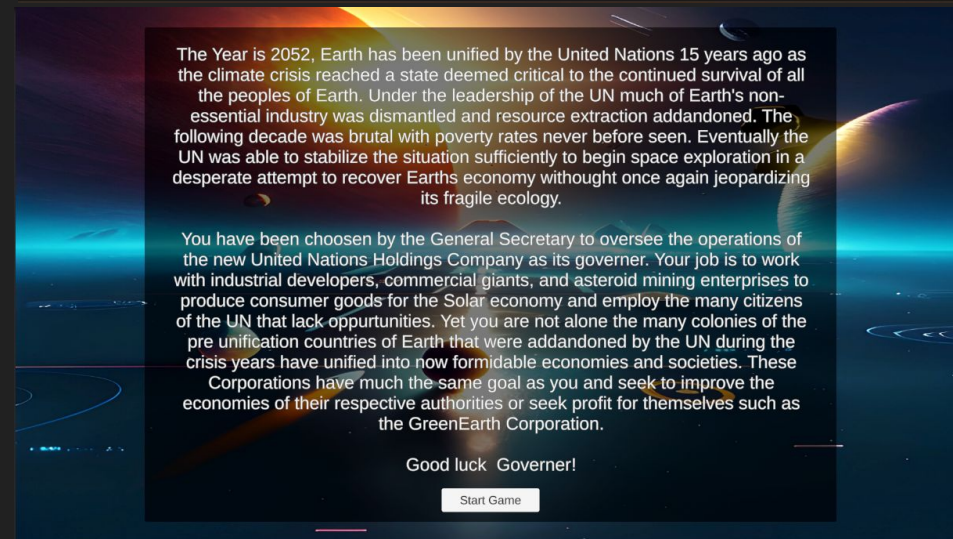
Solaris Screencast

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Section 1: Main Menu

Functionality:

- Display game startup
- Title Screen
- Introduction narrative explaining the lore of the world and reason behind some of the design decisions

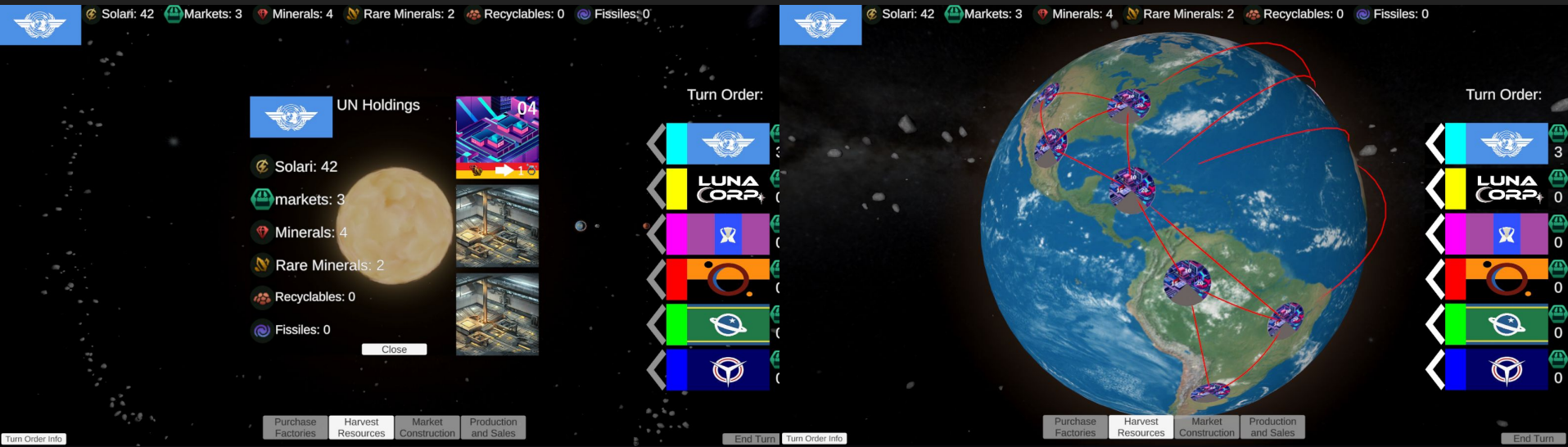


Section 2: Solar System Hub

Functionality: Display Markets build by all factions on interactable planets.

Create a hub to access all other scenes.

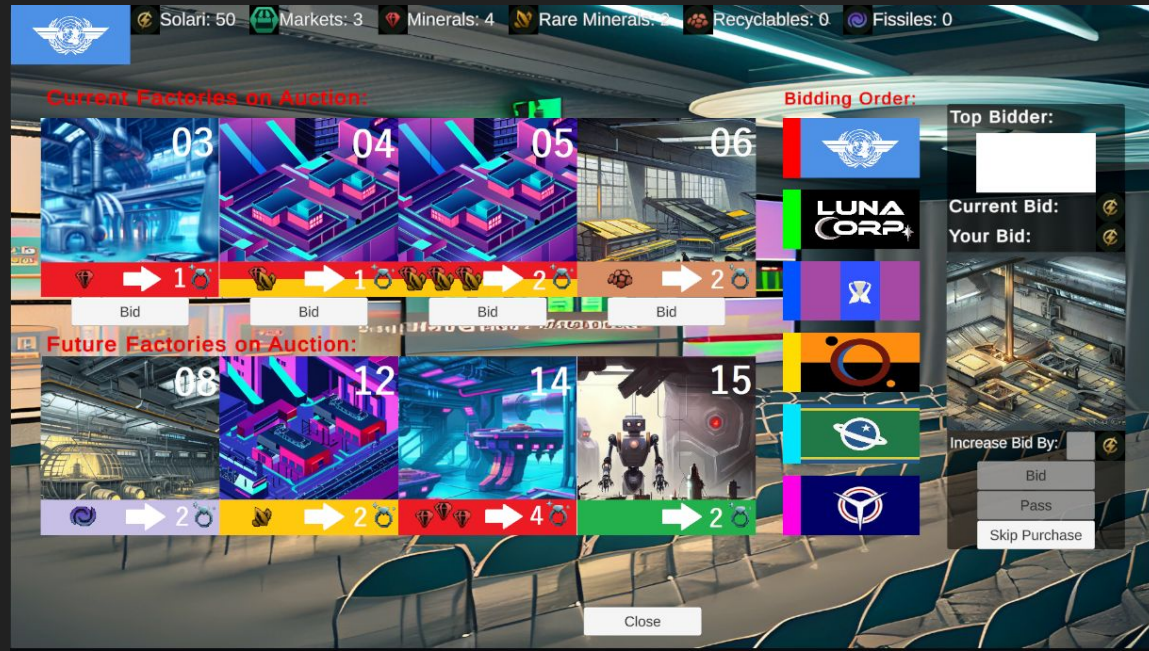
Display to the player all relevant game information.



Section 3: Factory Auction

Functionality:

- Purchase factories through a competitive auction
- Display future factory trends to enable better planning



Section 4: Resource Acquisition

Functionality:

- Display all available resources
- Allows player to purchase all the resources they will need to run each factory

The screenshot displays the 'AVAILABLE RESOURCES' section of a game interface. It features eight resource slots, each with a cost and a grid of icons representing the resource types. Below these slots is a small inventory grid. To the right, the 'RESOURCES AQUISITION:' section shows the current and maximum values for four resource categories: Minerals, Rare Minerals, Recyclables, and Fissiles. At the bottom right, the 'Solari' currency is shown with a total of 13 and an 'Aquire' button.

AVAILABLE RESOURCES:

1 ⌚	2 ⌚	3 ⌚	4 ⌚

5 ⌚	6 ⌚	7 ⌚	8 ⌚

10 ⌚ 12 ⌚ 14 ⌚ 16 ⌚

RESOURCES AQUISITION:

Minerals	Rare Minerals	Recyclables	Fissiles
Current: 0	Current: 4	Current: 0	Current: 0
+	+	+	+
-	-	-	-
Total: 0	Total: 0	Total: 0	Total: 0
Max: 0	Max: 4	Max: 0	Max: 0

Solari Total: 13 Aquire

Conclusion

There are additional pages that are partially implemented to allow the selling of goods and the construction of markets.

