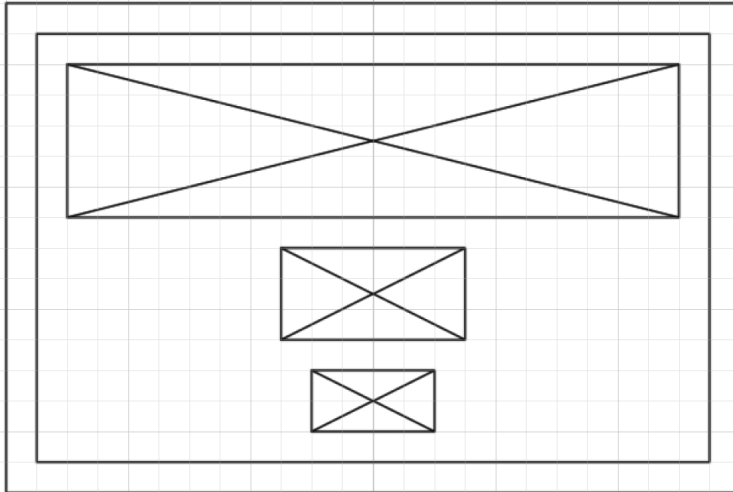


PHASE 1 USER INTERFACE MOCKUP - GROUP 25

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TITLE SCREEN MOCKUP



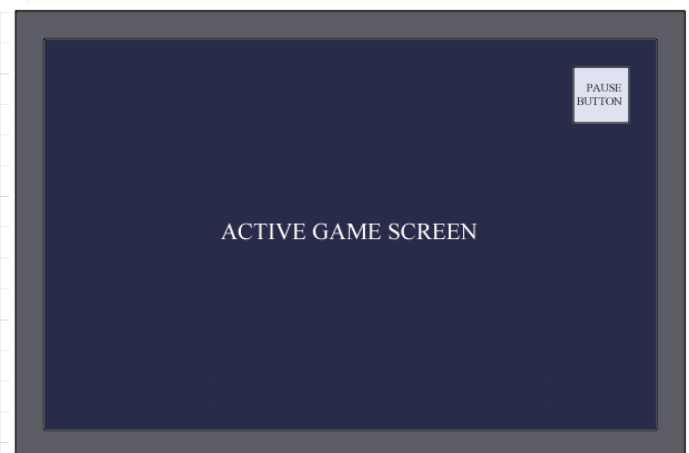
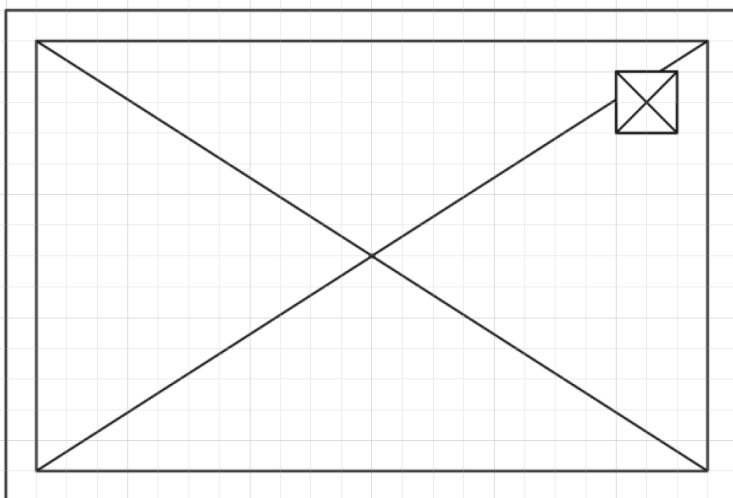
First game state - TITLE SCREEN

Includes:

- Banner Image
- Start Button - Initiates start of game
- Options Button ***Action on the options button may be explored in later phases*
- Placed on top of background image

Title Screen Initiated by running program

GAMEPLAY SCREEN MOCKUP



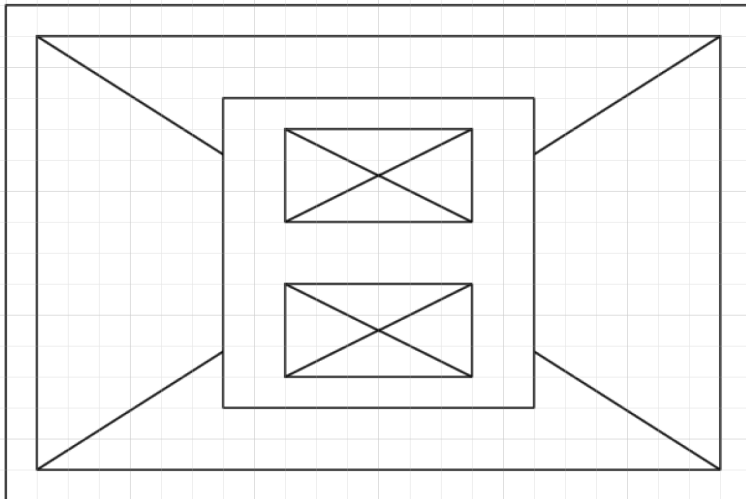
Second game state - GAME SCREEN

Includes:

- Panel for gameplay
- Pause button - Initiates pause screen

Game Screen initiated by [START BUTTON] from [TITLE SCREEN]

PAUSE SCREEN MOCKUP



Third game state - PAUSE SCREEN

***Pause screen may not be top priority in first phase but idea may be explored in later phases*

Includes:

- Panel overlapping paused game screen
- Resume Button - Initiates game screen again
- Exit Gameplay button - Initiates title screens

Game Screen initiated by [PAUSE BUTTON] from [TITLE GAMEPLAY SCREEN]

SAMPLE GAME SPRITES

