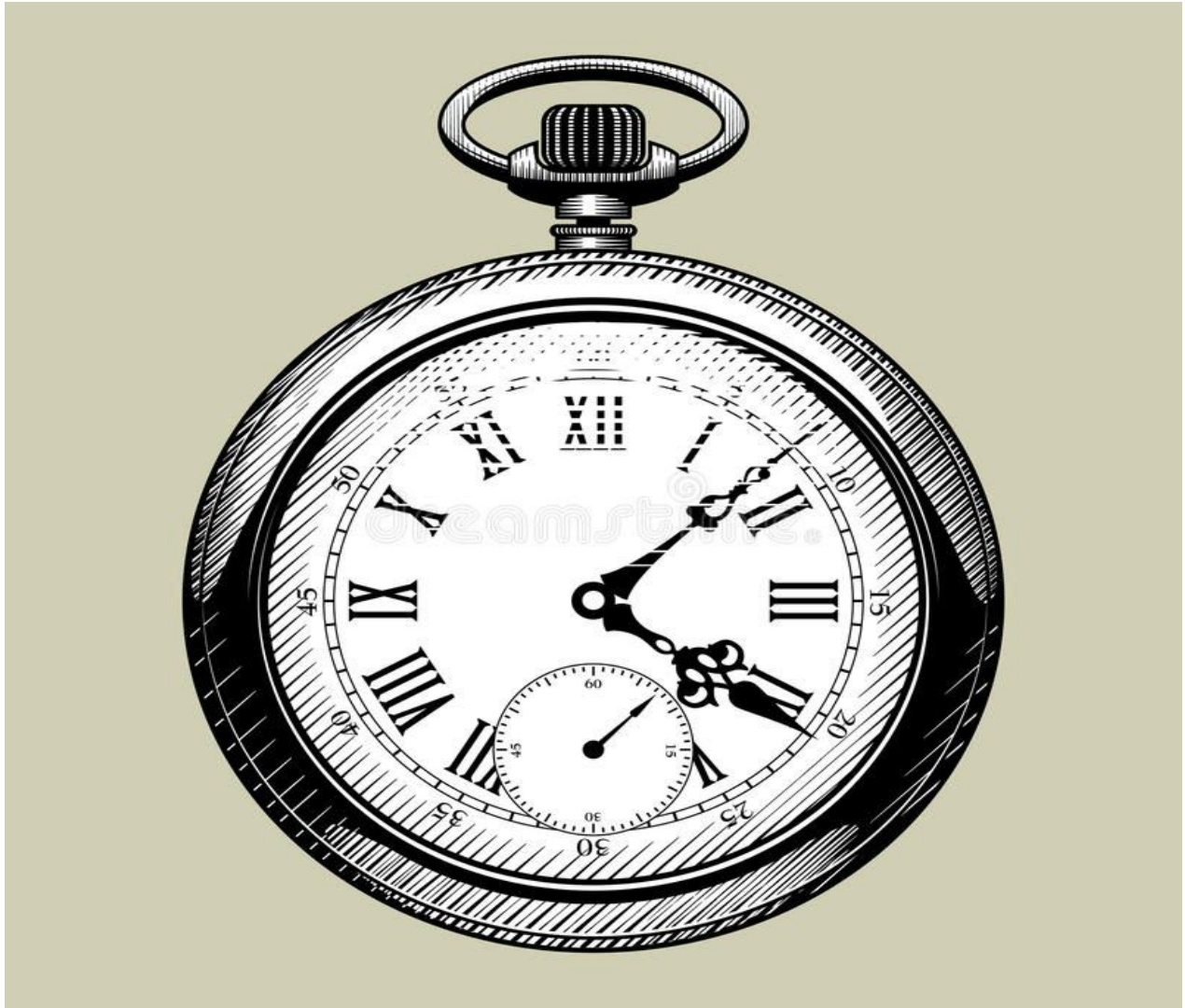


Stopwatch game



By Destruction Eggplant

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Layout screens/pages and flow through game:

Firstly the flow of the game. All details of transitions will be discussed in the transition behaviors of screens section.

It starts at the splash screen, the animation/transition takes place after the text has been displayed in the center of the screen for around 2-5 seconds before concluding and moving on.

From that it leads straight into the license screen which is a logo, and simple text explaining how to proceed, once the user does the specified action it moves onto the next stage. Text will be located in the center bottom area.

The title from here we see a large text for the title of the game, and three smaller text for where to proceed to. These are New Game, Options and Exit Game. The large text is at the top of the screen and is central on the x axis, it needs to be a larger font too and maybe even a different style. The other options are all equally spaced out and are in the centre on the x axis again.

Let's discuss the options layout first, the options menu has five different options these are, music, music volume, sound, sound volume and exit. Music is a check box and music volume is a slider same for sound and sound volume. Each option is supposed to be large enough to be read and clearly understood, each option is spaced out with enough space as to not conflict with any other text.

After exiting you're back to the menu exit game quits the window and ends the program, As explained two paragraphs above the you're taken back to the menu when you exit the options and are immediately greeted with the title again, upon selecting the last option at The bottom the game closes and exits to desktop.

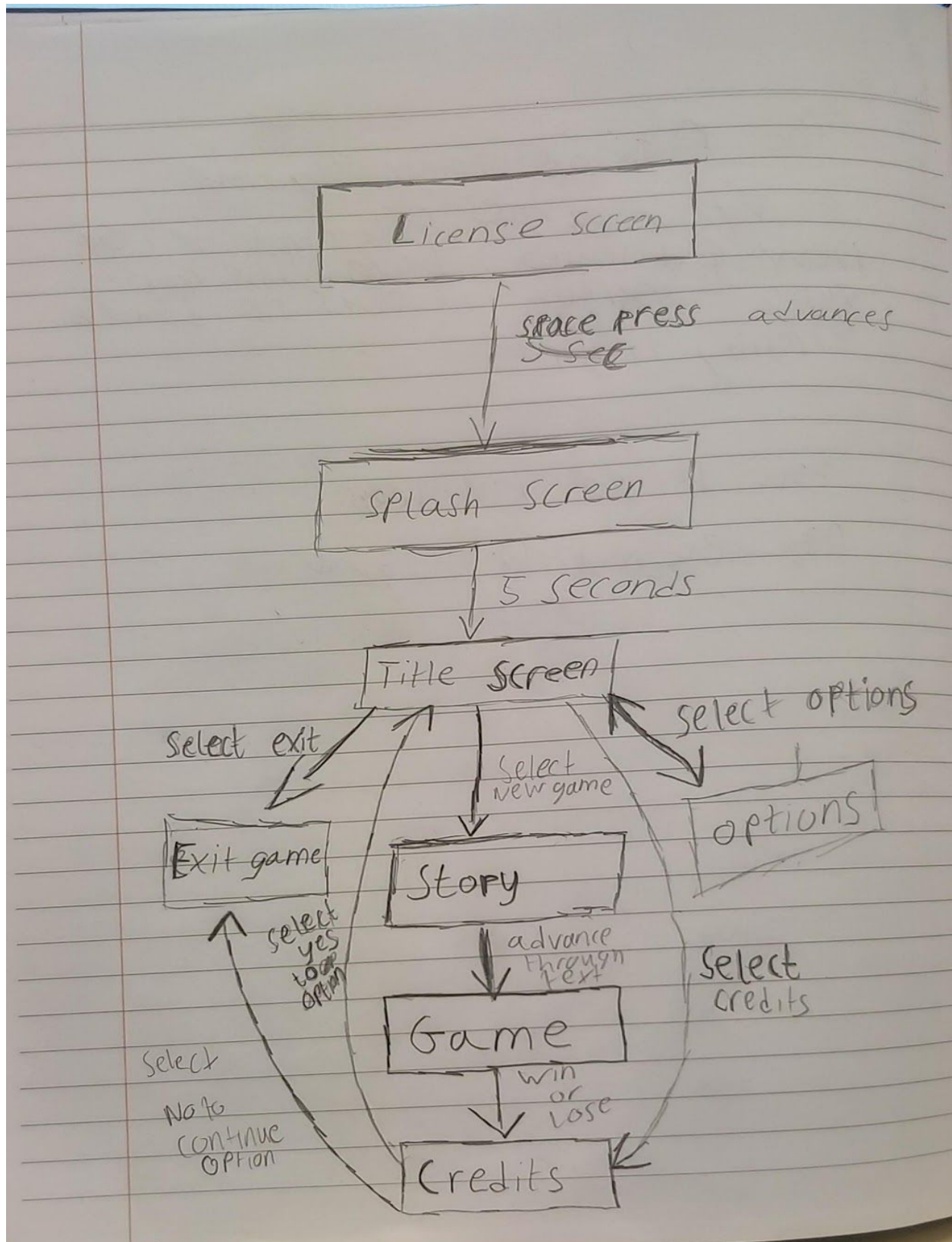
Alternatively if you actually want to play the game, what happens is it triggers a small story segment, text saying press a button to skip appears alongside actual text of the story. The text style is similar to a visual novel a box that surround

the text and maybe a character name too. Text saying how to skip will be unintrusive in the top right corner.

Upon being finished it moves to the actual game, a stopwatch in the center alongside a themed background. The main goal is written on the screen and how to achieve it. The text is large so the player understands exactly what to do to win alternatively there is the option to just skip to the credits which is labeled alongside the instructions. The font will be the same as the one used throughout the game.

Upon failing to do so or completing it credits will roll text will appear on the screen and can also be skipped, the text will show two sections a title or Job and a name, it'll go through everyone involved in it and then end upon ending we are greeted with the high score table with asks the user to enter in their name a on screen keyboard will appear and allow the user to input their name.

An option appears to end the game or go back to menu, that is after the highscore name enter and table actually shows up, the options are creaky labeled and only show up after the credits have been all completed and the score has been entered or skipped.



It's mostly illustrated in the shown diagram above, arrows point to the areas. This

is also the flow chart that shows class interaction.

Behavior of each screen:

The license screen the player has no control over this screen whatsoever, they can't interact with it at all quite simply all that happens here is the logo displays and made by text appears that's all that happens and it moves on to the next screen.

The splash screen the player can press any button to continue here and it immediately moves on to the next screen after displaying the logo and company name.

On the title screen the player can use either the dpad or the analog stick to move along the menu options, when hovering above an option the A button can be pressed to immediately move onto the next screen of the selected option.

If options was chosen then a similar menu appears with a different set of buttons two sliders one for music and sound volume alongside two checkboxes for music and sound. The dpad and analog stick also move around on this menu once the cursor is beside the wanted option, the A button either checks or unchecks the checkboxes or allows the user to now use the dpad or analog stick to adjust the volume sliders. At any point in the options the player can press B to exit the menu.

If instead the exit game is highlighted the game ends when the button is pressed quite simply as previously stated it ends and you're back on the desktop asking yourself why.

Alternatively if the New game option is highlighted the game now enters the story bit, like I mentioned in the above section the text comes in at a certain speed and the A button can move onto the next section, alternatively the player could get bored and just press start to skip to the actual game.

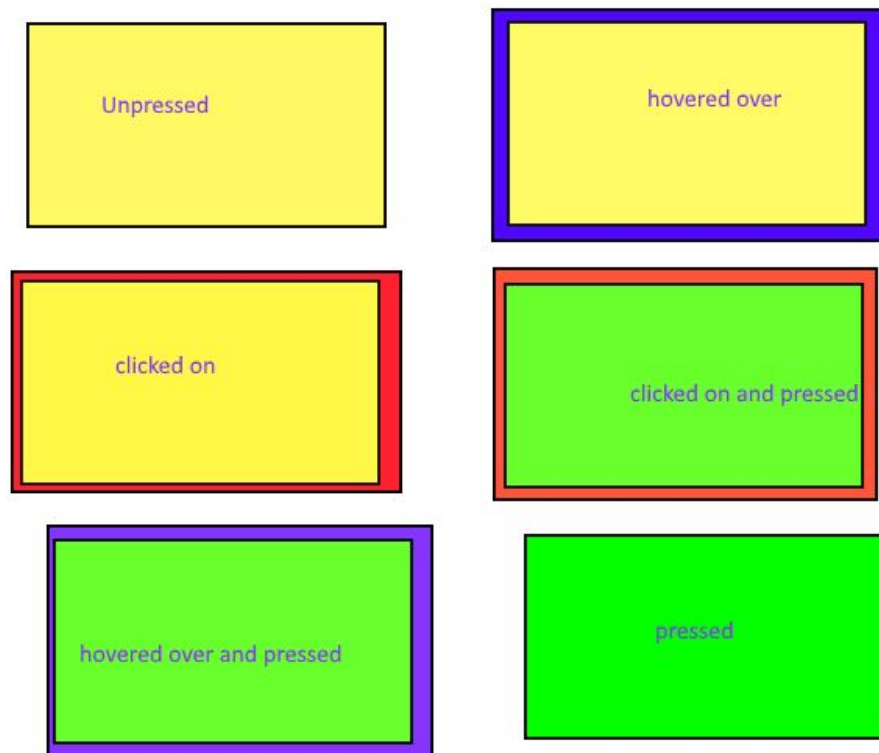
In the actual game the player can interact with the world to briefly pause time by pressing start, basically a break if the pressure of waiting is too difficult for them, alternatively if the player is not a person who cracks under pressure then

the player can just play the game and press A to see if they win or lose , either way they are taken to the credits.

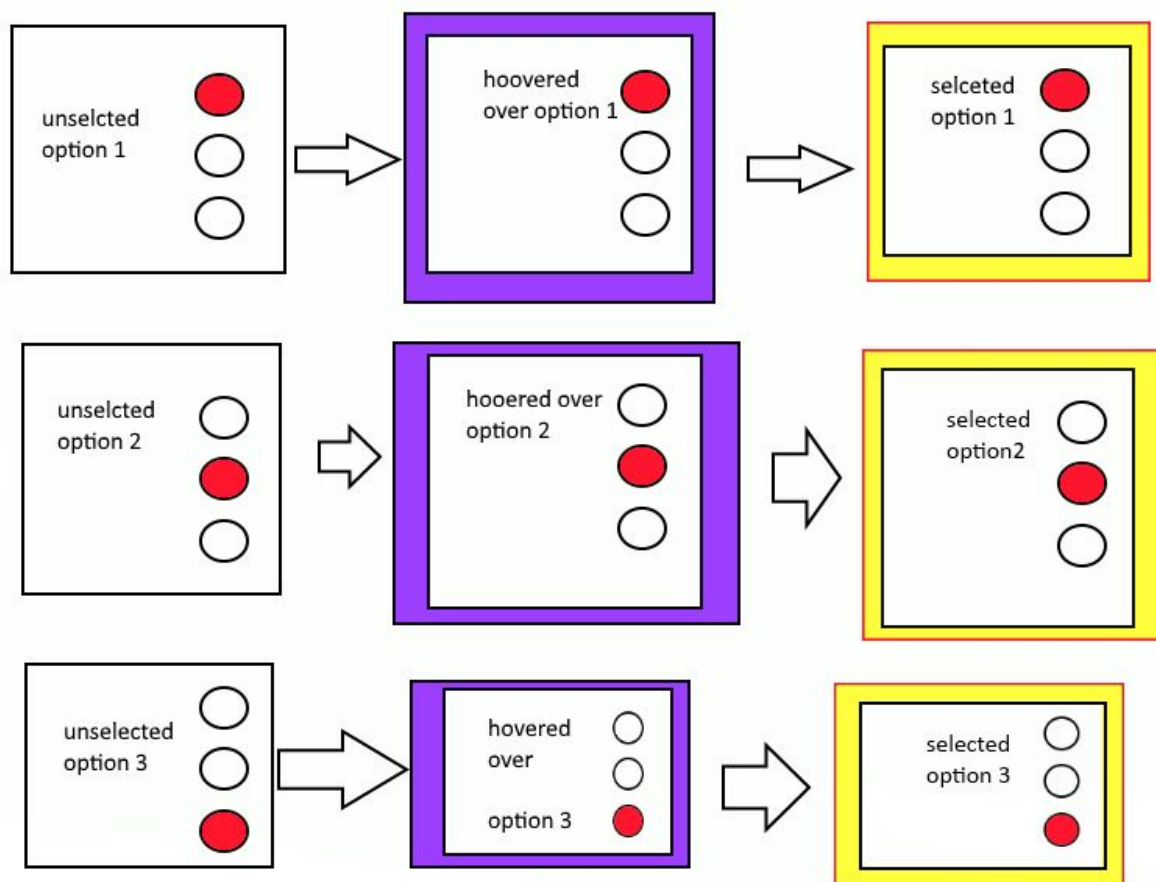
At the credits the player can speed it up with A or just skip straight to the end with the start button, this gives them access to one last menu option upon a single press of A they can either exit the game or go back to the menu. An addendum the Highscore will display just before the last menu, the player will be able to input a name of three letters and use the analog to push up from A-Z. Changed this again to be either a full name entry or an old school arcade style, still not decided fully.

Appearance of controls:

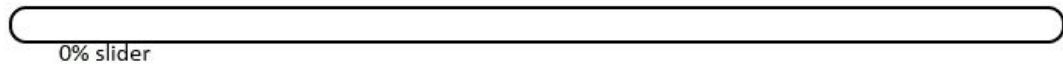
Buttons for entering menus are done like below, to explain a little the button when unselected they have just a standard color of yellow, and no box around them, when it is hovered over a blue box will be seen around it indicating that this box is selected, once the A button is pressed the box changes to red and after a second the button changes to green, if it's already changed. These options are used for all of the selecting menus, and exiting menus example new game is this button options is this button and so are the exit game and exit options.



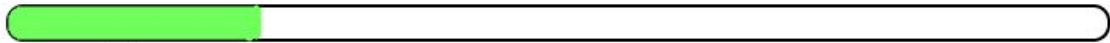
The radio buttons follow in suit to the above one with the addition of just having the option to select one a setting, shown below is the way it is laid out it goes blue when hovered around and yellow when selected the red circle is when the option is selected the dead and analog stick change the option. These are used primarily for the difficult setting it could also be done for any extra options we decide to add that only one can be selected for example differ types of sounds and music.



The sliders are done in stages they go from 0% - 25%- 50 %-75% -100%. The bar is green and the analog stick or dpad moves it along the option it gradually increases in increments with each flick of the stick. The spider is the volume control option there are two sliders one for music and one sound effects these are grouped right after the check box of the indicated option.



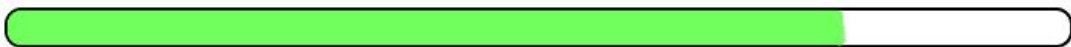
0% slider



25% slider



50ish % slider



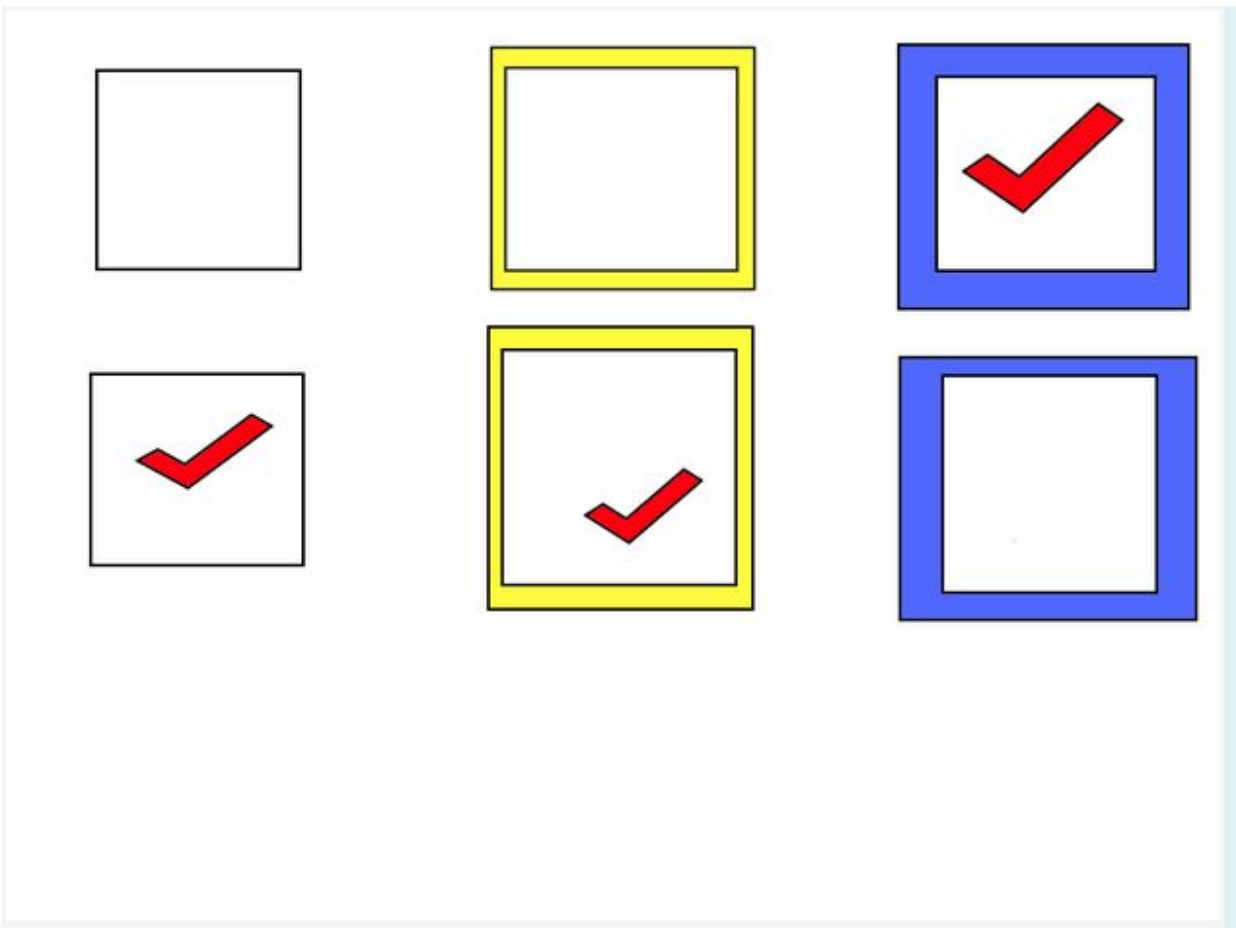
75ish % slider



100% slider

The checkboxes are similar to the buttons they have six stages illustrated down below. In order they are unhovered over not checked, hovered over not checked, selected checked, non hovered over checked, hovered over checked and finally selected unchecked.

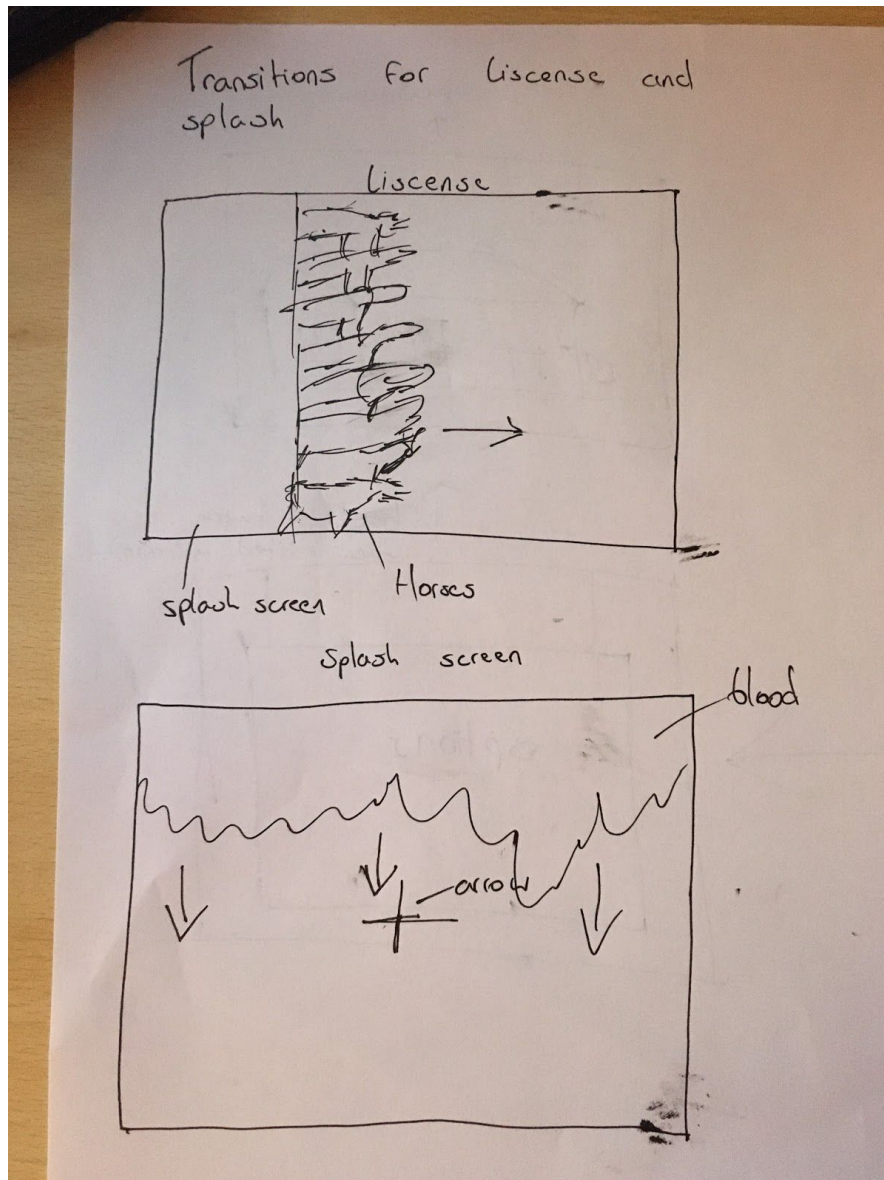
these are used for enabling and disabling features for example these are used for the music and sound effects however more options could be added and as started above these are grouped together with the volume slider of each option.



Transition behaviour of screens:

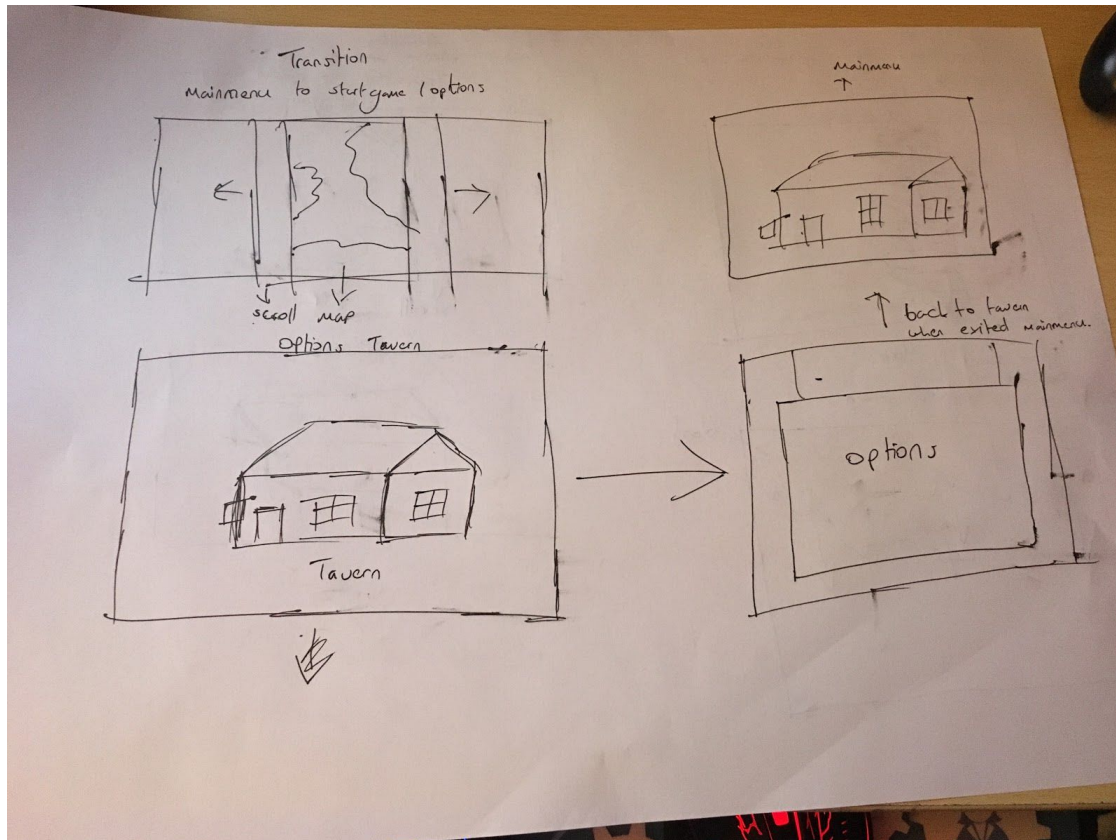
Every screen has a unique transition each revolves around a medieval theme. The player will start on the license screen and when several seconds have passed it will transition to the splash screen. Horses come running along the x axis bring along the background for the splash screen.

The splash will last a similar amount of time as the license screen after that time has passed an arrow will fly at the player and blood will pour down the screen eventually covering the either screen it will then fade to the next screens background.



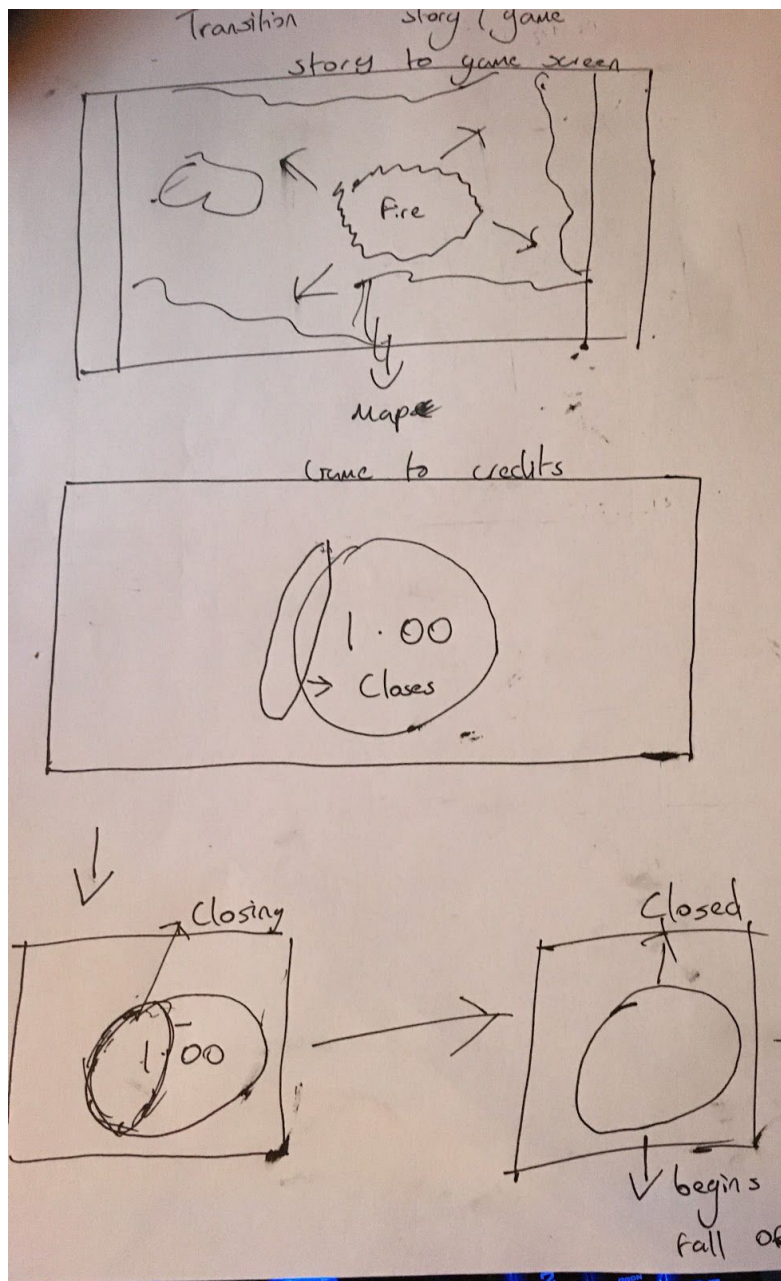
The main menu screen appears once the blood has faded. The main menu will have several options the first will be to start the game, the second will be to see the options and the final option will be to exit the game. If the player chooses the start game a scroll will appear and open up on the screen revealing a map as a background.

If the player chooses options the screen will fade to a tavern for a few seconds then to a tavern sign which will allow the player to edit sound etc. If you exit options it fades back to tavern then back to the main menu screen.

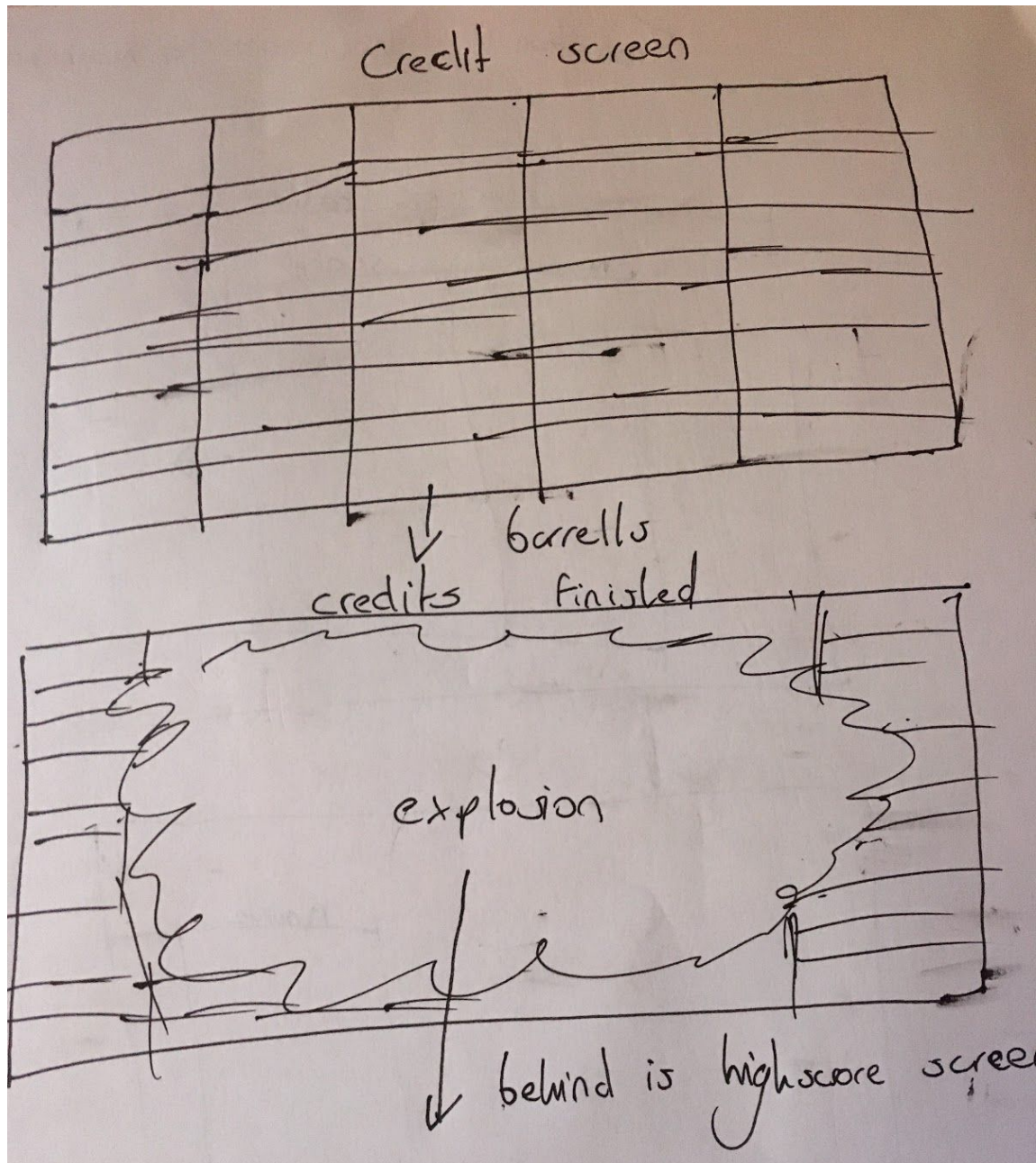


The transition for the story screen appears when the story is finished the map will burn from the outside in and smoke will appear for a few seconds and will gradually disappear off the screen revealing the stop watch game behind it.

When the player has beaten the game the stop watch will close over and the stop watch will look like it falls off the screen. The barrels as the background then appear and the credits roll.

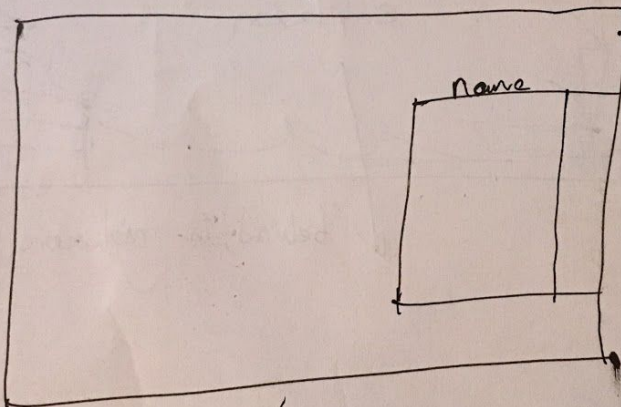
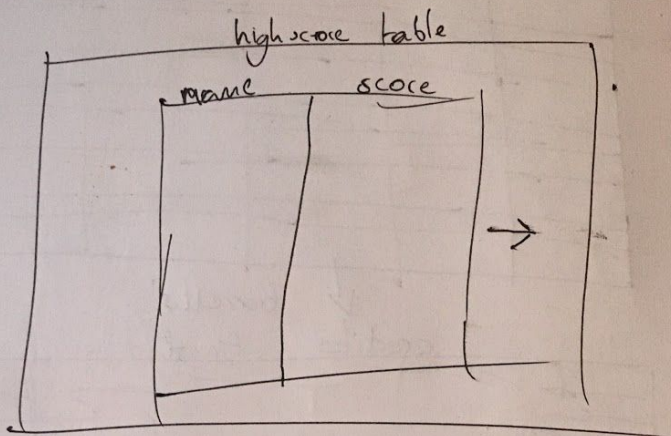


Once all the credits are done the barrels in the background appear to explode for a few seconds and the highscore table is revealed

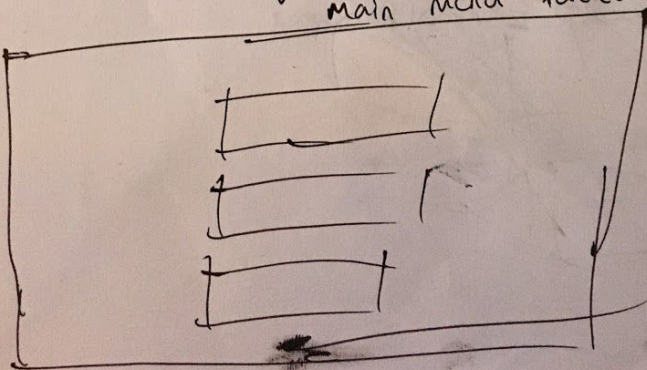


When the player exits the high score it quickly moves off to the right of the screen and the main menu screen fades in

Transition high score to main menu



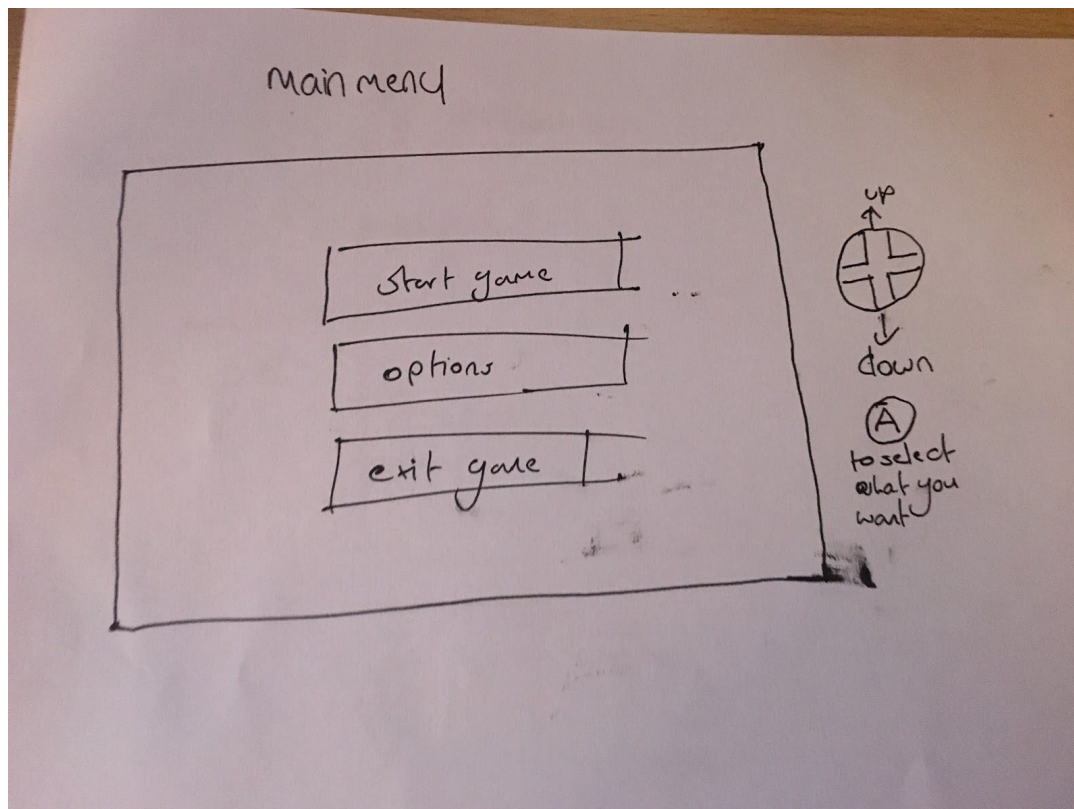
main menu fades in



Feedback behavior of controls

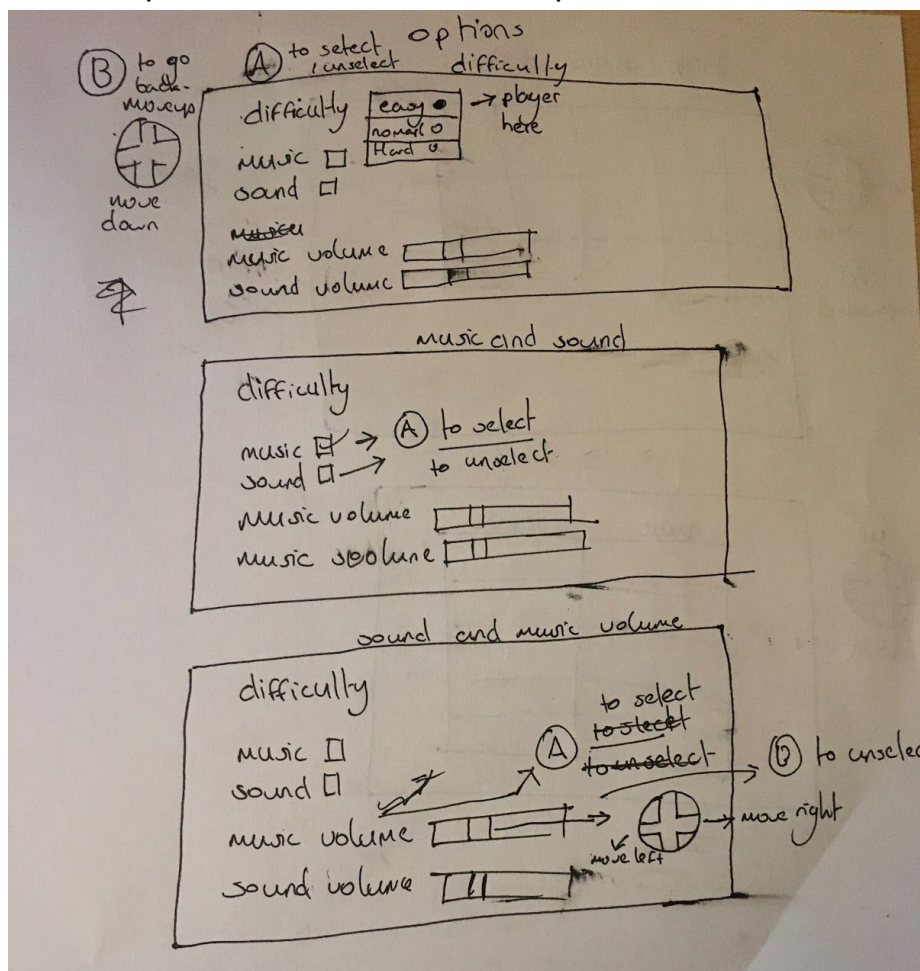
The license screen is the first screen the player is greeted with and is unskippable no buttons will affect the screen. After the license screen is finished the screen will transition to the splash screen which the player can skip by pressing any button on the controller this will cause the transition of the splash screen to the main menu.

Once the transition from splash screen to main menu is done the player has three options available to them start game, options and exit game. The player can use the dpad to move up and down the three options and can press a to select whichever one he is hovering over and transition to the screen example pressing a on start game to transition to the story.



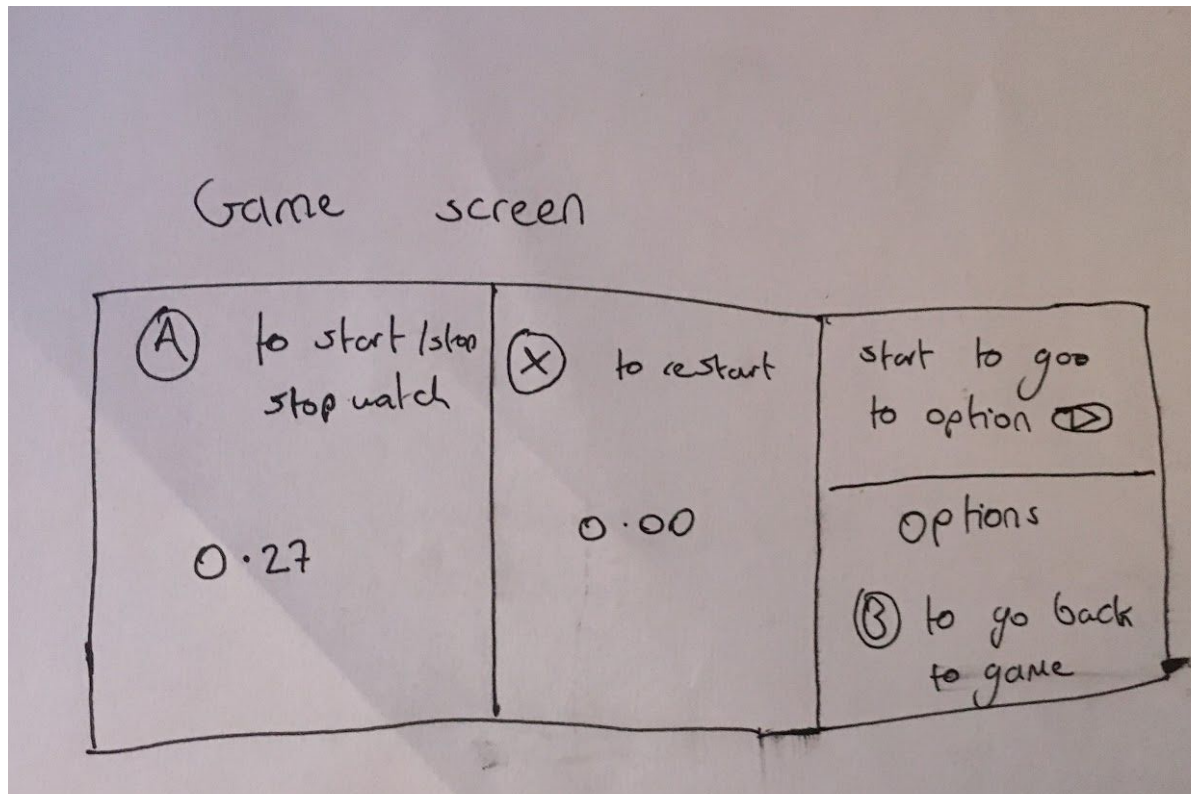
If the player is in options he can use the d pad to move up and down if he is hovering over difficulty he can press a which will let him change the difficulty between three options, he can move up and down with his dpad and

press a to select a difficulty once the player is happy with the difficulty chosen he can press b to go back to options. the player using dpad can move down to music or sound and press a to activate them and can press a again to deactivate. The player can move down and below music and sound to change either the sound or music volume via a slider. The player whilst hovering over music volume or sound volume can press a and move the slider sideways with the dpad the player can press b to exit off the slider. The player can exit back to the main menu at when in the main section of the options ie not on the difficulty or sliders or the player can press the a button whilst hovering on exit options at the bottom of options.



If the player is on the story screen he can skip it at any point besides the transition by pressing any button which will start the story transition of the map burning up and bring the player to the stopwatch game.

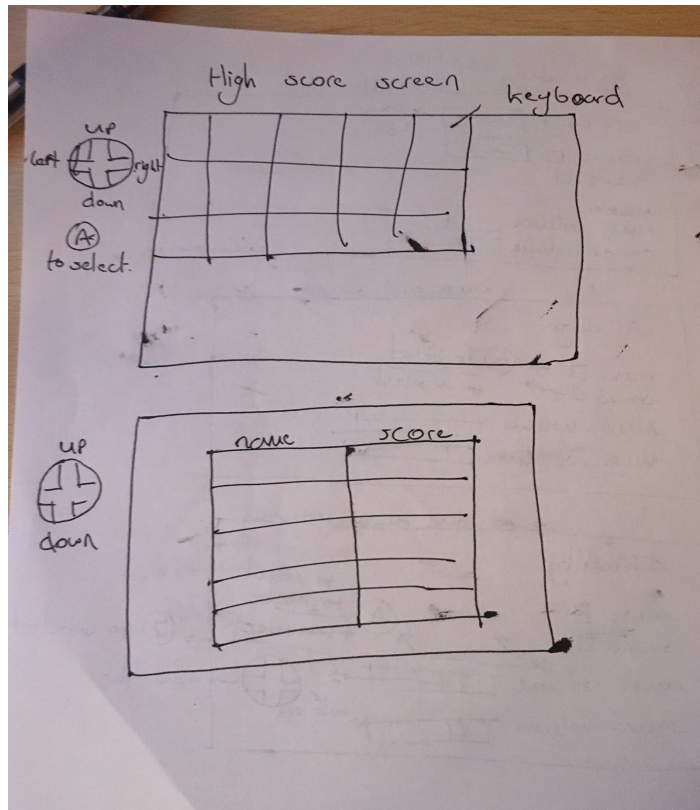
On the game screen the player can start the stopwatch by pressing a and stop the stopwatch by pressing a he can also restart the stop watch by pressing x the objective is to stop the watch on 1 second exactly the player can also press the start button to go to the options and can press b to leave options, the option screen is same as described above. Press y to skip the game and go to the credit screen.



When the player reaches the credit screen he can choose to skip by pressing any button once the credit screen is not in a transition from one screen to another. When the credits are rolling and you press a button it will bring you straight to the transition from credit to high score screen.

Once the transition is done and the player is on the high score screen where the player must enter his name using an onscreen pop up keyboard the player can use the dpad to navigate the keyboard and press a to select what they want the player can once done the player can select enter and can see his name and score and where he ranks compared to the others he can move up and down the high score table using the dpad. When the player is done

admiring his rank he can press start to return to the main menu and begin the fun process again.



Layout behavior of screens/controls:

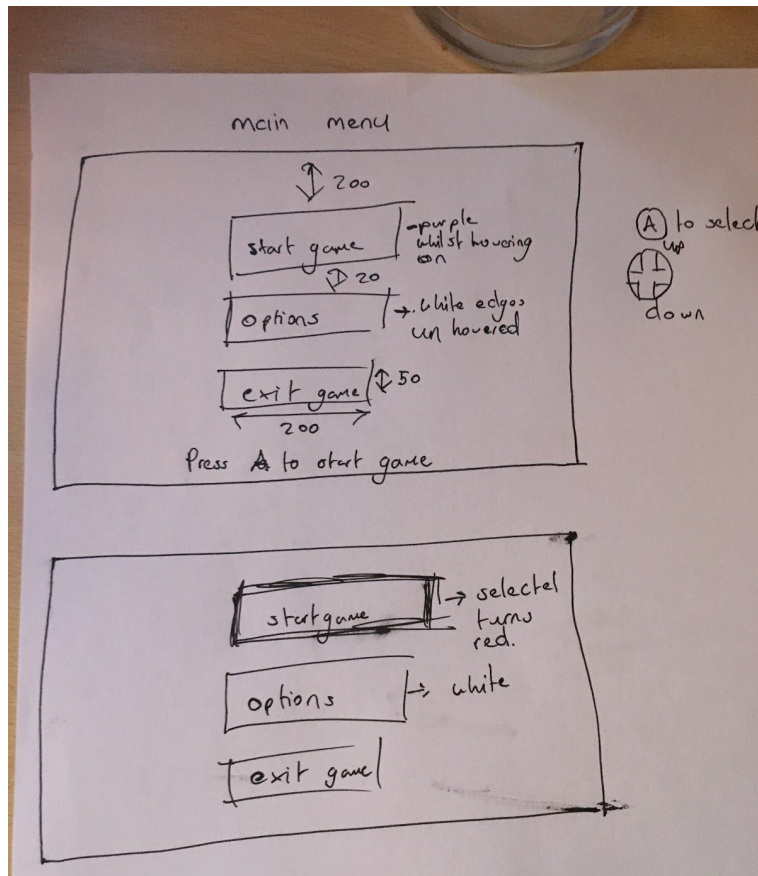
The license screen as stated above is unskippable no matter how much you spam the buttons on the controller, the screen will remain unchanged. The splash screen will remain unchanged if the player uses a dpad or thumbstick or is in a transition from one screen to another. The player must press a button for the splash screen to go to its transition to the main menu.

When the player is on the main menu he will see the three options as stated above whichever option he is currently on will be highlighted in purple on the edges of the

rectangle. It will tell the player at the bottom of the three options "press a start game" whilst you are hovered over start game.

If hovering over the options it will tell the player to "press a to see options" and if hovering over exit game it will tell the player to "press a to exit game".

The three options are located dead in the center of the screen with a space of 200 from the top of the screen and a space of 20 between each option. They have a width of around 200 and a height of 50. If the players press on one of the options it will turn from purple on the edges to red.



If the player picks options he will be greeted with several options to change the sound and difficulty etc. the options will be 20 in from the edge of the screen with a separation between each option will be 30 except for difficulty which will have a space of 50 to allow for all the options of a difficulty change. the option rectangles will be as wide as need be for the words they hold but will have a height of 30. As stated above there are three difficulties the difficulty box will be 50 wide and 60 height with a spacing of 10 from the difficulty option on the screen. The player can access the difficulty options by pressing A whilst hovering over it. This will allow the player to select difficulty and whilst hovering over the difficulty options it will go to purple on the edges and if the player presses a on an option it goes to yellow

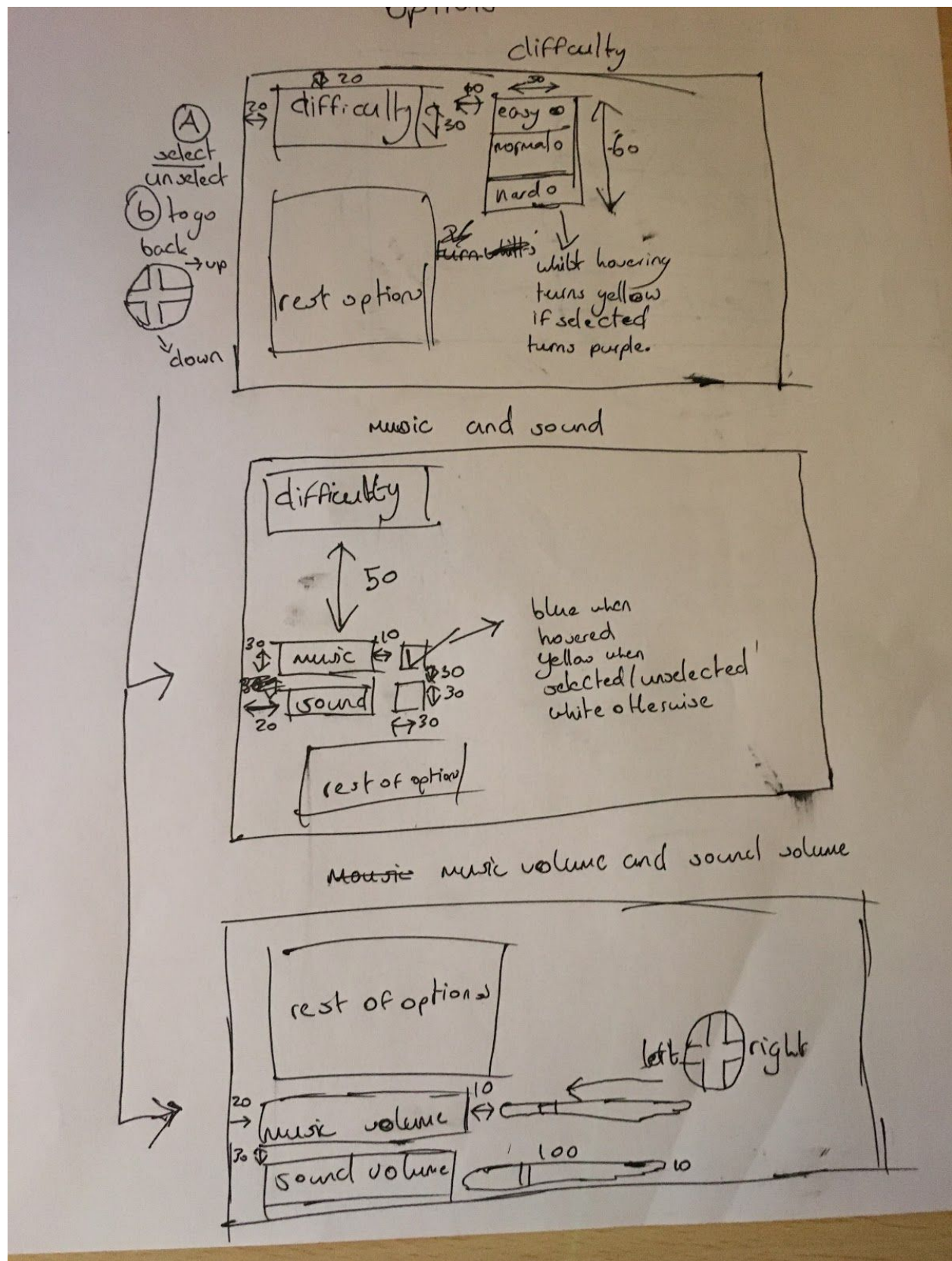
for a second then back to purple. The player can go back to option by pressing b. The difficulty also slows and speeds up the game.

If the player uses their dpad to move down he will be hovering over the music and can choose to select or unselect the music by pressing a. The color change on the click box located 10 away on the right from right will go to blue when hovered on to yellow when click back to blue and if no longer hovered on will go back to white on the edges of the box. The box size will be 30 by 30. This setup is the exact same for sound which is located directly below from music.

If the player uses their dpad to move down to music volume the player can press a to move the slider with the dpad left and right and can press a once the player is happy with what is selected whilst hovering on the slider bar the edge of the slider will go from white to purple when moving the slider the edges will turn to red. the slider will have a height of 10 and a width of 100 and will be located 10 away from the right of music volume. This will go the exact same for the sound volume.

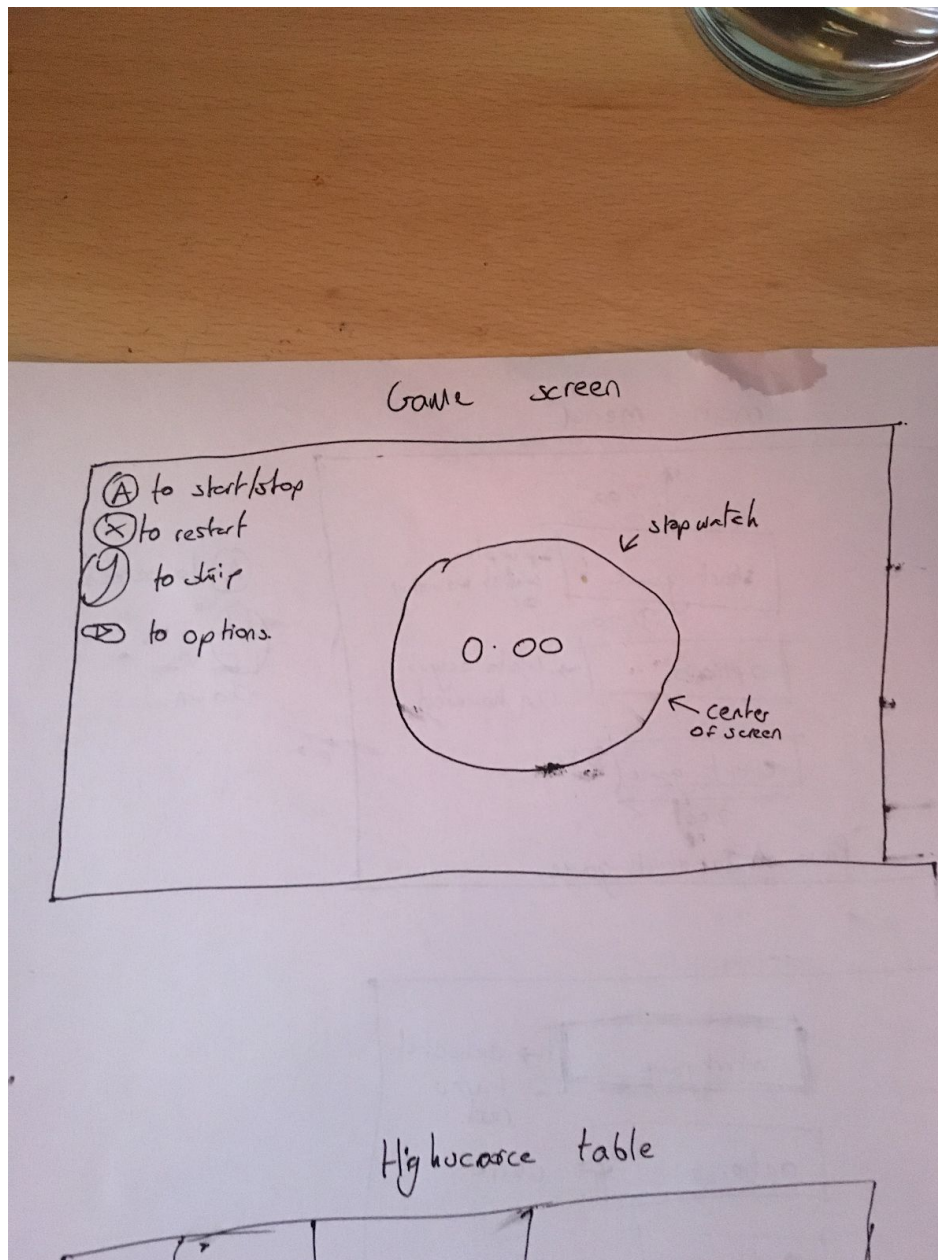
Whilst hovering over any of the five options they will go from white edges to purple edges and when a is press they will go to red edges.

The player can press b to exit the options whilst hovering over one of the 5 options.



If the player selects the start game option he will be brought to the story screen

Which as stated is skippable by pressing any button whilst not in transition. The player is then brought to the game screen where a stopwatch will be placed in the center of the screen. It will tell the player in the top right of the screen that he can press a to start and stop the stopwatch by pressing a and can restart by pressing x and for testing of the credit screen you can press y to skip to credit screen. Also will tell the player he can press start to go to options which are described above.



The credit screen also is skippable whilst not in transition once past the credit screen the player will be on the high score screen where he must enter a name on an onscreen keyboard when hovering over a letter the outline becomes thicker

when a key is selected with a the key will move back slightly from the player and then back to regular position again. When the player is finished with his/her and they can see other players scores and move and down using dpad and when hovering over a score it will have a purple outline otherwise a white outline. The score board will be place 40 in from all sides and the keyboard when on screen with be placed it the top left taking up a large part of the screen. When on the high score table it will say at the bottom press start to go to the main menu.

