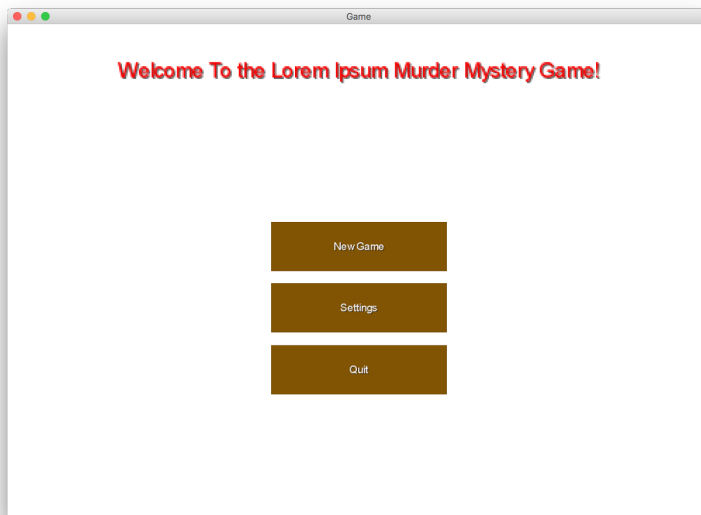


Appendix F: GUI Examples

Below are Examples referenced in the GUI report.

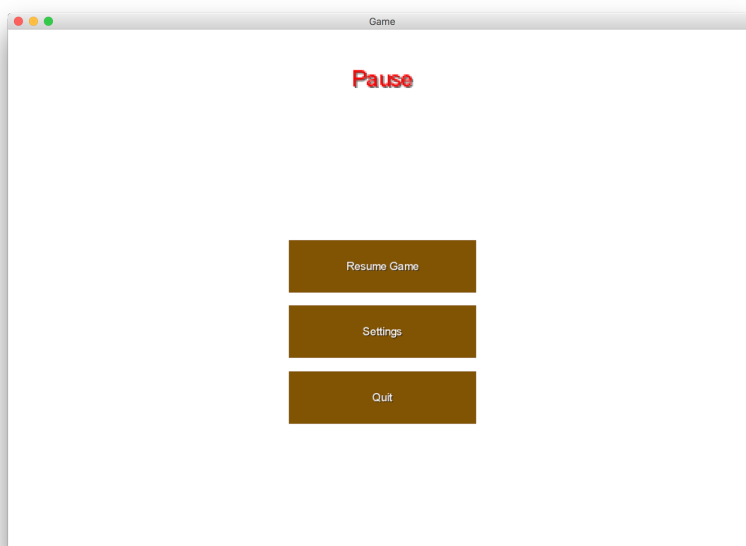
1

Image displaying the main menu and welcome screen.



2

Image displaying the pause menu.



3

Image of part of the game map:



The in game overlay is the grey bar at the bottom. It contains:

- Score (not implemented yet)
- Personality (not implemented yet)
- Inventory (not implemented yet)
- Pause menu