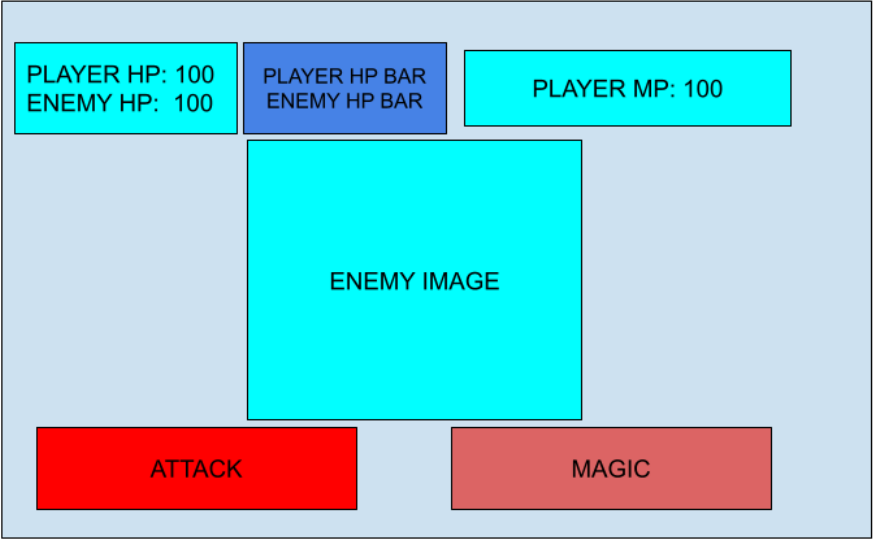
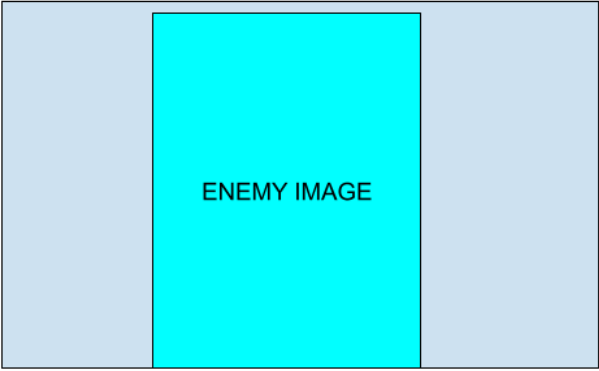


(the first three are wireframes out of order. Afterwards, it is in order.)

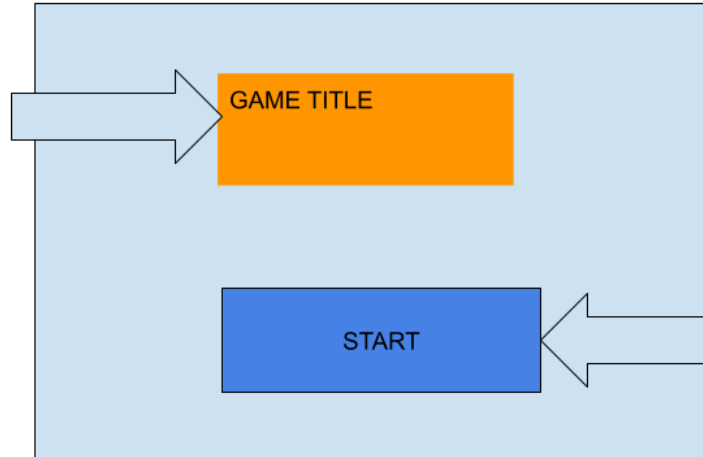




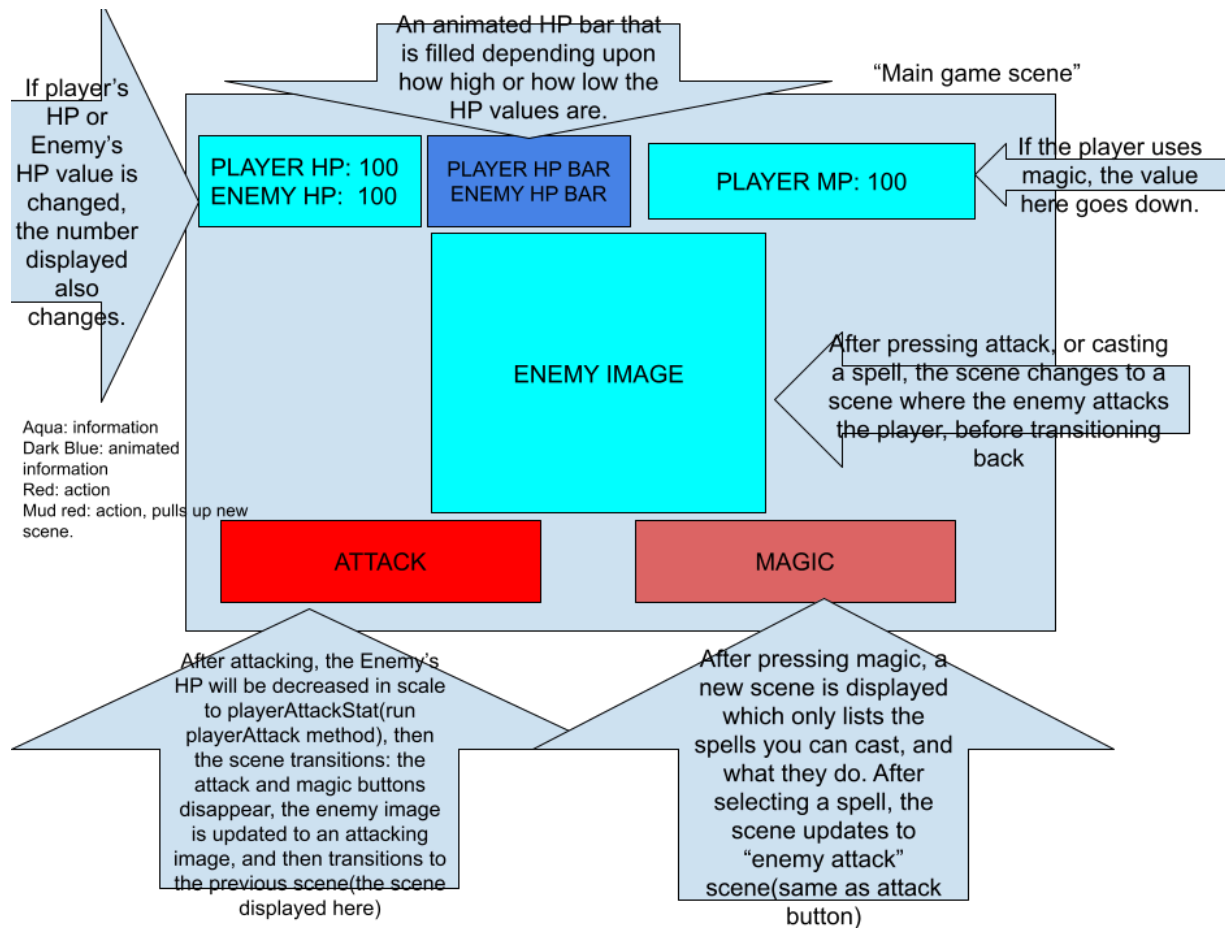


"TITLE PAGE"

A label with game title inside. No interaction.

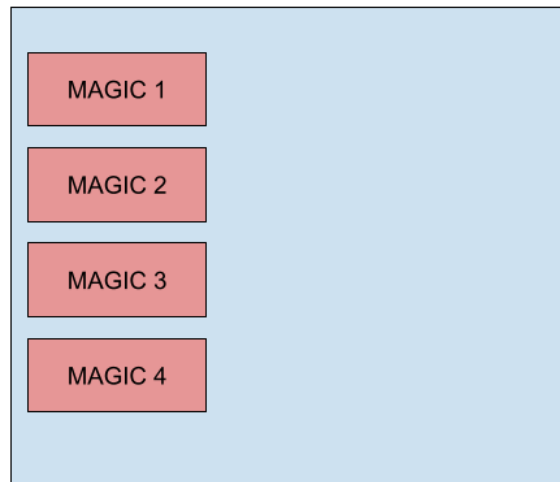


When clicked, transitions the scene to the "main game".



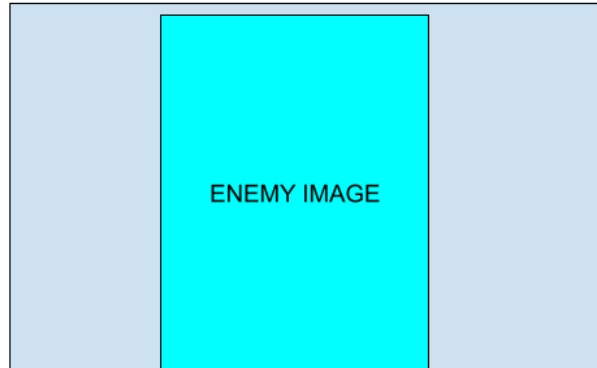
"Magic scene"

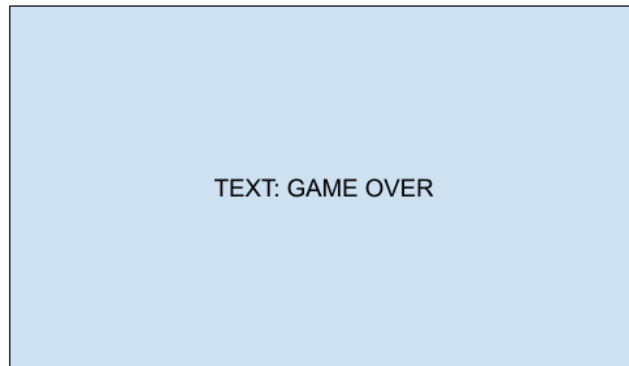
Every element listed here is a button. Each button represents a "spell", which will affect either the player's variables or enemies variables (run each magicSpell method). When clicked, the variables are updated, and the scene transitions to "enemy attack" scene.



"Enemy attack scene"

After selecting attack or magic, the scene transitions to this scene. An new image is displayed, where the enemy is "attacking". This scene lasts for 3-4 seconds, sets the player HP down relative to enemyAttackStat, (run enemyAttack) and transitions back to the "main game" scene. The player cannot do anything, this is a "cutscene".





Scene used
if playerHP
reaches 0.



Used if
enemyHP
reaches ≤ 0 .
(Prioritized: in
the case of
enemy and
player HP
being ≤ 0 at
the same
time, victory
scene will be
used.)