**START**

SETTINGS

HELP

QUIT

Menu

- This screen will be the first one and has 4 buttons:
- **Start**: Goes to the difficulty page.
- **Settings**: To make adjustments with the volume and select the predefined controls.
- **Help**: Goes to a page with the explanation of the game and the main goal.
- **Quit:** Quit the game.

Settings

- On this screen, the user can adjust the volume, sound and select the keys to play.

SETTINGS

Volume:

Sounds:

Controls:

W	↑
A S D	← ↓ →
SPACE C	N M
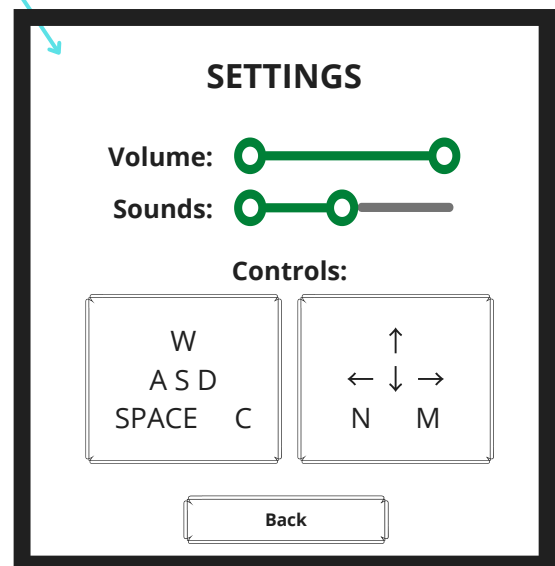
Back

HELP

How to Play

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Ut a tincidunt justo. Nam viverra felis sapien, eu consequat massa porta non. Phasellus quam ante, accumsan nec ipsum a, interdum laoreet dolor.
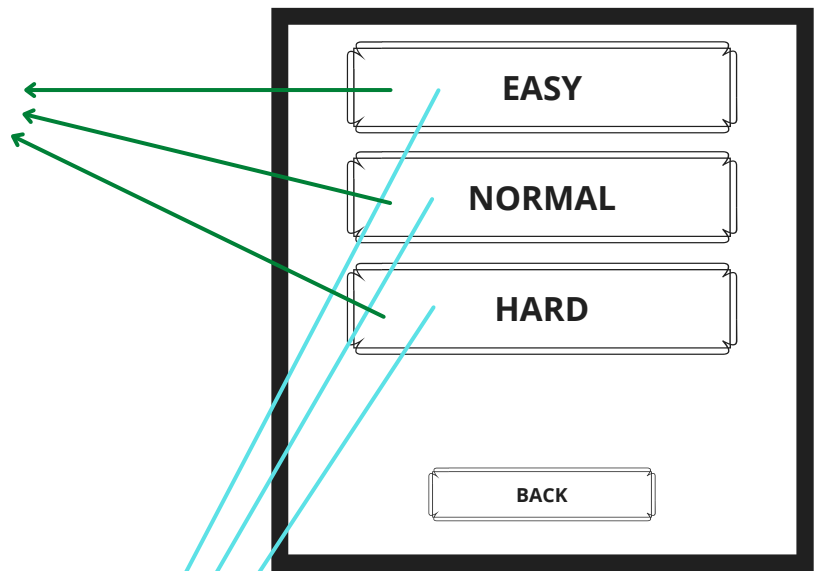
Back

Help

- In this section the user will see:
- **How to Play**
- **Goals**
- **Enemies and Boss**

Difficulty:

A Variable to set the difficulty level:
- Powerful enemies and Boss
- Fewer asteroids.
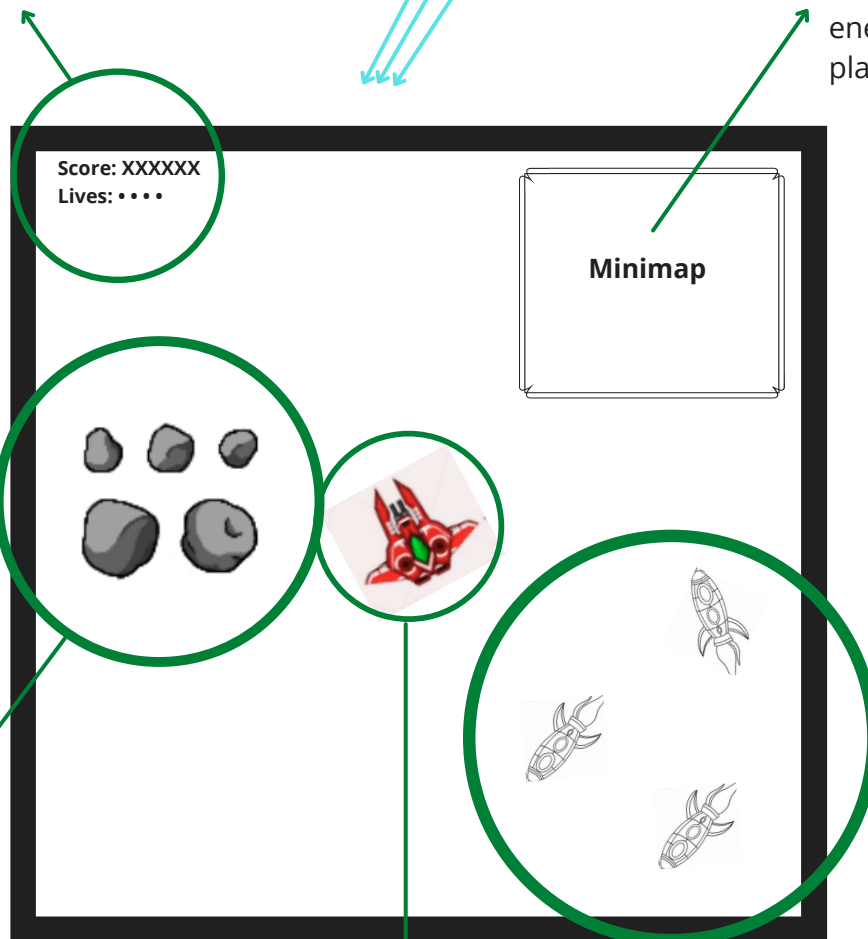- Gain fewer points.

EASY

NORMAL

HARD

BACK

Stats:

In this corner, the user will see the current score and lives.

Score: User gets points when hits an enemy. Also, can gain an extra life if he gets a certain amount of point.

Lives: Number of remaining lives. If the user loses every life will lose the game.

Minimap:

Shows the entire map with enemies, the boss and the player.

Score: XXXXXX
Lives: • • • •

Minimap

Asteroids:

These objects are indestructible and are helpful as a "shield"; They stop the bullets fired by the player as well.

- Will be generated randomly on the map.
- Will have different "designs" (assets) and sizes.

Enemies:

The enemies' purpose is to defeat the user. Some of them can shoot.

- Will be generated randomly.
- Probably will be different "designs" (assets) for the enemies.

Player:

The ship can move around the map, rotate, fire bullets, and "special bombs".
- Enemies will follow it.
- The boss will try to eat it.
- The **camera follows it. So the player will be always in the middle.**

Score: XXXXXX
Lives: • • • •

Minimap
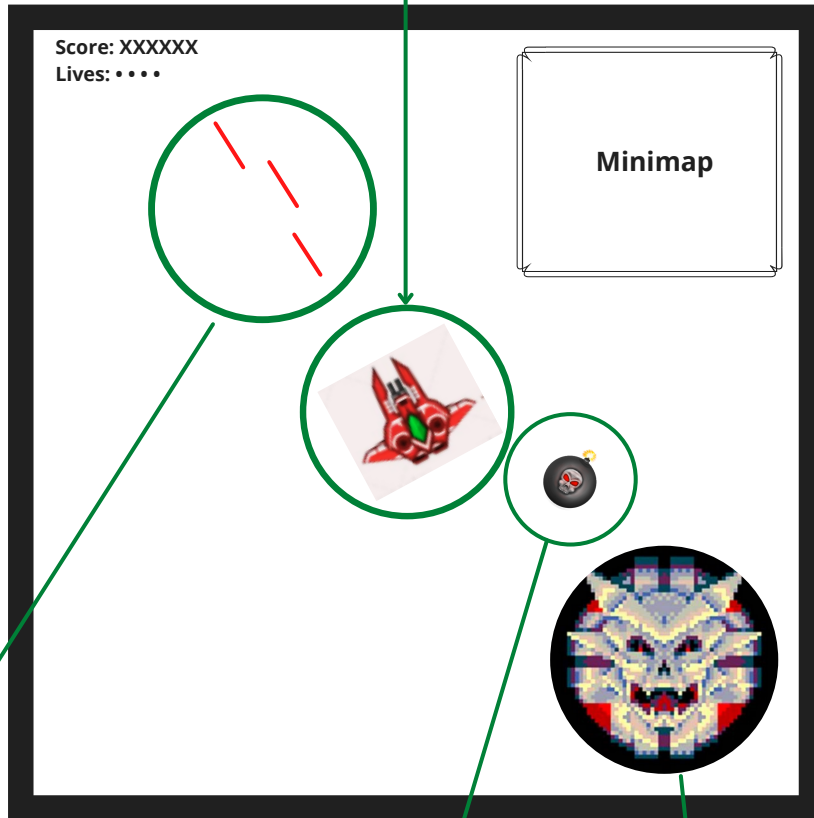
Bullets:

The player will shoot bullets with a fixed cadence (Frequency).

- Bullets will follow always the same direction (same direction as the ship at the moment of the shoot) and stops when hitting an asteroid, an enemy, or reaching a fixed limit.
- Depending on the difficulty level, the damage can be different.
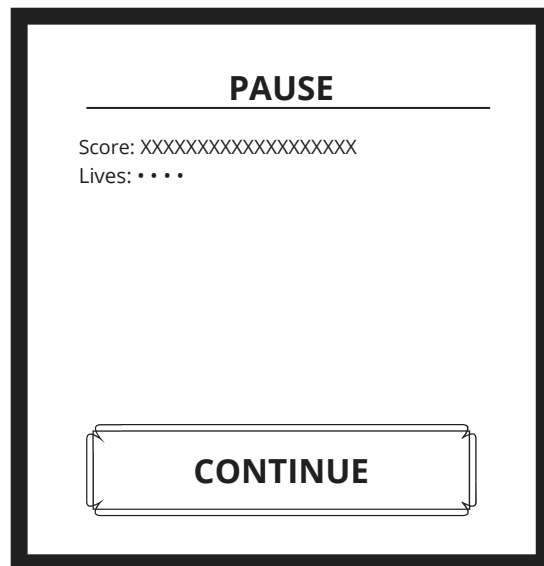- Are unlimited.

Special Bombs:

The player will shoot special bombs and these will be "dropped" on a point behind the player.

- Bombs explode after a while.
- This is the only kind of weapon that can make damage to the boss.
- Are unlimited.

Boss:

Will appear after a while. Can be damaged just with "special bombs".
- Has more resistance than other enemies.
- Same speed as the player.
- Can't shoot any bullet but it can eat the player just touching it.
- Defeating it, the game is over and the player wins.

VICTORY!

Overview:
Total Score: XXXXXXXXXXXXXXXXXXX
....
....
....
....

CONTINUE

DEFEAT

CONTINUE

Victory:
If the player defeats the Boss goes to this screen.
• Shows stats (Score, maybe total time, remaining lives...)
• The button "Continue" goes to the main menu.

Defeat:
If the player losses every life the game is over and will send the user to this screen.
• It shows maybe the boss, stats, some animations...
• The button "Continue" goes to the main menu.

PAUSE

Score: XXXXXXXXXXXXXXXXXX
Lives: • • • •

CONTINUE

Pause:
If the player presses the assigned key will pause the game and shows this screen.
• It shows, stats, lives.
• The button "Continue" returns to the game.