

<https://github.com/Christopher-Roedel/Project-First-Strike/tree/15.4-GUI>

As a note, all of the icons in here were self drawn and are temporary.

1. Ability Icon
 - a. Used to show the player's ability being available. If the player were to use their ability then the icon would gray out and be overlaid with a countdown. It is just an image with a text overlay and was chosen for simplicity. I didn't consider any other options for this.
2. Health and Shield Bars
 - a. These show the state of the player's health and shield. They are made with simple sliders. I update them currently by randomly taking damage, but obviously they would react to in game damage the player receives. I considered designing my own images for these bars but I decided to use the simple sliders for now, and I can improve them later.
3. Equipped Weapon
 - a. This is a static image of the currently equipped player weapon. I used an image for this because that is all that it needs to be. I didn't consider any other options.
4. Ammo Counter
 - a. This is just text that displays the current ammo count of the equipped weapons magazine and the ammo count in reserves. I used text for this because that is all that this element needs to be. For this assignment I didn't consider another option but in the future I would look into how to stylize the text for my game.
5. Grenade and Special Grenade
 - a. This shows the available grenade and special grenades available to the player. These are just static images that are either on screen or not depending on the amount the player has available. I considered using a single image and a counter, but I think the multi image looks nicer and is fairly standard for many games.
6. Status bar
 - a. This displays static images of the current effects applied to the player. I have a current image of fire placed there which would imply the player is on fire. This would work in tandem with particle effects on the character model. I didn't consider any other options for this because using text would get too crowded and clutter the screen too much.
7. Skill Point Available
 - a. This is just an image that shows that the player has a skill point available to use. I chose a static image for this because this won't always be there and doesn't need to update frequently. I didn't consider any other options.