

Template Selector

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Overview

Main Screen

- Each template will have its own icon on the main screen
 - 5 columns
 - 3 rows
 - Future Development:
 - When there are more than 10 templates for the editor, a page indicator will appear at the bottom, the user can click on the page circle to switch to it
 - OR
 - The user can hover their mouse on either the left or right side of the template icons and a back and forth arrow will appear
- Last row will have links to the website and the most recent games the user has opened
 - 1st – Website (main page)
 - 2nd – Community/Forum
 - 3rd – Documents/Help
 - 4th – Marketplace/Store
 - 5th – Recent Games
 - Future Development:
 - These will stay constant and stationary, even if the page changes with the template icons

Created Games Screen

- When a user clicks on a template icon the screen swipes to the right and shows the icons for
 - Back Arrow/Button
 - All Games the user has created with this template
 - An icon to create a New Game

Selected Game Screen

- When a user clicks on a game icon, the screen swipes to the right and shows
 - The default icon for the template on the left
 - Clicking this icon launches the game
 - The list of levels on the right
 - If the user double clicks on the level or the arrow on the right of the level name, that scene loads for the user

New Game Screen

- When a user clicks on a New Game icon, the screen swipes to the right and shows fields to edit
 - Icon for the MMGD Template Selector
 - Possible to use this icon in the future for when creating the executable/package and app
 - Title for the Game

- Also changes the folder to this name
- Number of Levels
 - Starts the user off with 1 level that has a generic title
 - User can add or remove levels
 - Creates/Removes scenes in the background
- When they click on Create, the screen swipes to the right and shows the Selected Game screen (same screen as if they selected an existing game)
 - If the user clicks on the Back button from this point after a new game has been created, it will bring the user back to the Existing Games screen, not the New Game screen

Existing Game Properties Screen

- When a user clicks on the Properties button, the screen swipes to the right and shows fields to edit
 - Icon for the MMGD Template Selector
 - Title for the Game
 - Clicking on Save will update the changed fields and bring the user back to the Selected Game Screen
 - Clicking on the Back button will cancel any changes made and bring the user back to the Selected Game Screen

Specifics

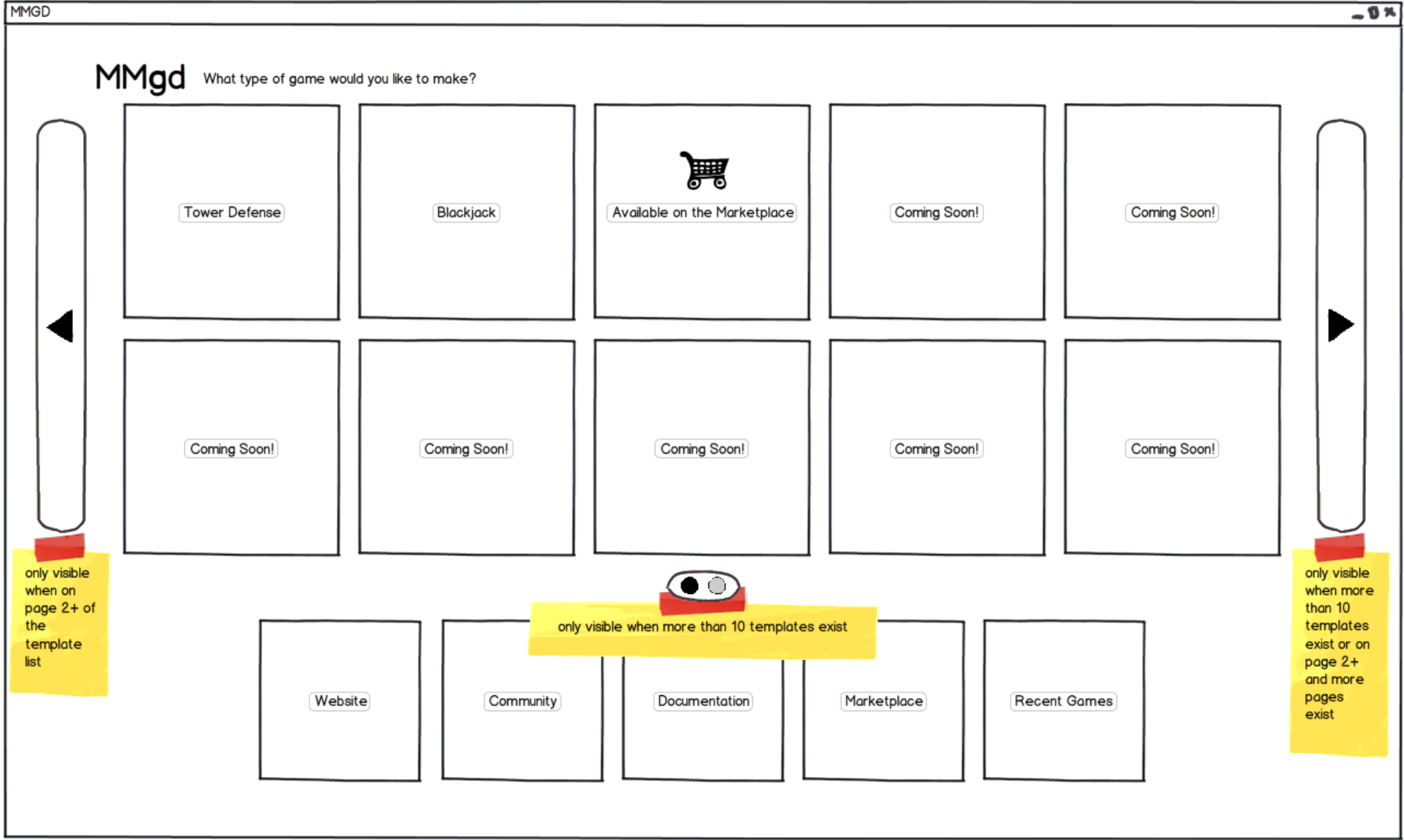
- Icon Sizes
 - Main Screen
 - Template Icons – 200x200 pixels
 - Site Links and Recent Games Icon – 150x150
 - New Game and Existing Games Icons – 100x100
 - Recent Games – 100x100 pixels
- New/Update icon appears on the top right of an icon
 - Shown on all layers
 - If an update is available, the New Game Icon changes to help indicate there is an update
- When updating or creating a new game, the screen will dim and a loading indicator will be present
- When the user hovers over an icon with their mouse, the icon increases by 10%
- The new and recent games layers will contain
 - 10 columns of icons
 - 5 rows of icons
 - The first icon will always be a New Game from the template
 - No New Game icon in the Recent Game layer

Art Assets

- New Icon/Indicator
- Back Arrow
- Previous Page Arrow
- Next Page Arrow
- 300x300 Icons
 - Tower Defense
 - Blackjack
 - Coming Soon
 - Website
 - Community
 - Documents
 - Marketplace
 - Recent Games
- 100x100 Icons
 - New Game
 - Plus Sign/New
 - Up Arrow/Update
 - Generic Tower Defense Icon
 - Generic Blackjack Icon
 - Marketplace Icon
- Loading Image
- Page Indicator
- Radios for Page Indicator
- Loading Image
- Scrollbar
- Levels to Edit container
- Tool list container
- Advancing arrow for level and tool container
- Greyed out screen overlay (for loading sequence)
- Generic Level Icon

Mockups

Main Screen – Layer 1



New Game/Created Games – Layer 2

MMGD

Back

MMgd

Click on either New Game or an existing game

New Game	Immunize	Tower Defense Test	Random Title	Random Title	Random Title	Random Title	Random Title	Random Title	Random Title
Random Title	Random Title	Random Title	Random Title	Random Title	Random Title	Random Title	Random Title	Random Title	Random Title
Random Title	Random Title	Random Title	Random Title	Random Title	Random Title	Random Title	Random Title	Random Title	Random Title
Random Title	Random Title	Random Title	Random Title	Random Title	Random Title	Random Title	Random Title	Random Title	Random Title
Random Title	Random Title	Random Title	Random Title	Random Title	Random Title	Random Title	Random Title	Random Title	Random Title 49

only visible when on page 2+ of the game list

only visible when more than 49 games have

only visible when more than 10 templates exist or on page 2+ and more pages exist

Recently Opened Games – Layer 2

MMGD

Back

MMgd

Click on an existing game to edit

Blackjack	Immunize	Tower Defense Test	Random Title	Random Title	Random Title	Random Title	Random Title	Random Title	Random Title
Random Title	Random Title	Random Title	Random Title	Random Title	Random Title	Random Title	Random Title	Random Title	Random Title
Random Title	Random Title	Random Title	Random Title	Random Title	Random Title	Random Title	Random Title	Random Title	Random Title
Random Title	Random Title	Random Title	Random Title	Random Title	Random Title	Random Title	Random Title	Random Title	Random Title
Random Title	Random Title	Random Title	Random Title	Random Title	Random Title	Random Title	Random Title	Random Title	Random Title 49

only visible when on page 2+ of the game list

only visible when more than 50 games have been created

only visible when more than 10 templates exist or on page 2+ and more pages exist

Creating a New Game – Layer 3

MMGD

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MMgd

Please fill in all the fields to create your

Icon

Default Icon

Click image to edit

Title

Number of Levels

Level Name

Starting Off

Add Level

Create

Selected Game – Layer 3

MMGD

◀ Back

MMgd

Click on the section you would like to edit

Click to Play

Tower Defense Icon

Servants of the Dragon

Level to Edit

Menu

Main Menu

▶

Level 1

Starting Off

▶

Level 2

Something Enti...

▶

Level 3

Ah Coconuts

▶

Level 4

Rage Quit

▶

◀ Properties

Properties of an Existing Game

MMGD

◀ Back

MMgd

Change the properties of your game

Icon

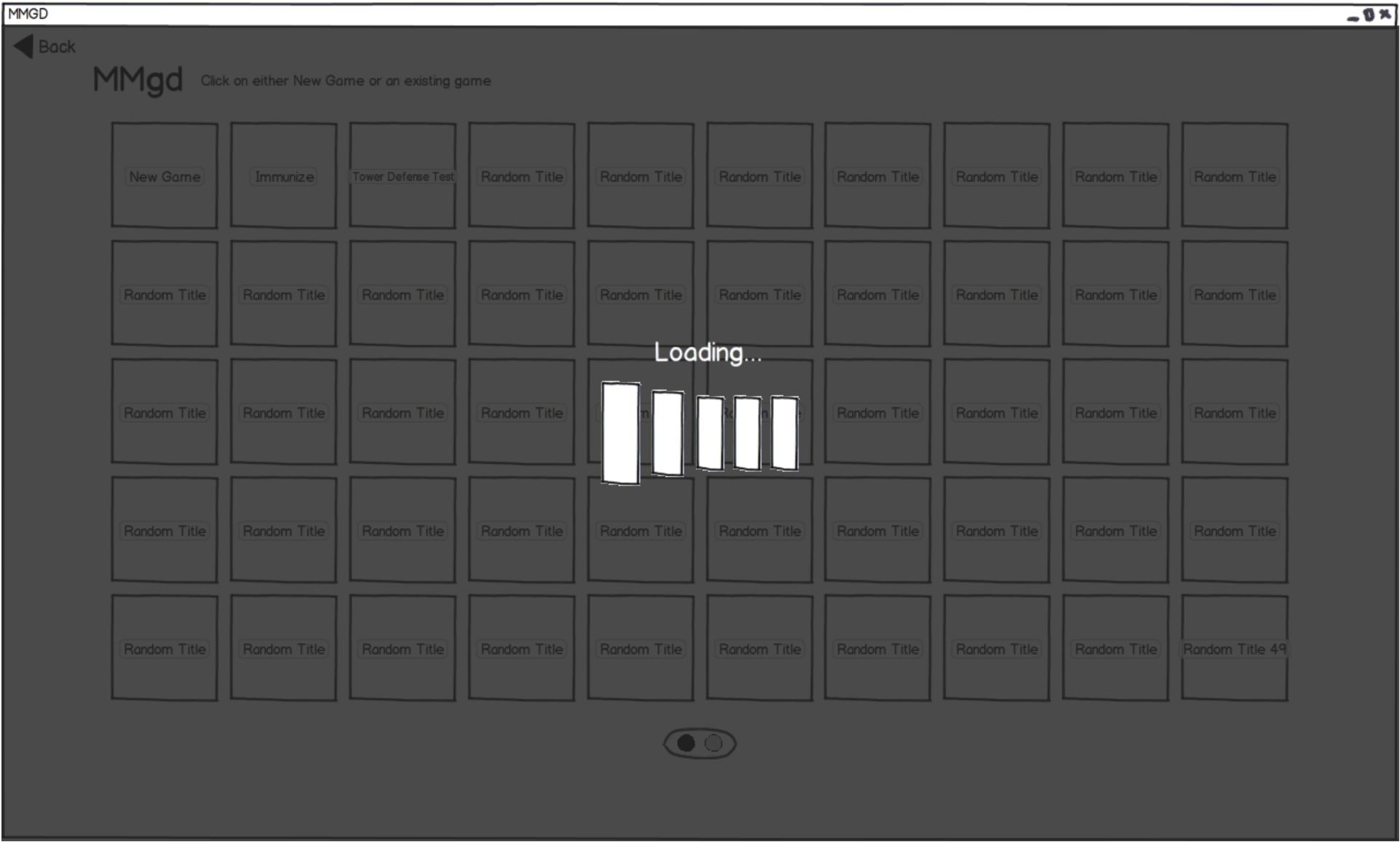
Default Icon

Click image to edit

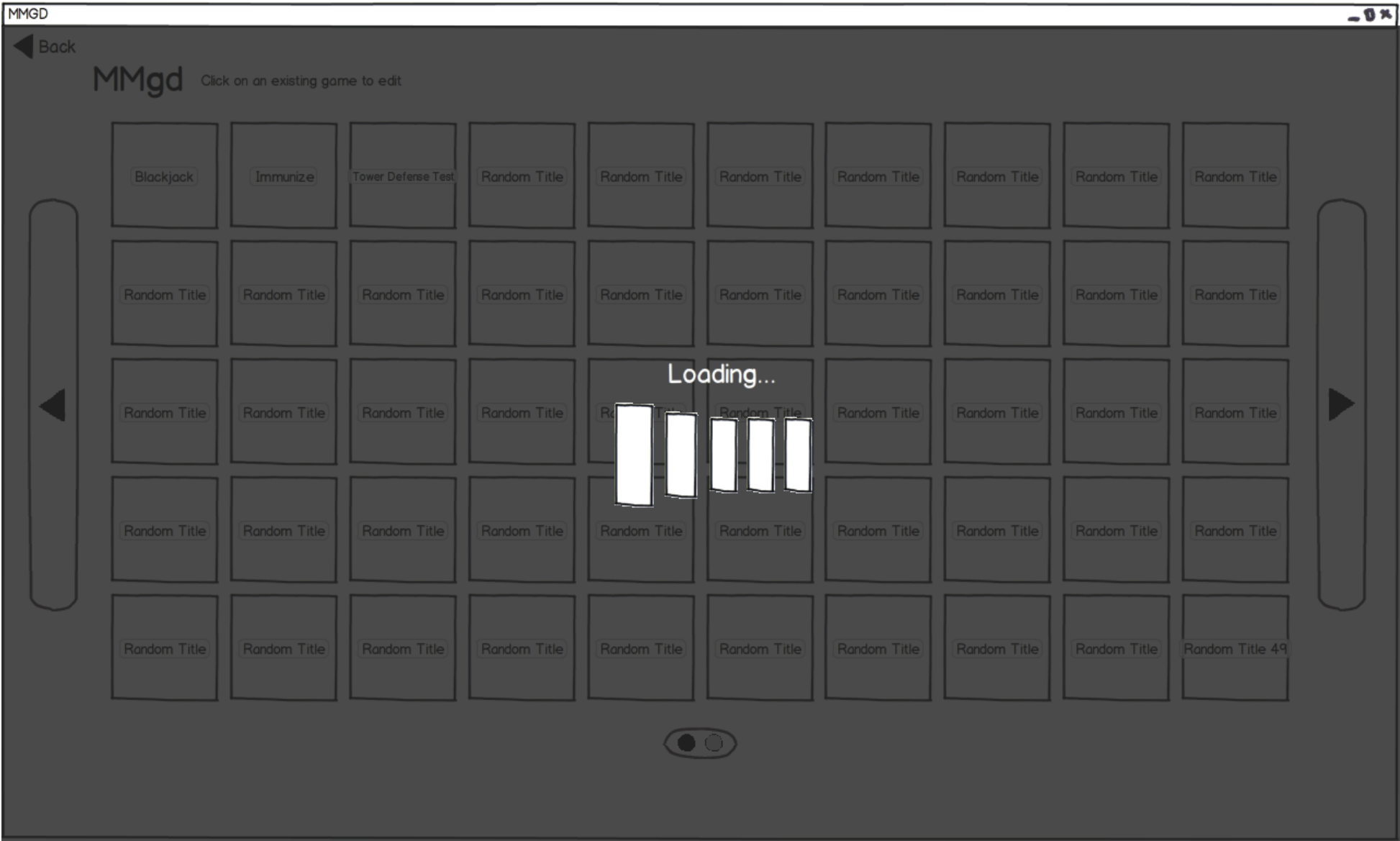
Title

Save ▶

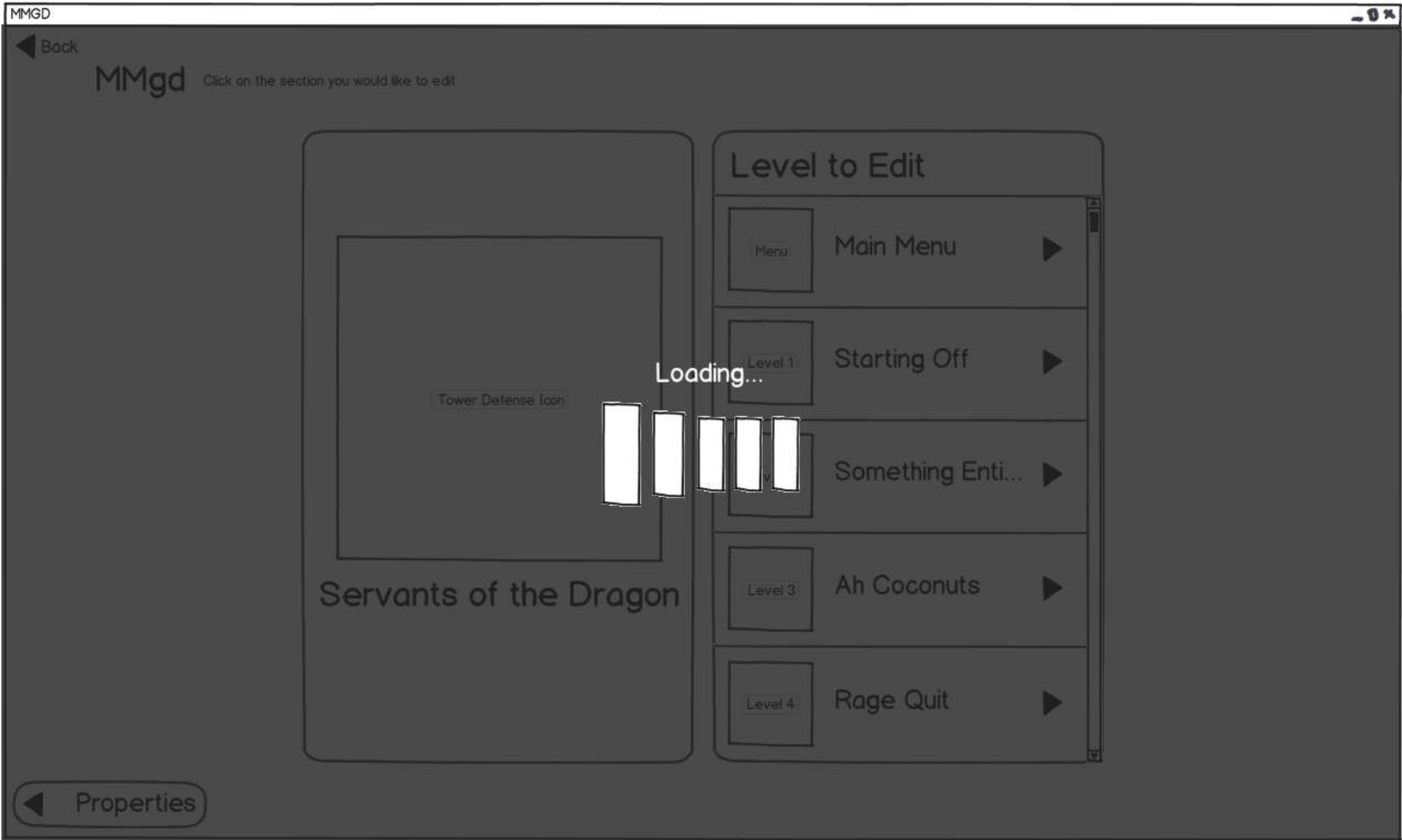
Loading (clicked on an existing game or new game icon) – Layer 4



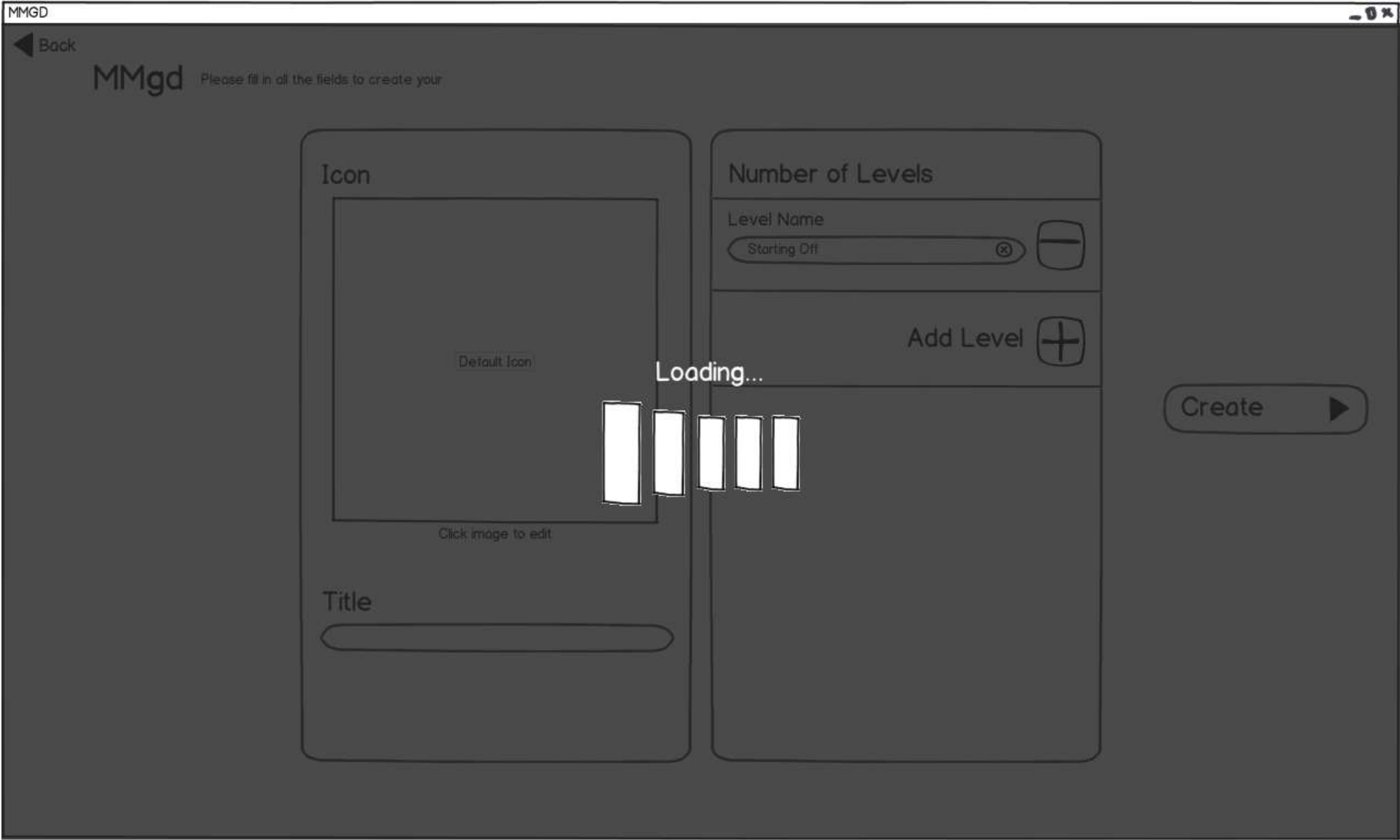
Loading (clicked on an existing game in the Recent Games) – Layer 4



Loading (clicked on a level to edit or the game icon) – Layer 4



Loading (clicked on Create on the new game properties) – Layer 4



Loading (clicked on Save in the Existing Games Properties) – Layer 4

