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Game Design Team

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Project Fog

Master Design Document

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# User Interface

## Menu Interface

### Main Menu

The main menu will be displayed once the program is opened, it will display the title of the game on it and contain buttons.

**Button:** Connect to Server

Display a dialog box to the user. This dialog box will contain:

* **Input Field:** Name
  + This field defines a name that other users will use to identify you once a lobby has been entered. This name will only be used for user identification, not system identification.
* **Input Field:** IP Address
  + This field defines an Internet Protocol Address that the system will use to connect to a game lobby**.**
* **Button:** Enter
  + This button submits the dialog box contents to the system. On success, display the ‘Lobby Menu’. On failure, display error message, then display ‘Main Menu’.
* **Button:** Cancel
  + Display ‘Main Menu’.

**Button:** Options

Display the ‘Options Menu’.

**Button:** Exit

Close the program.

### Options Menu

This menu will be populated with any customizable technical or aesthetic aspects of the game, as per the needs and capabilities of the implementation teams.

### Lobby Menu

This menu can only be displayed upon successful connection to a server via the ‘Connect to Server’ Button on the ‘Main Menu’ or upon completion of a gameplay round. The menu will be populated with a visual table, a chat box, and buttons.

**Display:** Leaderboards Table

This chart will display information on the current users in the lobby, and will contain:

* Ping: In relation to the user’s connection with the server.
* Username: The name the user chose when submitting the ‘Connect to Server’ dialog.
* Role: Displays the role of the player in the previous match. Either Vessel, Deity, or Soul. This value defaults to Soul.
* Ability: Displays the abilities of the player during the previous round. Icons representing Aspects if the player was a Deity, and an icon representing a class if the player was a Vessel. This value defaults to blank.
* Score: Displays the score of the player in the previous round. This value defaults to 0.

This table is sorted by score (Descending), then by Username (Ascending).

**Display:** Chat Messages

This box will display the chat messages of everyone in the lobby that have occurred since the user joined the lobby.

**Input Field:** Chat input box

This input field will accept ASCII characters and digits and, once the Enter/Return key is pressed, display the message in the ‘Chat Messages’ box with the player’s Username identifier.

**Button:** Vessel

Display ‘Vessel Class/Abilities Selection Menu’

**Button:** Deity

Display ‘Deity Aspects Selection Menu’

**Button:** Ready

This button will alternate between green and red, and will mark the user as ready to the server. This button defaults to red.

### Vessel Class/Abilities Selection Menu

This menu will allow players the select the class and abilities for the next round, should they be chosen to play as a Vessel. It will be populated with buttons, and an icon display.

**Display:** Current Class and Abilities

This array of icons will display the currently selected class and abilities for the player. It will change dynamically as different ‘Class’ and ‘Ability’ buttons are clicked. The order the abilities are displayed matters, as it will affect gameplay. Clicking a class or ability icon will deselect it.

**Multiple Buttons:** Class

Clicking a ‘Class’ button will select the class as the player’s choice for the next round. There will be a class button for every class the player could choose.

**Multiple Buttons:** Ability

Clicking an ‘Ability’ button will select the ability as the player’s choice for the next round. There will be an ability button for every ability the player could choose. Three abilities can be chosen at any given time. The ability will fill the first unoccupied ability slot.

### Deity Aspects Selection Menu

This menu will allow players the select the aspects for the next round, should they be chosen to play as a Deity. It will be populated with buttons, and icon displays.

**Display:** Current Aspects

This array of icons will display the two currently selected aspects for the player. It will change dynamically as different ‘Aspect’ buttons are clicked. The order of aspects does not matter. Clicking an aspect icon will deselect it.

**Multiple Buttons:** Aspect

Clicking an ‘Aspect’ button will select it, and its cluster of abilities, as the player’s choice for the next round. There will be an aspect button for every aspect the player could choose.

**Multiple Displays:** Abilities

For each ‘Aspect’ button, there will be a display of three ability icons. These icons will provide basic information when the cursor hovers over them. (See Deity Abilities)

## Gameplay Interface

### Vessel Display

The Vessel Display appears during a Round, when the player is playing as a Vessel. When this display occurs, it is mutually exclusive with the other Gameplay Interfaces. This display contains the following information.

**Graphic:** Health

The Vessel’s current health, in a bar format, with a clear digit display of CURRENT HEALTH / TOTAL HEALTH.

**Graphic:** Experience

The Vessel’s current experience, in bar format, with a clear digit display of CURRENT EXPERIENCE / EXPERIENCE TO NEXT LEVEL.

**Graphic:** Ability Bar

The Vessel’s weapon and ability icons are displayed In sequence, with an indicator of their current cooldown.

**Visual Indication:** Buffs

The Vessel’s currently active buffs, positive and negative, must be visually represented.

**Visual Indication:** Entity Health

Any Vessel or Gatekeeper entity must have a small health bar displayed above their figure on the screen. This indicator will be similar the Vessel’s own Health graphic.

**Graphic:** Chat box

The Vessel chat box must become visible whenever the player presses the Enter/Return key. The small prompt will accept ASCII text and digits and submit with another press of the Enter / Return key.

### Deity Display

The Deity Display appears during a Round, when the player is playing as a Deity. When this display occurs, it is mutually exclusive with the other Gameplay Interfaces. This display contains the following information.

**Graphic:** Mini-map

This small map graphic will contain real time positions of the Vessels in the game. It responds to cursor input by moving the Deity viewport to the location clicked.

**Graphic:** Abilities

This array of icon displays the abilities of the Deity, they icons identifying them from one another, an indication of cooldowns, and a tooltip with basic information. (See Deity Abilities)

**Visual Indication:** Entity Health

Any Vessel or Gatekeeper entity must have a small health bar displayed above their figure on the screen. This indicator will be similar the Vessel’s own Health graphic.

**Display:** Chat Messages

This box will display the chat messages of all deities, vessels, and souls.

**Input Field:** Chat input box

This input field will accept ASCII characters and digits and, once the Enter/Return key is pressed, display the message in the ‘Chat Messages’ box with the player’s Username.

### Soul Display

The Soul Display appears during a Round, when the player is playing as a Soul. When this display occurs, it is mutually exclusive with the other Gameplay Interfaces. This display contains the following information.

**Graphic:** Mini-map

This small map graphic will contain real time positions of the Vessels in the game. It responds to cursor input by moving the Deity viewport to the location clicked.

**Visual Indication:** Entity Health

Any Vessel or Gatekeeper entity must have a small health bar displayed above their figure on the screen. This indicator will be similar the Vessel’s own Health graphic.

**Display:** Chat Messages

This box will display the chat messages of all deities, vessels, and souls.

**Input Field:** Chat input box

This input field will accept ASCII characters and digits and, once the Enter/Return key is pressed, display the message in the ‘Chat Messages’ box with the player’s Username.

# Mechanics

I will finish this part Tuesday.