GUI Programming  
Unity Game UI

short line

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# Table of Content

[Template](#_6pub3u4d4raz)

[Table of Content](#_nrk6hwyq9w2m)

[Purpose](#_zgvrevys5t5)

[Requirements](#_qfaf04jzihtu)

[Features](#_kmov1bt5avnp)

[UI Wireframe Mockups](#_njms22vnkldo)

[Document Styling Guides](#_v62y5wtxl8z7)

[Heading](#_2svhg9kncs5e)

[Sub Heading](#_3l16654yz8l2)

[Sub Heading](#_9kv5nmrdjdib)

[Sub Sub Heading](#_dii88uhwknx0)

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# Purpose

You control a robot through a series of puzzles by dragging actions into a method to be executed by the robot.

# Requirements

|  |  |  |
| --- | --- | --- |
|  | Minimum | Recommended |
| OS | Windows 7 | Windows 10 |
| Processor | i5 | i5 |
| Memory | 8GB | 8GB |
| Graphics | GTX 970 | GTX 970 |
| Storage | 1GB | 1GB |

# Features

Describe features that are a requirement for your tool. Eg: drag / drop commands, switching levels, restart levels, run through actions etc.

* Drag and Drop:  
  Dragging actions from a tab into a method tab to be executed later.
* Go Button:  
  Allows the robot to execute the actions given to it.
* Reset Button:  
  Reverts the entire level back to its initial state.
* Level Selection:

Allows the user to switch between levels.

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# UI Wireframe Mockups

Provide a sample wireframe mockup for each screen the user sees. If you have any dialog / popups, show wireframe for those dialogs. If you have tab controls, show a wireframe for each tab.  
  
For each tab, or change in view, you should show a new wireframe / mockup.

|  |
| --- |
| Note: This is an initial plan, a proposal for how your application will flow. |

Screen 1:

|  |  |
| --- | --- |
| MainMenuScreen.png | Main Menu – Shows the name of the game, has a Play button and an Exit. |

Scene 1: Events:

* Play button:  
  Takes the user to the Level Select screen.
* Exit button:  
  Quits the game.

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Screen 2:

|  |  |
| --- | --- |
| LevelSelectScreen.png | Level Select – Has name of screen, Back button, and 18 gridded Level buttons. |

Scene 2: Events:

* Back button:  
  Takes the user back to the Main Menu.
* Level buttons:  
  Takes the user to the numbered level.

Screen 3:

|  |  |
| --- | --- |
| GameScreen.png | Game Screen – Shows the game as well as, a Pause button, a Reset button, a Go button, a tab with draggable actions, a Method tab, and 2 Functions tabs. |

Scene 3: Events:

* Pause button:  
  Takes the user to the Pause screen.
* Reset button:  
  Take the level back to its initial state.
* Go button:

Has the robot execute out the actions in the Method tab.

* Draggable actions:

Different commands that can be dragged into the Method tab and Function tabs.

* Method tab:

Actions in the Method tab are executed by the robot.

* Function tabs:

An extra method that can be repeated.

Screen 4:

|  |  |
| --- | --- |
| PauseScreen.png | Pause Menu – Shows name of screen and has a Return to game button and a Leave level button. |

Scene 4: Events:

* Return button:

Takes the user back to the game.

* Level buttons:  
  Takes the user to the Main Menu.