Junken Drivers GDD (HUD Section)

HUD Design

HUD Elements (Colour of the element corresponds with HUD Design up top)

-speedometer(km/h)

-minimap

-leaderboard

-selected car part

- Lap Counter

- Timer

-Turbo Meter

Interface – Outer Shell

(Global Outer Shell)

**Main Menu**

Options

Game Setup

Game Mode Select

Character Selection/Customization

LS

**GAME START**

Map Selection

(Menus)

-Main Menu

-Options

-Game Mode Select

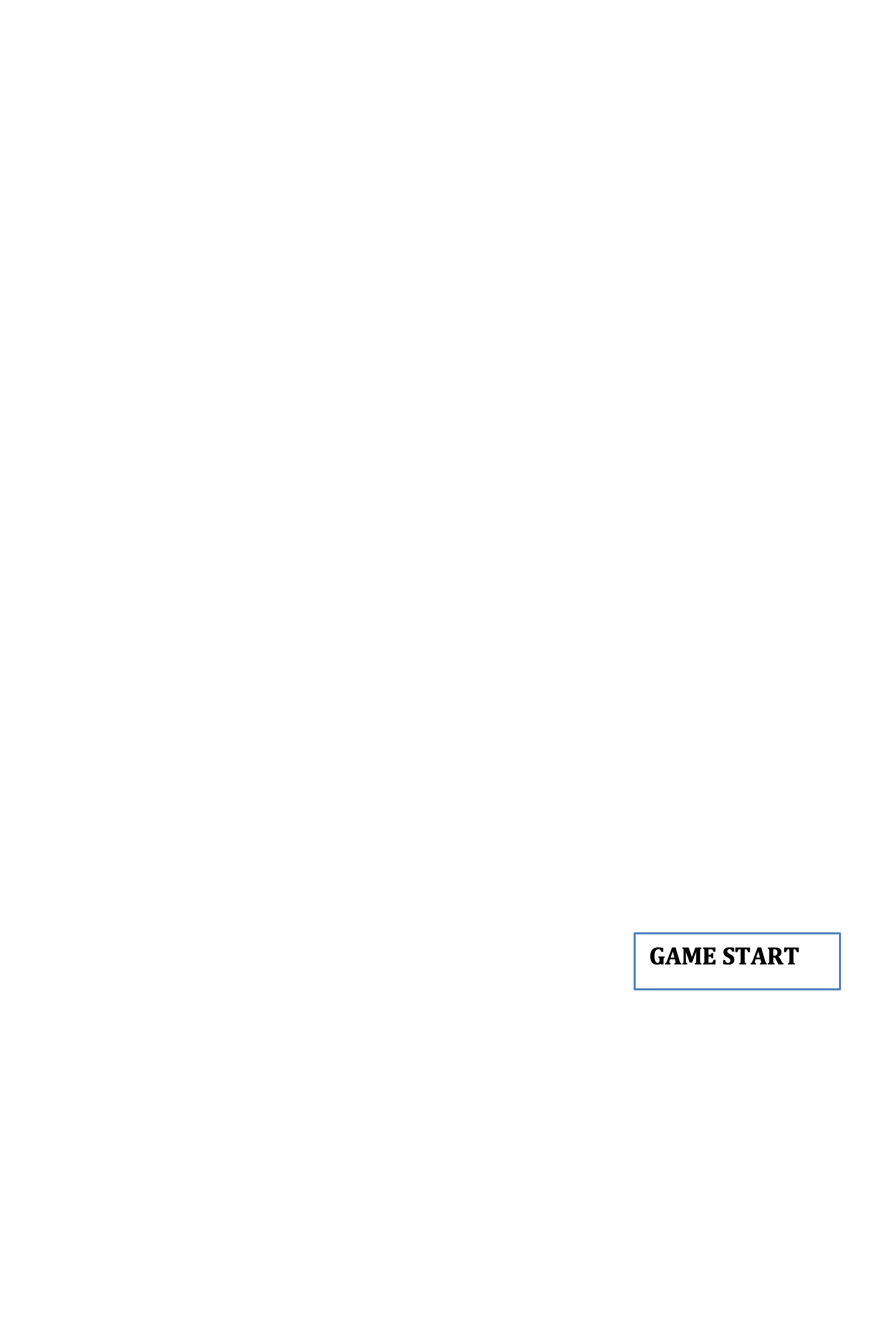
-Game Setup

-Character Selection/Customization

-Map Selection

Interface – Inner Shell

(Global Inner Shell)

**GAME START**

Pause Screen

Post-Victory Screen

LS

LS

**Main Menu**

(Menus)

-Loading Screens,

-Pause Screen

-Post-Victory screen/menu

-In-Game options?

-Inventory Screen?

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Console Specific Support