

# User Interface Mockup

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## Balsamiq Wireframe(s)

Download Link: <https://drive.google.com/file/d/1c0gtxn8mIRA72nw6TwJdkt4l4NwEAiz/view?usp=sharing>

### Login Screen

Game Title X

Welcome Back !!!

Username Student A

Password \*\*\*\*\*

Login

This is the login page, this is what the user sees when they start the application.

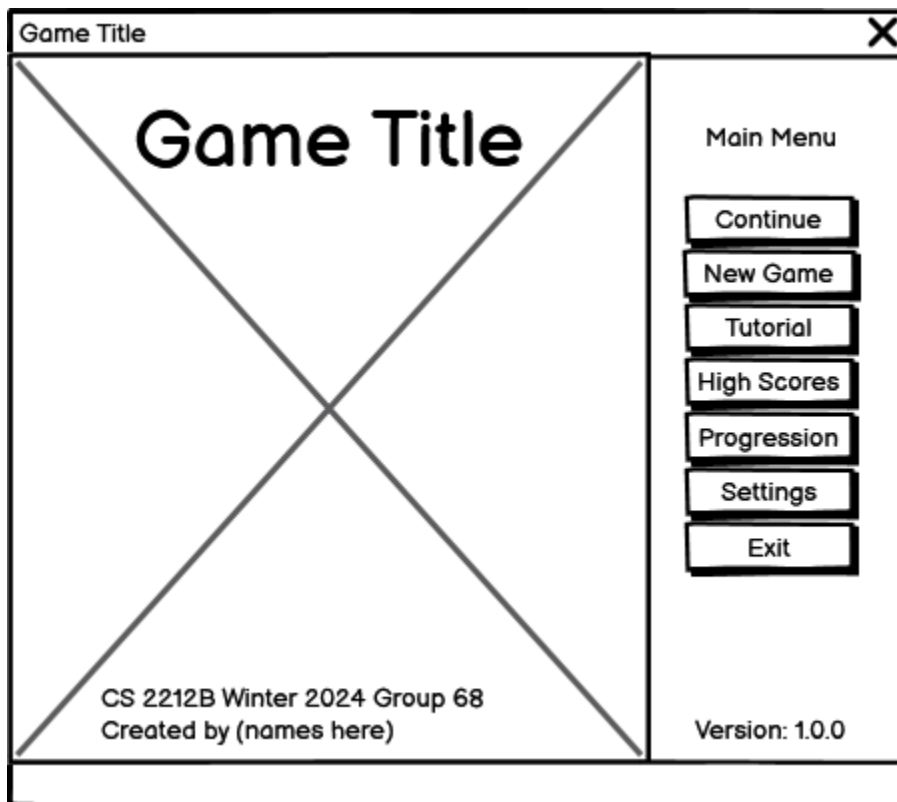
All users need to log in before playing the game.

Students can log in with their username and a custom password.

Teachers and developers need to log in with the username "Teacher" and "Developer" respectively and enter the corresponding secret password.

The teacher account and developer account can access additional features, such as the Teacher Progression Screen.

### Main Menu Screen



After logging in, the main menu is displayed.

On the left of the screen is an image with pictures of action blocks from the game.

The game title is placed at the top.

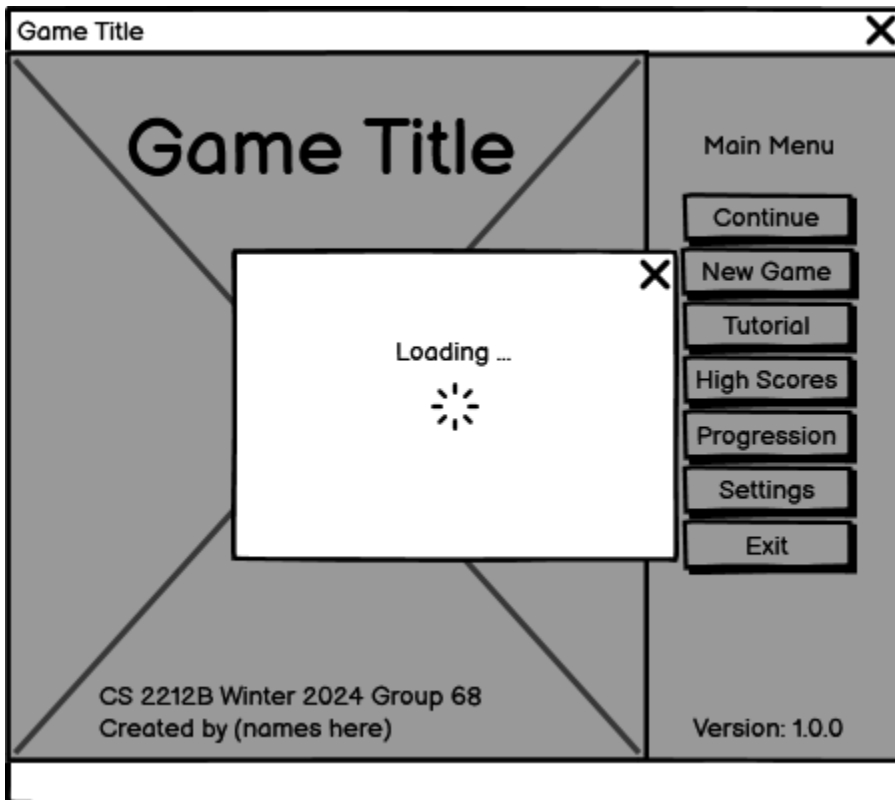
Credits are placed at the bottom of the screen.

Users can log out by closing the game window or clicking the "Exit" button.

On the side of the screen, there are buttons to:

- continue a saved game and go to the level selection screen,
- create a new game (reset all user data) and go to the level selection screen,
- go to the tutorial screen,
- go to the high scores table screen,
- go to the teacher progression screen (only teacher and developer accounts can see this button),
- go to the settings screen
- exit the game and go back to the desktop.

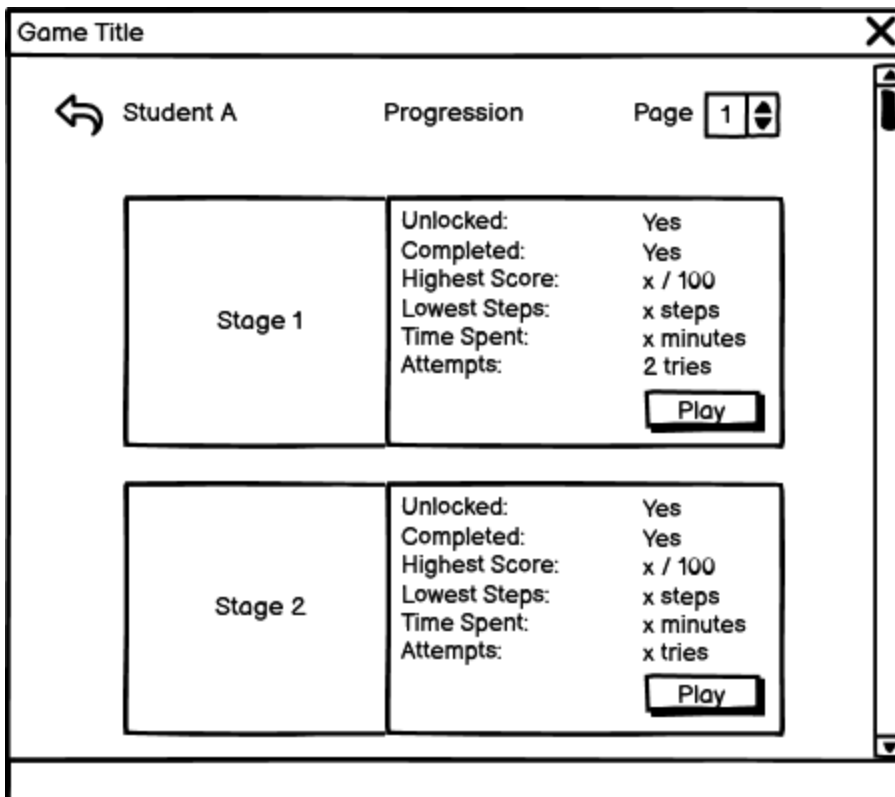
## Loading Menu (Popup)



This is a loading pop-up.

This shows up whenever the game needs to load a different screen.

### Student Progression Screen (Stage Selection Screen)



This is the student's progression screen/ stage selection screen.

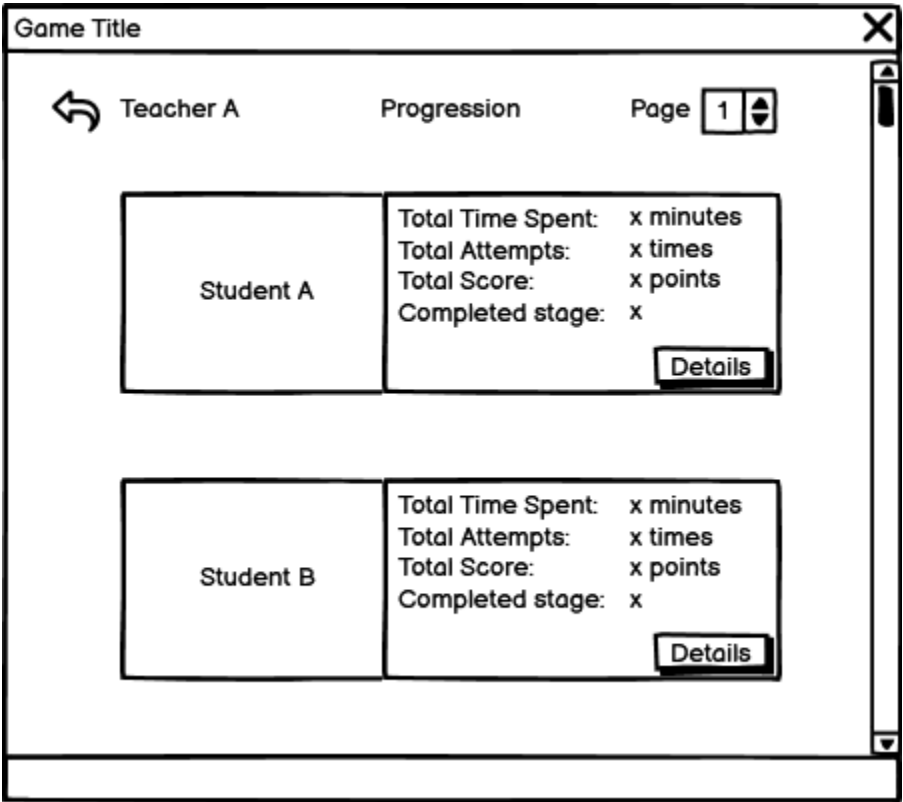
Users can select their see their progress on every stage, and choose which stage to play.

Users can scroll through the list of 10 stages.

Only 10 stages are loaded at a time, other stages can be accessed by changing the "Page" number.

Users can return to the previous screen by clicking on the return button.

**Teacher Progression Screen (Save Selection Screen)**



This is the teacher's progression screen/ save selection screen, and it is only accessible in teacher/ developer mode.

The teacher can see every student's overall progression statistics.

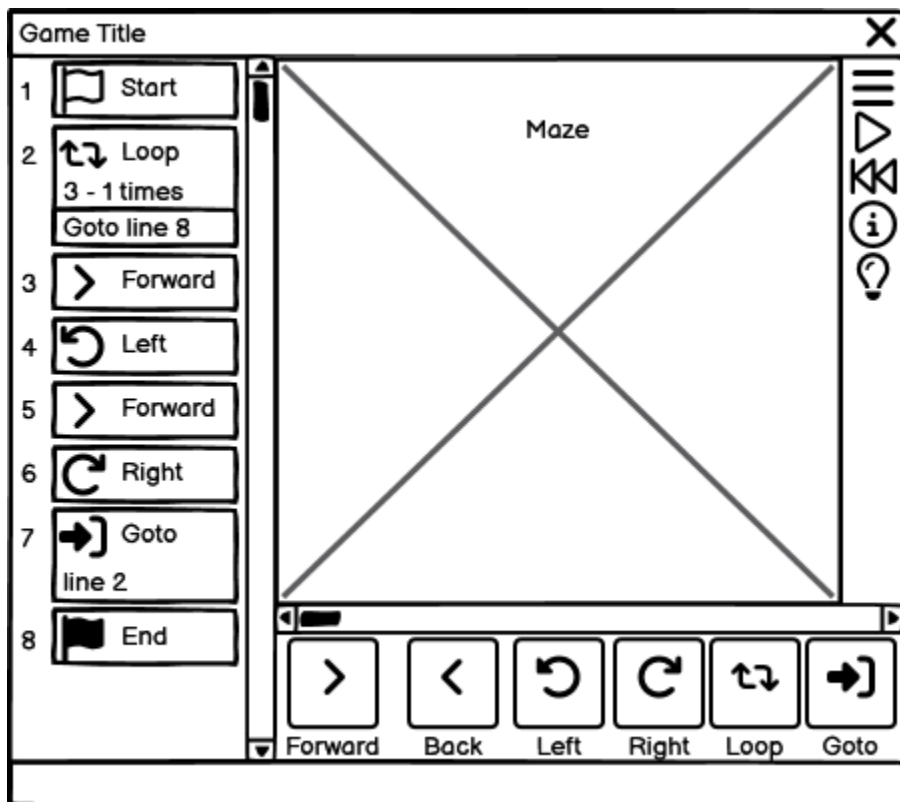
The teacher can scroll through the list of 10 saves.

Only 10 saves are loaded at a time, other entries can be accessed by changing the "Page" number.

The teacher can see a student's detailed progression statistics by clicking the "Details" button, which opens the student progression screen.

The teacher can return to the previous screen by clicking on the return button.

**Gameplay Screen**



This is the gameplay screen, students and teachers can play the game here.

There are 3 main areas:

- Maze (top-right).
- Action Block Buffet (bottom-right).
- Action Chain (left).

Players will need to construct an Action Chain using Action Blocks that are selected from the action block buffet.

The action blocks can be reordered/ removed by mouse drag-and-drop.

The Action Chain moves the player character in the maze to complete objectives, such as reaching the exit.

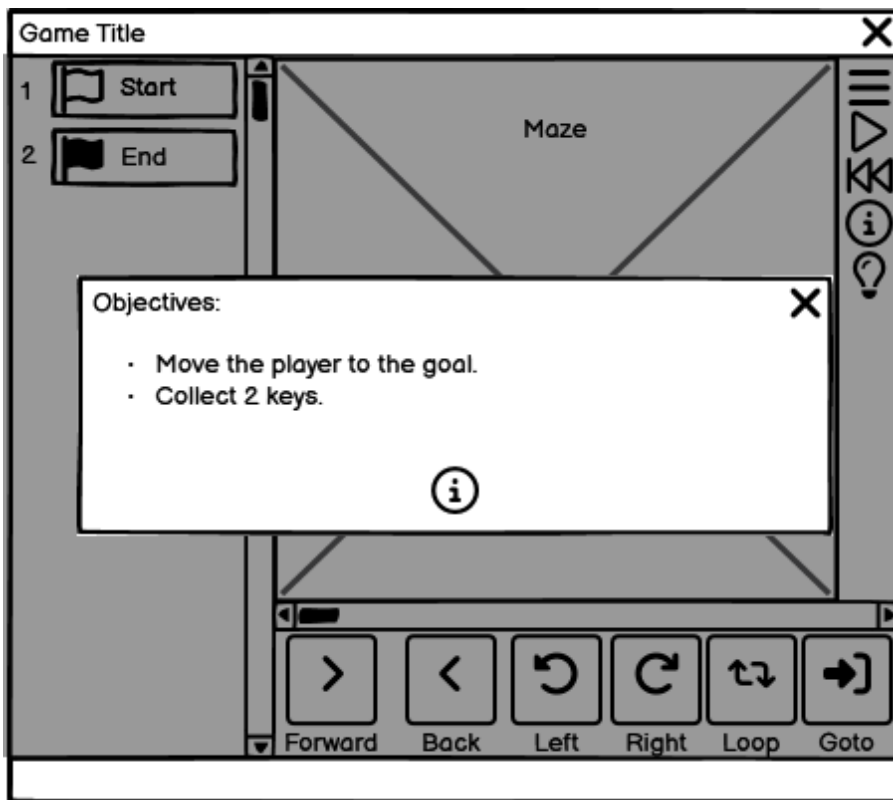
The Action Chain has a vertical scrollbar to access out-of-view Action Blocks.

The Action Block Buffet has a horizontal scroll bar to access out-of-view Action Blocks.

On the top-right are 5 more buttons to:

- open the Pause Menu (three bars)
- start/ pause/ continue executing the Action Chain (the icon will change between a triangle and a square)
- reset the Action Chain back to line 1 & reset the active maze layout (double triangles)
- open the Objectives Popup (circled i)
- open the Hints Popup (light bulb)

## Objectives Menu (Popup)



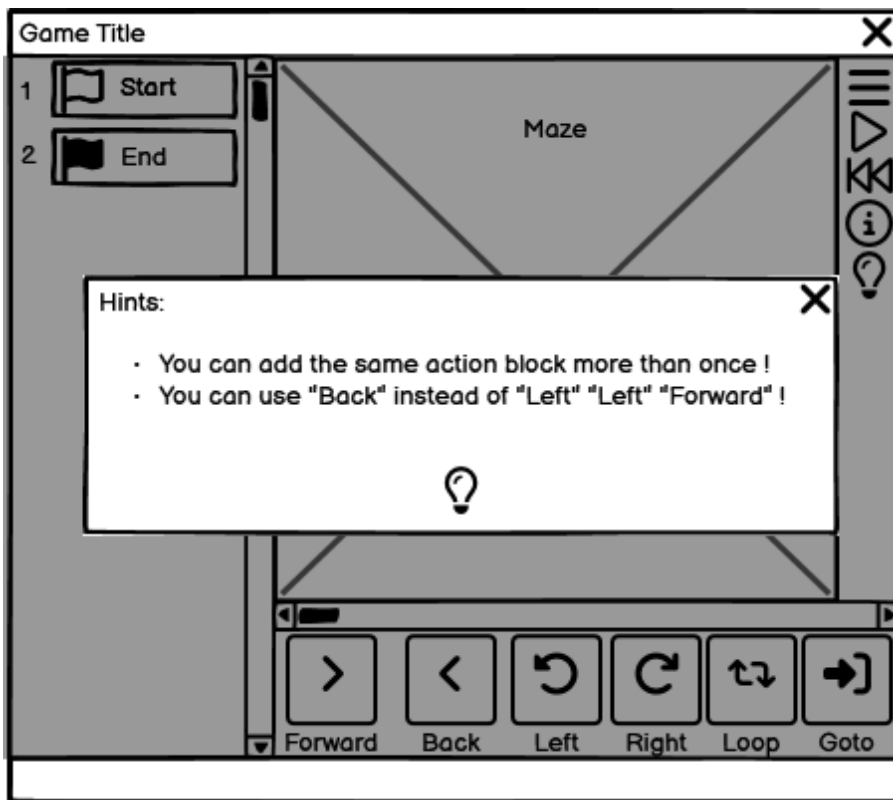
This objective menu popup appears when the player starts a new stage.

It tells the player the objectives of that stage, which may vary across stages.

The player can then close the popup to start playing.

The player can reopen this popup by clicking the Objectives button on the Gameplay Screen.

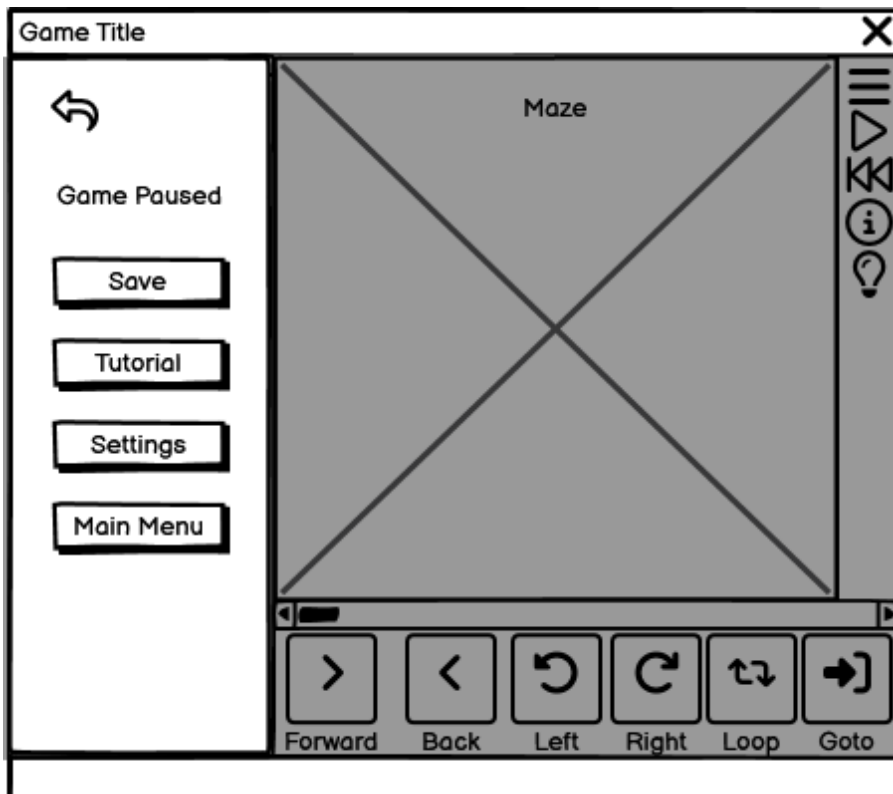
## Hints Menu (Popup)



This hints menu popup appears when the player clicks the hints button on the Gameplay Screen.

The player can then close the popup to continue playing.

### Pause Menu (Overlay)



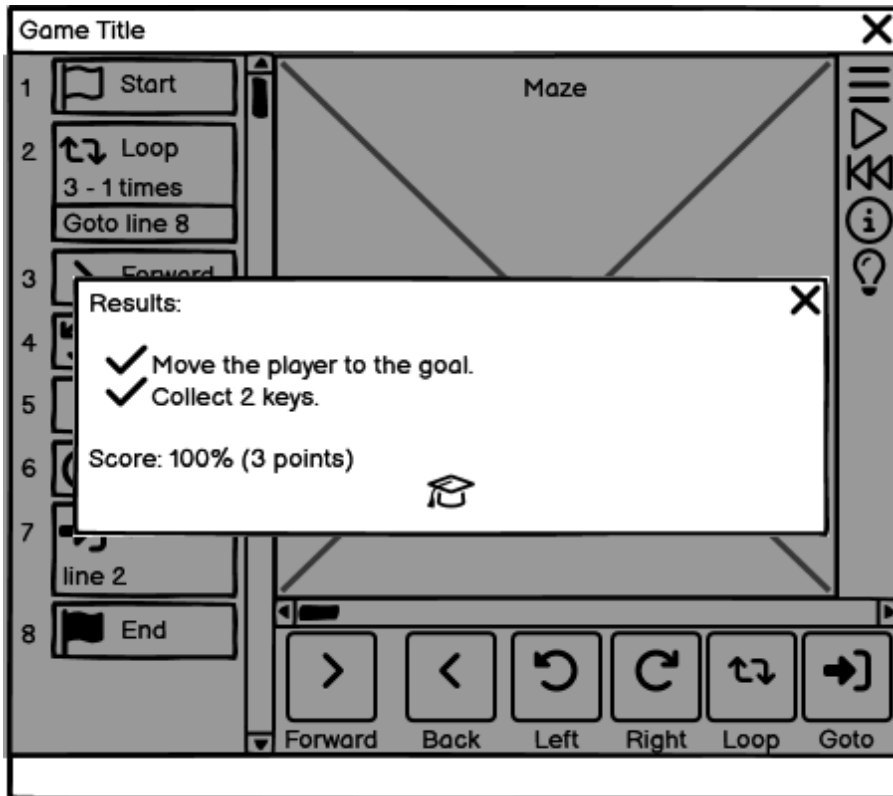
This pause menu appears as an overlay (i.e. not a popup) when the player clicks the pause menu button on the Gameplay Screen.

The Action Chain is automatically paused when the Pause Menu is opened.

It provides buttons to:

- resume the game (return icon)
- manually save the current progress
- open the tutorial screen
- open the settings menu
- go back to the main menu

## Results Menu (Popup)



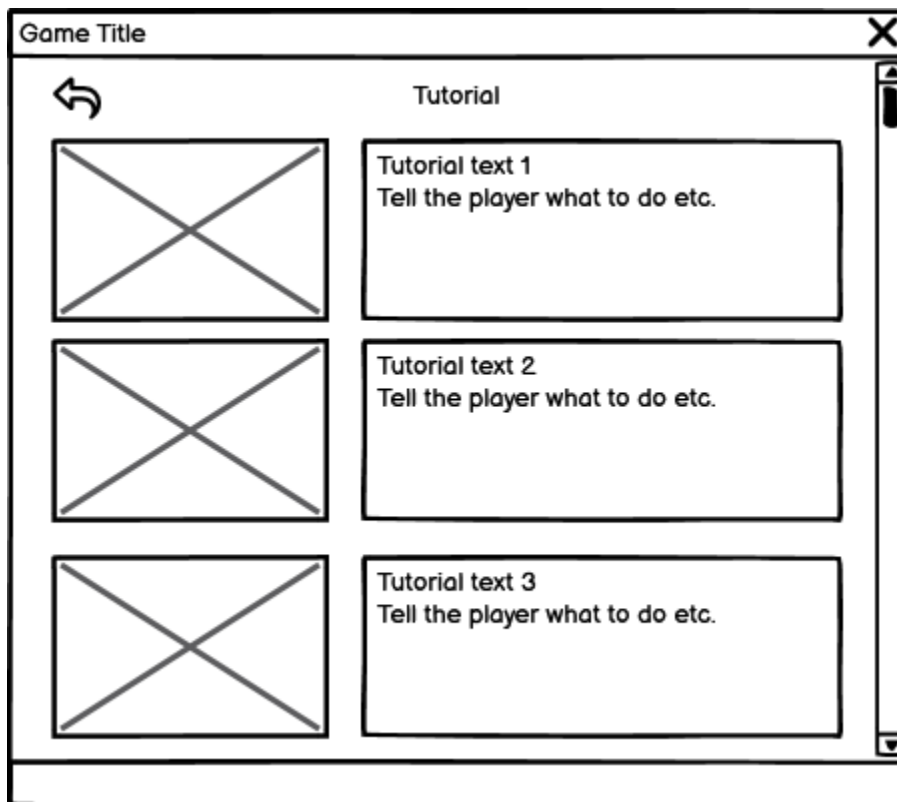
This results menu popup appears when the player completes the maze, or when the Action Chain finished executing.

It shows the completed objectives and the score obtained from that stage.

Players can close the popup to return to the gameplay screen, to try to improve their score or open the Pause Menu.

## Tutorial Screen





This tutorial screen contains useful in-game screenshots and text descriptions, which teach the player how to navigate and play the game.

Users can scroll through the list of tutorial texts & images.

Users can return to the previous screen by clicking on the return button.

## Settings Screen

Game Title

X

↩

Settings

Resolution

1280 x 720

▼

Color Blind mode

Colour

▼

Volume

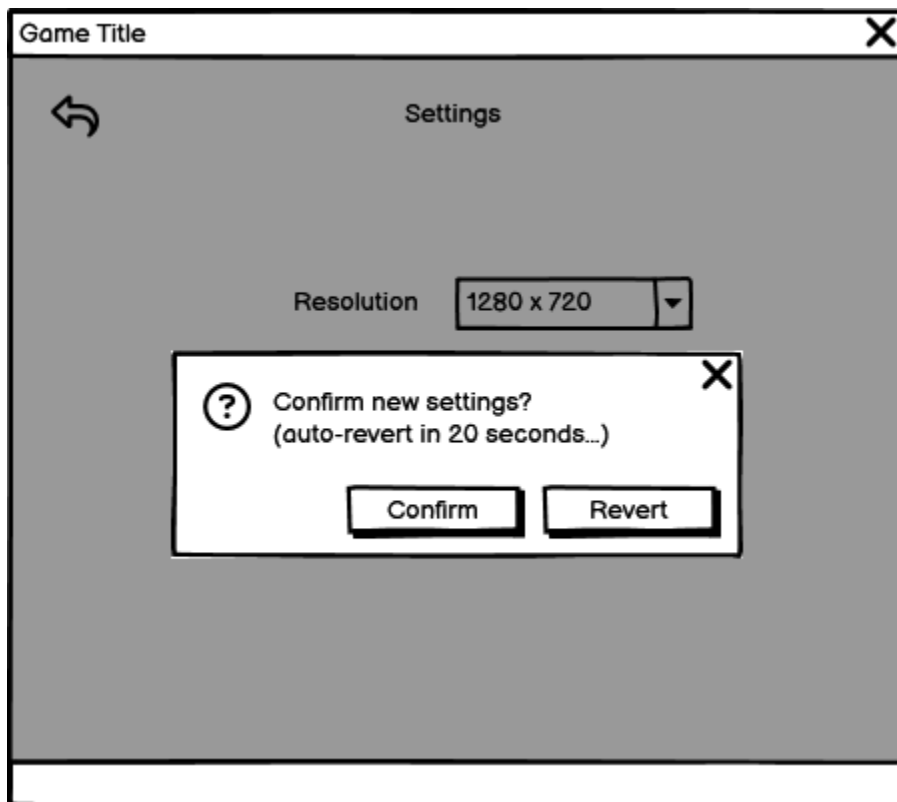
The settings screen allows the user to change all of the game settings.

Users can return to the previous screen by clicking on the return button.

This screen has two dropdown menus and one horizontal slider to:

- change the screen resolution
- change the colour blind mode, and
- adjusts the game volume.

## Confirmation Menu (Popup)




The confirmation menu popup appears when any of the game settings are changed.

It has a button to confirm the changes and another to discard the changes.

Closing the popup also discards the changes.

The changes are automatically discarded if no button is pressed within 20 seconds, and the popup is closed automatically.

## High-Score Table Screen

Game Title		X
		
High Scores		
Student A	100	
Student B	90	
Student C	90	
Student D	80	
Student E	70	

The high score table screen lists the top five player scores with the corresponding usernames.

Users can return to the previous screen by clicking on the return button.