Geometry wars: Trigon

TEXT and interface layout

**Забележка от автора:** Реших играта да се казва “Geometry Wars: Trigon”. Думата trigon значи триъгълник на латински и добре пасва като име на новия кораб на играча. Всичкият текст в играта ще се изписва с шрифта ONE DAY, който съм качил в директорията art/fonts и използвам в заглавието отгоре. Характерното за него е, че не съдържа малки букви, но и без това не смятам, че са ни необходими. Този документ съдържа всичкият текст, който ще е част от играта, както и текстов layout на самия интерфейс. Позволил съм си някои промени спрямо оригинала с цел подобрение. Една от съществените промени, която съм длъжен да спомена, е липсата на (според мен ненужния) полупрозрачен фон под текста. Моля текста в играта да отговаря стриктно на съдържанието на този документ. Ако имате въпроси, откриете, че съм пропуснал нещо или имате допълнителни идеи винаги може да го обсъдим.

- Дани

**Легенда:**  
 Цифри: интерактивен контрол (напр. бутон);  
 Title: заглавие на екрана от интерфейса;  
 Text: не мисля, че се нуждае от обяснение;  
 %: означава наличието на контролируема от играча променлива;  
 Indication: графична индикация.

00. Main menu:

**Title:** Geometry Wars: Trigon  
**00.01.** Play  
**00.02.** Leaderboards  
**00.03.** Options  
**00.04.** How to play  
**00.05**. Quit game

**Text:** Are you sure you want to quit Geometry Wars: Trigon?  
 **00.05.01**. Yes  
 **00.05.02.** No

00.02. Leaderboards:

**Title:** Leaderboards  
**Text:** %playername/%score  
**00.02.01.** Back

00.03. Options:

**Title:** Options  
**00.03.01.** Video  
**00.03.02.** Audio  
**00.03.03.** Controls  
**00.03.04.** Credits  
**00.03.05.** Back

00.03.01. Video:

**Title:** Video  
**00.03.01.01.** Resolution: %number   
**00.03.01.02.** Screen Type: Fullscreen/Windowed Borderless/Windowed  
**00.03.01.03.** Anti-Aliasing: On/Off  
**00.03.01.04.** Apply

**Text:** Are you sure you want to keep these settings? Reverting to the previous settings in %time.  
**00.03.01.04.01.** Yes  
**00.03.01.04.02.** No

**00.03.01.05.** Cancel

00.03.02. Audio:

**Title:** Audio  
**00.03.02.01.** Sound Volume: %number  
**00.03.02.02.** Music Volume: %number  
**00.03.02.03.** Back

00.03.03. Controls:

**Title:** Controls  
**00.03.03.01.** Keyboard and mouse  
**00.03.03.02.** Controller **00.03.03.03.** Back

00.03.03.01. Keyboard and mouse:

**Title:** Keyboard and mouse  
**00.03.03.01.01.** Up: %key (default: W)  
**00.03.03.01.02.** Down: %key (default: S)  
**00.03.03.01.03.** Left: %key (default: A)  
**00.03.03.01.04.** Right: %key (default: D)  
**00.03.03.01.05.** Bomb: %key (default: Space)  
**00.03.03.01.06.** Firing: %mouselook (cannot be changed)  
**00.03.03.01.07.** Aim method: Orbit/Target  
**00.03.03.01.08.** Back

00.03.03.02. Controller:

**Title:** Controller **00.03.03.02.01.** Movement: Left stick/Right stick  
**00.03.03.02.02.** Firing: Right stick/Left stick  
**00.03.03.02.03.** Bomb: Triggers/Bumpers  
**00.03.03.02.04.** Back

00.03.04. Credits:

**Title:** Credits  
**Text:** Programming: Yavor Krustyovski  
**Art:** Daniel Boyadjiev  
**UI and Sound:** Alex Iliev  
**00.03.04.01.** Back

00.04. How to play:

**Title:** How to play  
**Text:** Controls  
Fly your ship around the grid, and shoot in any direction to destroy the attacking geometric shapes. If you get hit by an enemy you lose a life. If you lose all your lives the game ends. Use bombs to clear the screen of all enemies.

Awards  
A weapon upgrade is awarded at every 10 000 points.  
An extra life is awarded every 75 000 points.  
An extra bomb is awarded every 100 000 points.

Multiplier  
The more points you score the more your multiplier increases. However be warned, lose a life and your multiplier will be reset.

**00.04.01.** Back

01. Pause Menu:

**Title:** Paused  
**01.01.** Resume game  
**00.02.** Leaderboards  
**00.03.** Options  
**00.04.** How to play  
**01.02.** Quit

**Text:** Are you sure you want to end your game?  
 **01.02.01.** Main Menu  
 **01.02.02.** Quit game  
 **01.02.03.** Back

02. In-Game Interface:

**Text (left top corner):** Score %number  
**Indication (middle top):** Number of lives left indicated with icons (max. 5) **Text (right top corner):** High-score %number  
**Text (left bottom corner:** Multiplier %number  
**Text (near killed enemy):** %points\_won\_by\_kill  
**Text (near player):** %multiplier

03. Game Over screen:

**Title:** Game Over  
**Final score:** %number  
**Text:** Enter your name  
**Text:** %playername (typed in as in the original game)  
**03.01.** Back to Main Menu