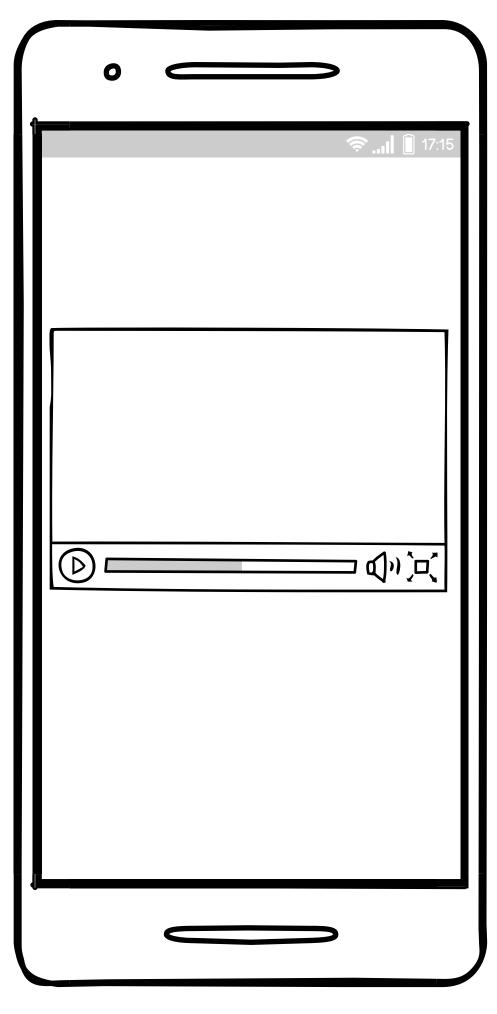
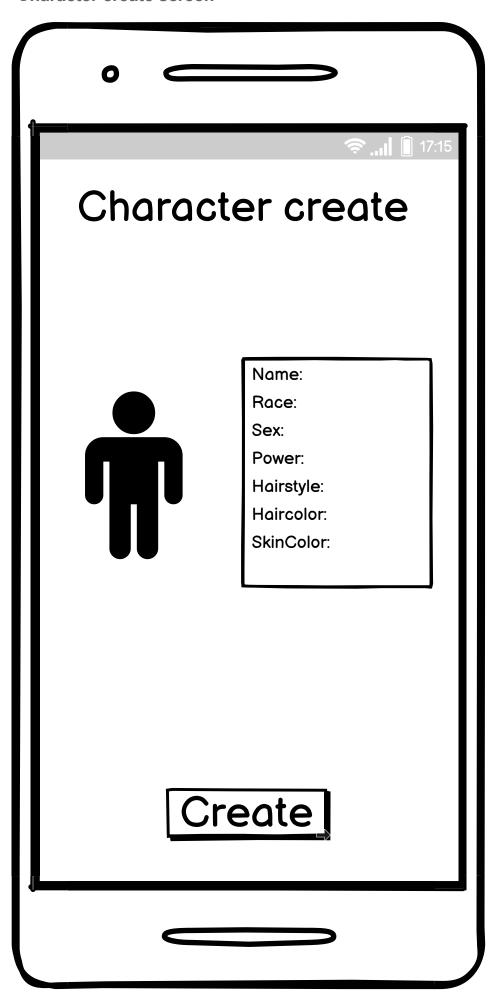
SplashScreen 1 / 26



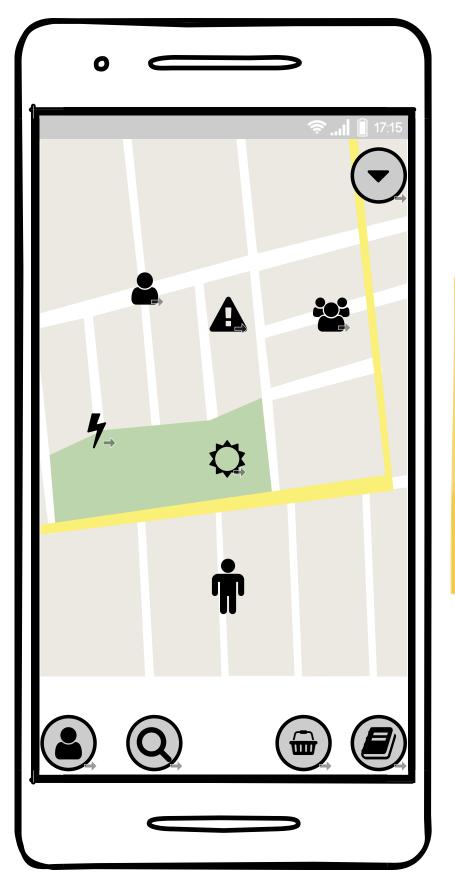
Intro video 2 / 26



Character create screen 3 / 26



Main screen 4 / 26

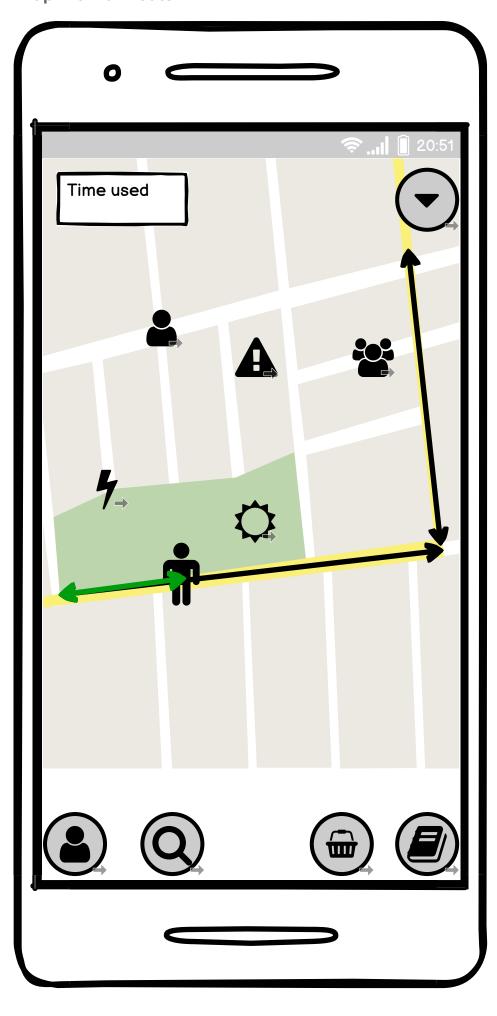


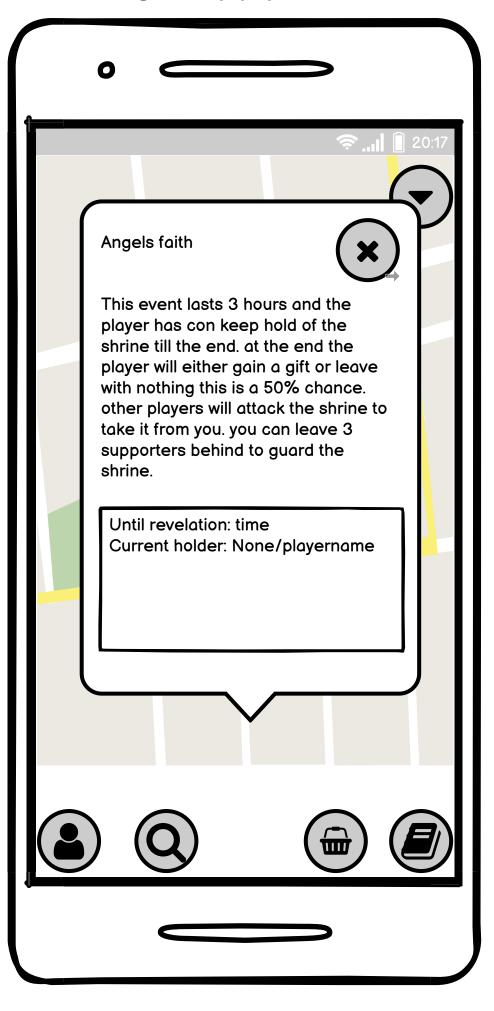
Demon hoard event is not show in the wireframes (mostly because i am lazy).

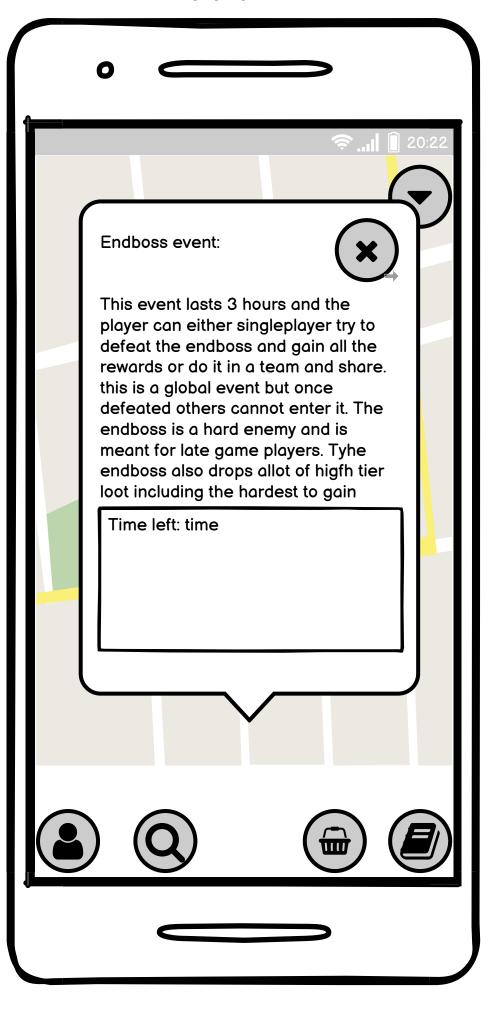
Demon hoard gives you a list of options:

- 1. Bunker down (this allows the players to igtnore the demon hoard this is the default choice)
- 2. run (this allows the player to run from teh demon hoard and gain some XP)
- 3. Together we are stronger (Go to the rendevous point with other players and fight off the demon hoard.)
- 4. lone wolf (Fight the demon hoard alone, this is harder tham 3)
- 5. die, basically you didnt win in 3 or 4 or werent fast enough in 2 you dont gain xp and lose allot of hp

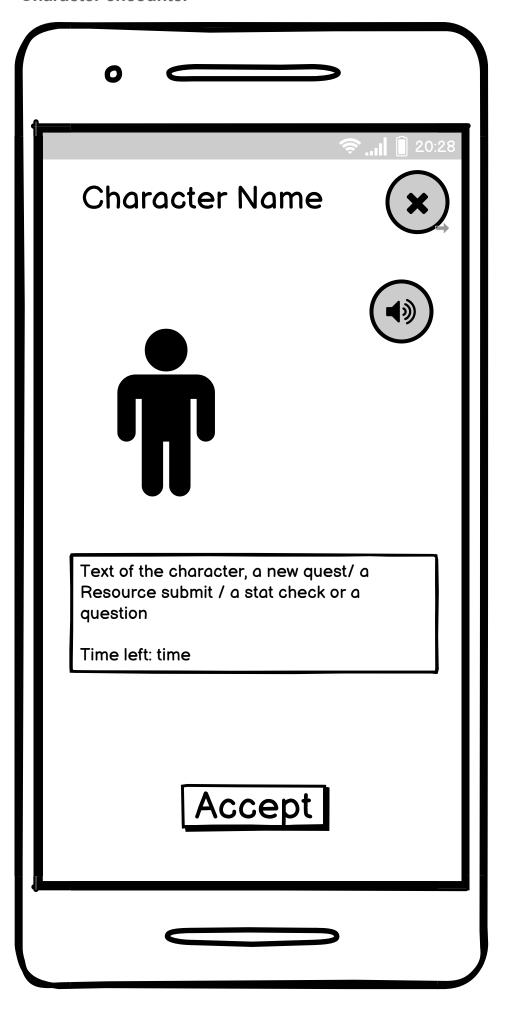
Map with run route 5 / 26

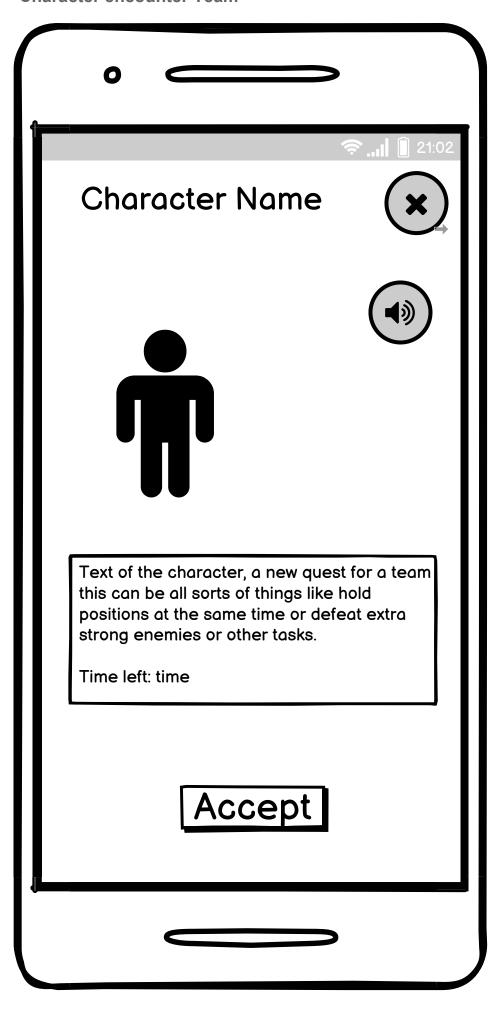




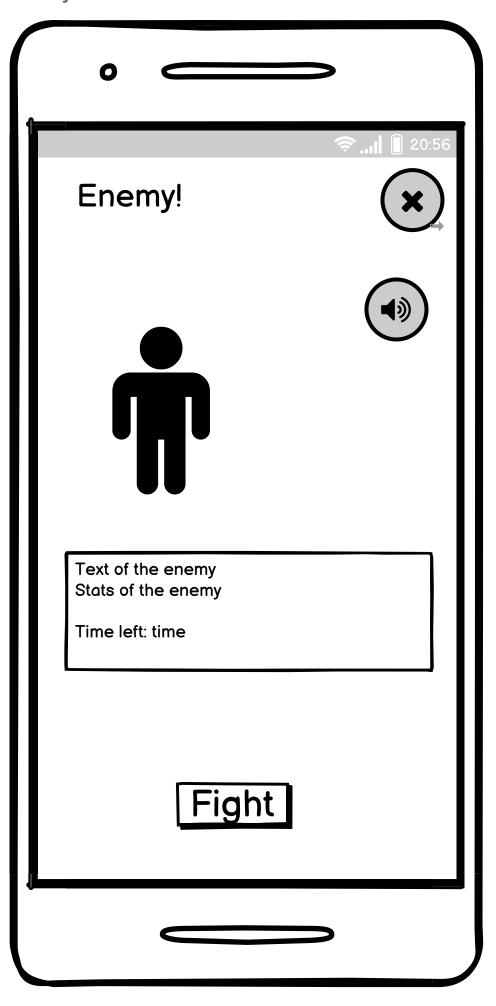


Character encounter 8 / 26



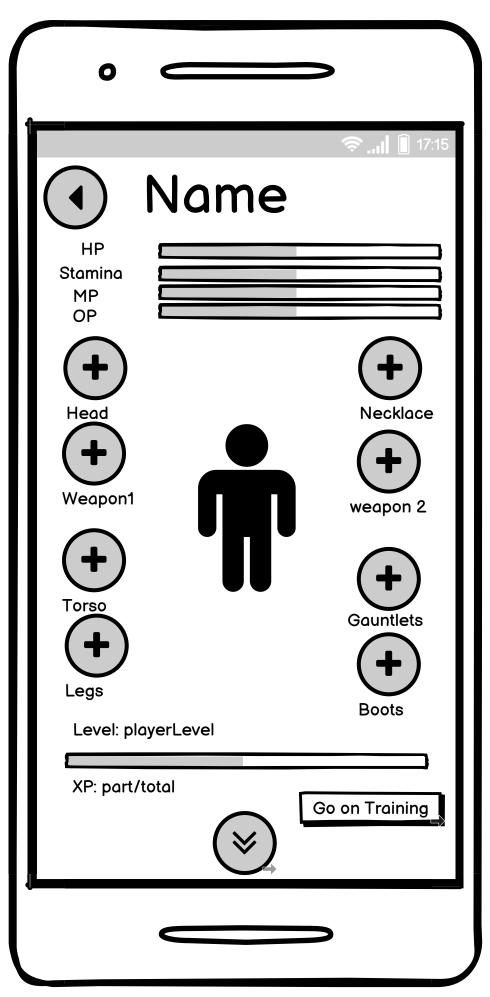


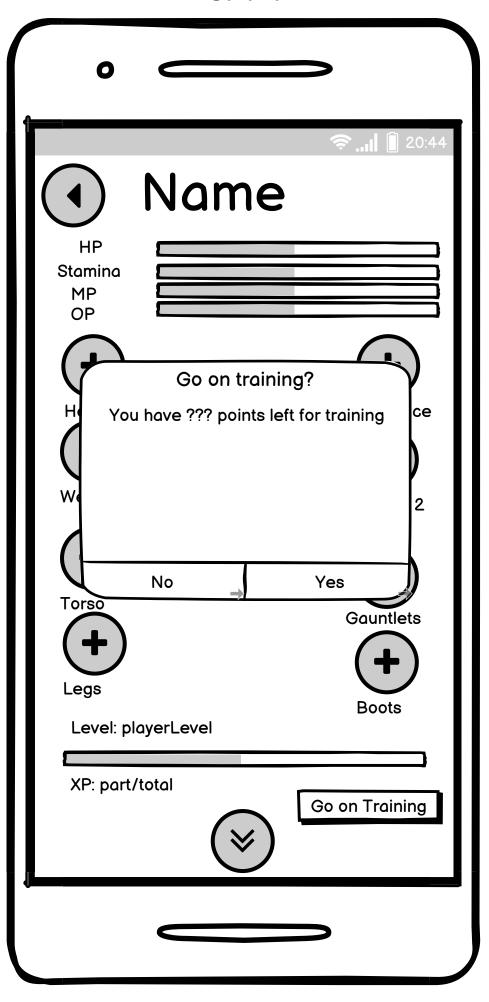
Enemy encounter 10 / 26





Character screen 1 12 / 26



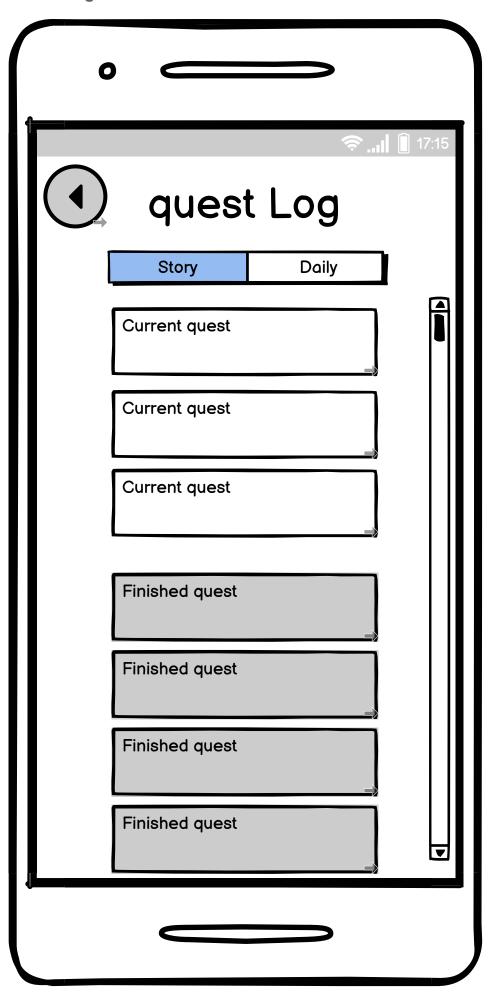


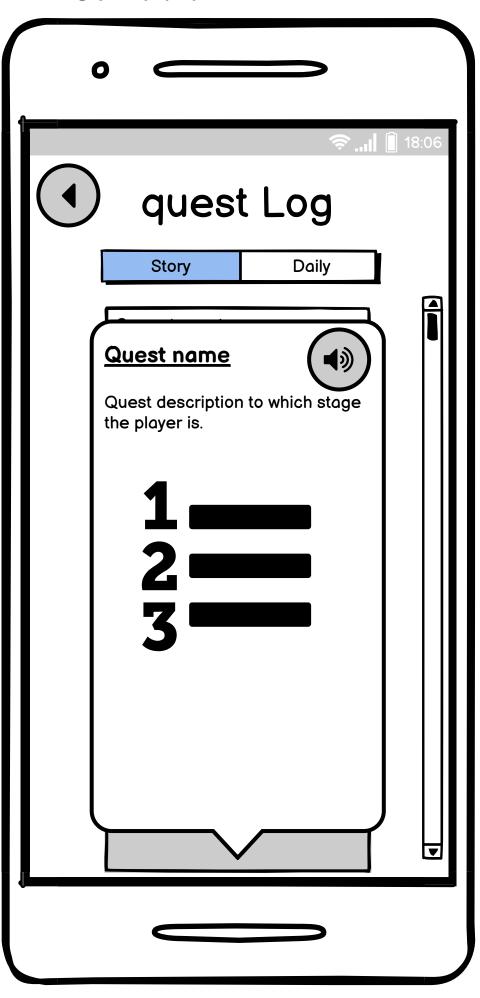
Character screen 2 14 / 26



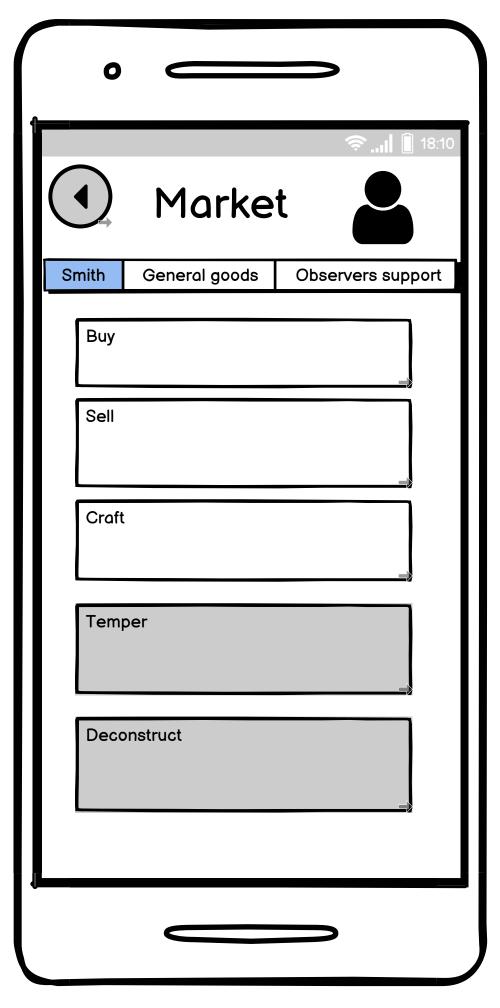


QuestLog 16 / 26

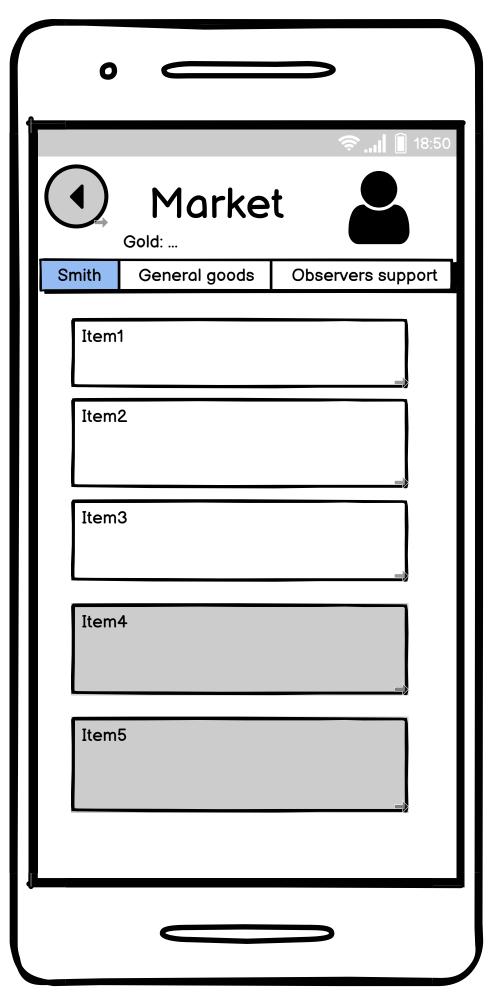




Market screen 18 / 26



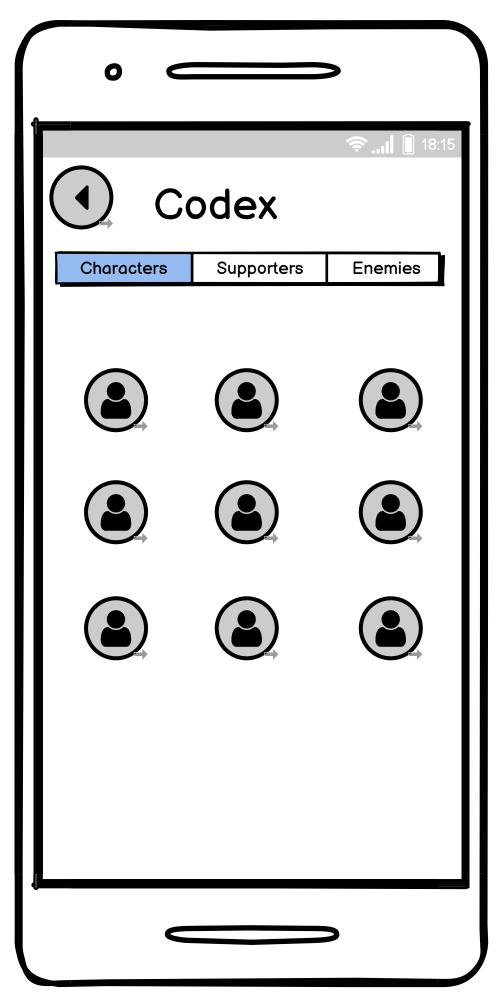
Market subscreen 19 / 26



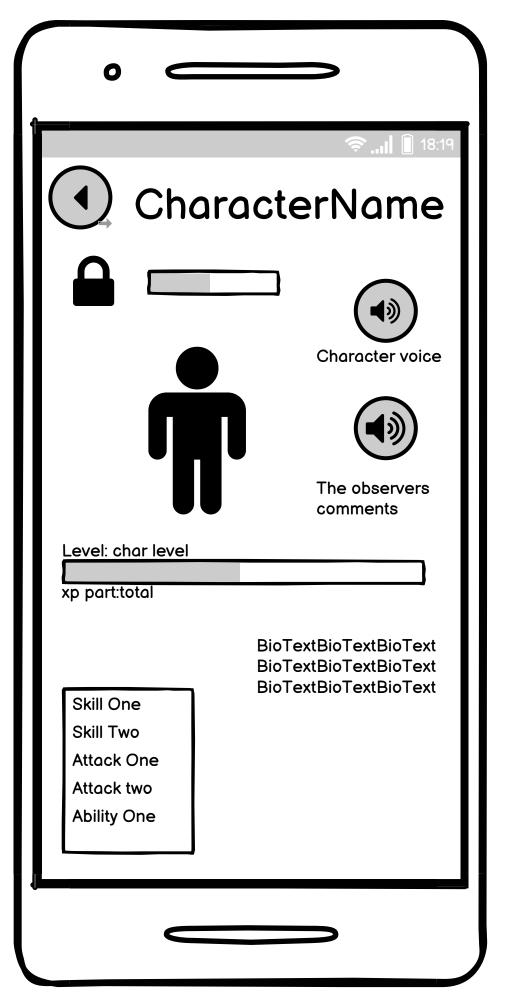
Item pop-up 20 / 26



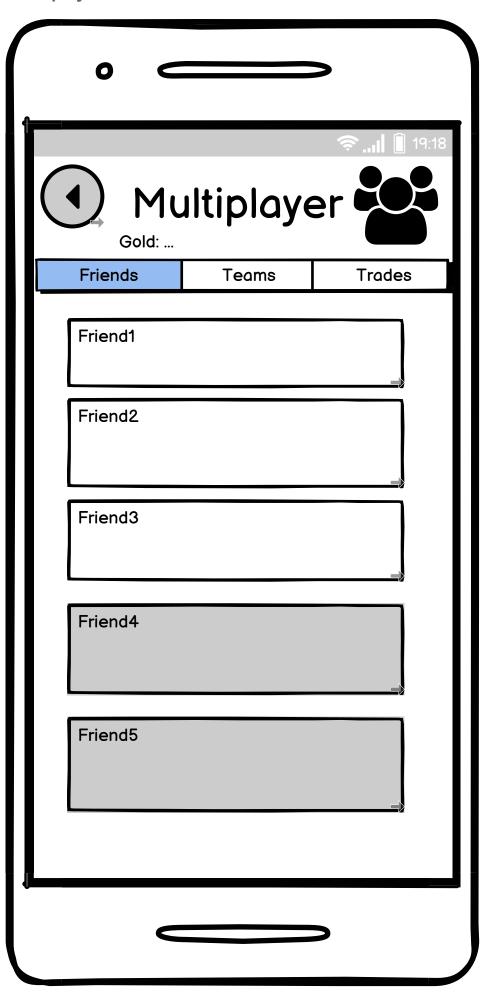
Codex 21 / 26

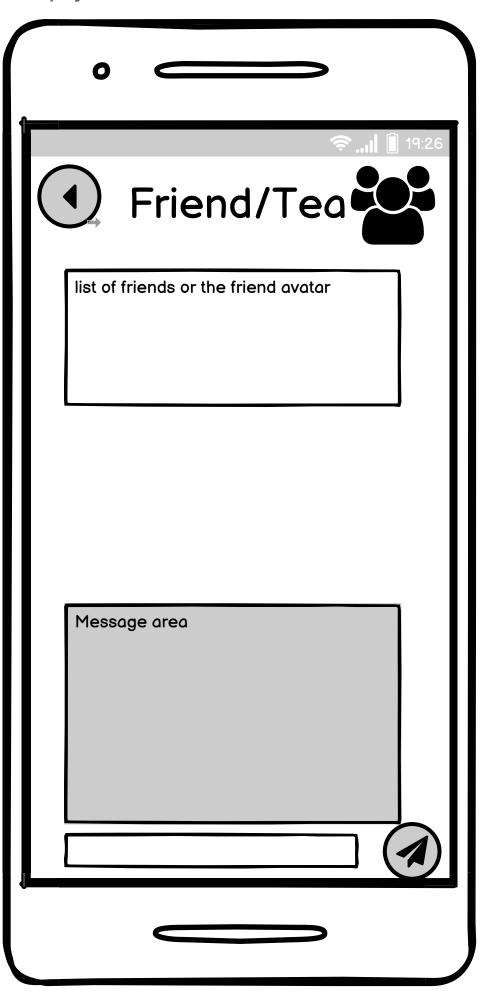


Codex Character screen 22 / 26

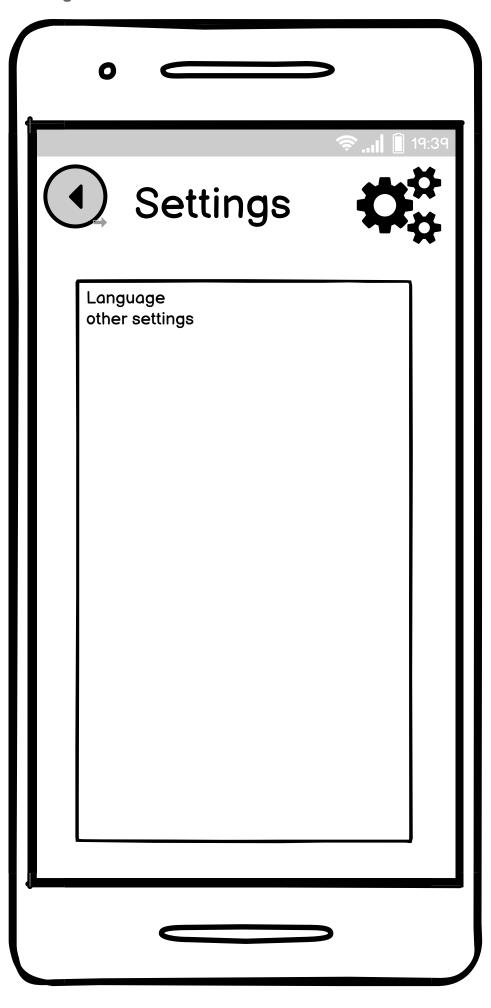


Multiplayer list 23 / 26





SettingsScreen 25 / 26



BaseScreen 26 / 26

