Main Menu

Out of Inferno (逃出生天)

Tutorial

<QPushButton>

Play Right ~~Now~~ Now

Highest Scores

Difficulty

<QLabel>

⊙ Easy
○ Medium
○ Difficult

<QRadioButton>

EN | 中EN

<QPushButton>

🔇

background pic
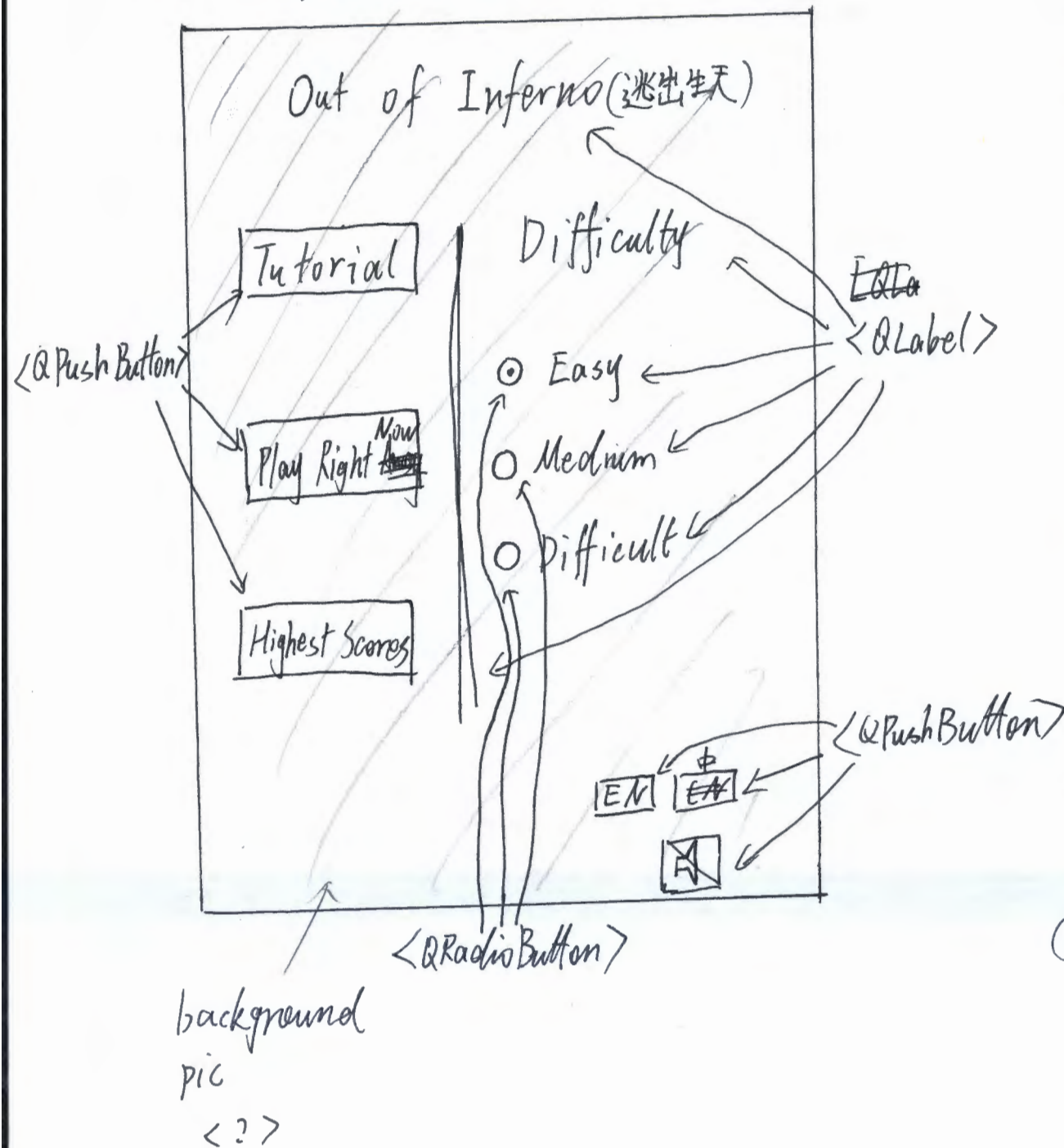<?>

Note:
① 1. Easy → B5
   2. Medium → B3
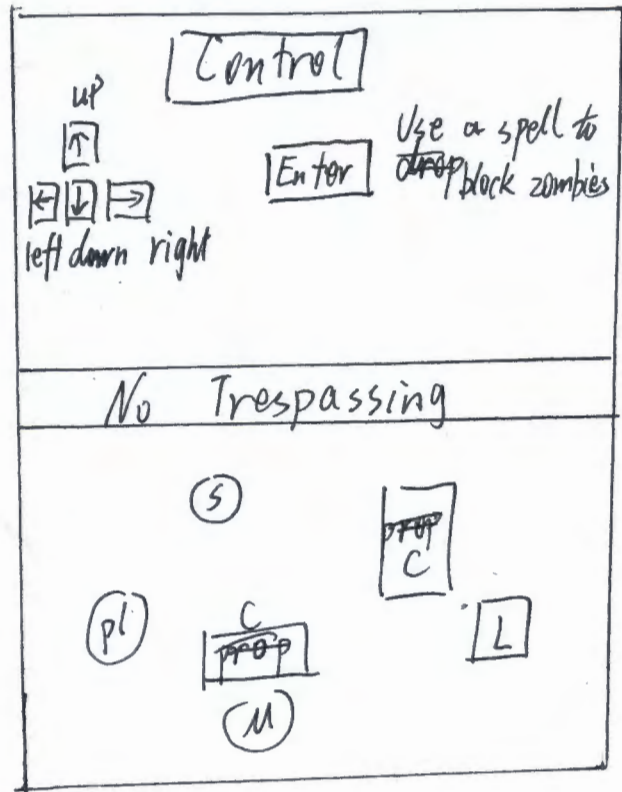   3. Difficult → B2
② Tutorial leads to Tutorial window (scene)
③ Play Right Now → B5/3/2
   (B5 by default)
④ Highest Scores: pop up a window containing 5 highest scores and corresponding time.
⑤ EN: English } label / button text
   CN: Chinese
⑥ 🔇 : turn off background music (by default, there will be music)

Tutorial Page

[Control]

up
↑
← ↓ →
left down right

[Enter] Use a spell to ~~drop~~ block zombies

No Trespassing

⑤

PROP
C

(pl)

C
PROP

L

(M)

Note:

① Legend: 1. S: spell
2. M: zombies
3. pl: player
4. L: Ladder
5. C: Coffin

④ After player reaches L,
→ B5

⑤ Alternative: put all instruction and background story in a pop-up window which can be triggered by a button "Instruction" in main menu.

② Player can only complete stages by escaping from the ladder.

③ If player dies here, repaint scene to the starting scene

Note:

① Default beginning # of $\begin{cases} \text{Life} = \frac{2}{3} \text{(includ} \\ \qquad\qquad *\text{this)} \\ \text{Spell} = 0 \end{cases}$

② 1. if complete B(n) stage → B(n-1)

2. if complete B1 stage $\xrightarrow{\text{pop up}}$ Congrat scene $\xrightarrow{\text{auto}}$ main menu

3. If die here && remaining life > 0, restart this stage
if die w/o life remained $\xrightarrow{\text{pop up}}$ Die Scene $\xrightarrow{\text{auto}}$ main menu

Normal Stage

Stage: B3
Life: (pl)(pl)
Spell: ⑤

L

(M)

C

(M)

C

(pl)   ⑤

C

(M)
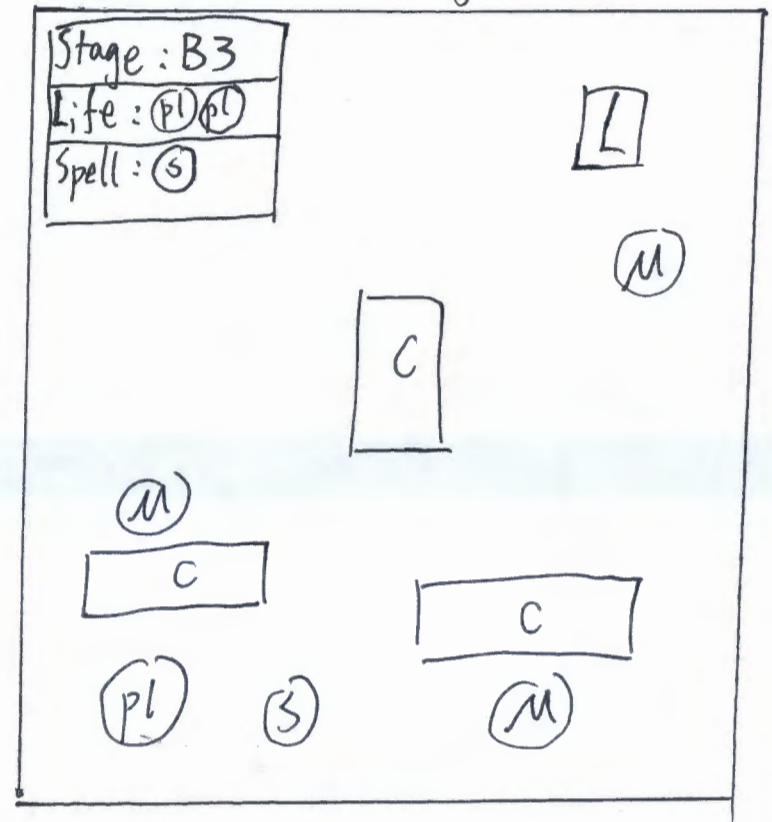
~~At~~ Congrat Scene

```
┌─────────────────────────────┐
│ Congratulations!            │
│                             │
│ Welcome back! You           │
│ survived zombies'           │
│ attacks.                    │
│                             │
│       Acknowledgements      │
│       . . .  . . .  .       │
│                             │
│                             │
└─────────────────────────────┘
```

~~Note: ① Automa~~

Die Scene

```
┌─────────────────────────────┐
│ You Died!                   │
│ ~~yo~~ You became ONE of    │
│ THEM!                       │
│                             │
│ Your score: xx              │
└─────────────────────────────┘
```

Note: ① Alternative:
  After die, normal stage scene
  won't be automatically directed to
  main menu. It stays there.
Rather, add 2 buttons:
  { [Retry] : → main menu
  { [Quit] : → end application.