Sample Room Continued:

* When an object is clicked on, one of two things will happen:
  + A text box will appear to say it is just an object
  + The view will zoom in on the object so the user can examine it
* If the door is locked, a text box will say it is locked when clicked on or it will show a close up of the puzzle.

Sample Room:

There will be different objects like boxes or writing on the wall. There will also be a door.

door

box

box

Some writing on wall

The dialogue box will be clickable to allow scrolling through text. It will collapse when there is no more dialogue.

When New Game is selected

This is the visual space.

This is a dialogue box. It will have a brief intro to the game…

\* Continue Game will only be selectable/viewable if a previous game had started.

Home Screen

Crypts and Cryptograms

Continue Game\*

New Game

Load Game

Help

Settings