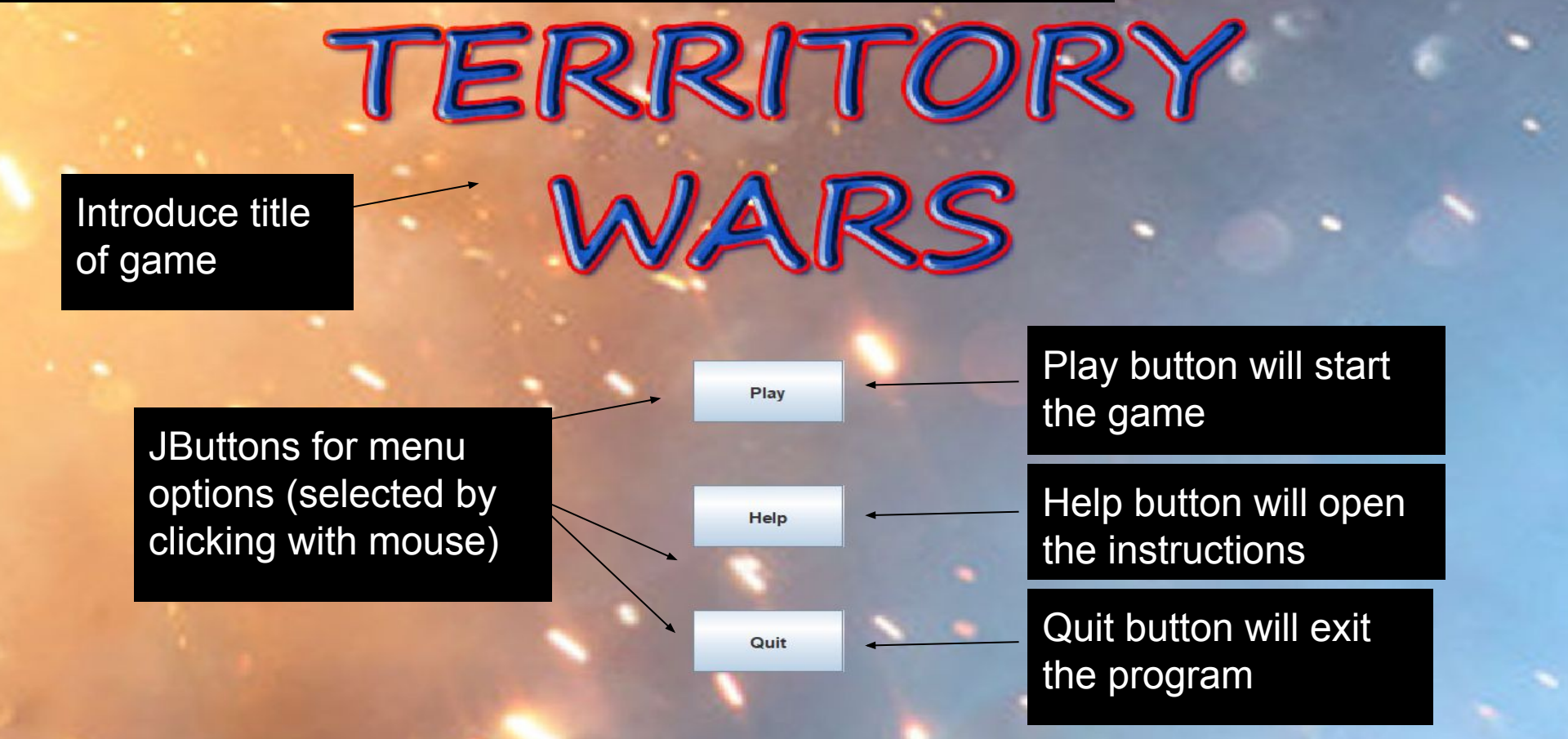Main Menu (image) - Displayed immediately when code is run

TERRITORY WARS

Introduce title of game

JButtons for menu options (selected by clicking with mouse)

Play

Help

Quit

Play button will start the game

Help button will open the instructions

Quit button will exit the program

Panel: 1280 pixels by 720 pixels (frame can't be resized)

TERRITORY WARS

Use Arrow Keys
To Move

Stop

Click To Choose A Weapon
& To End Your Turn

Movement Is Limited Per Turn
Watch The Gray bar

Chat

Click to Open
& Close Chat

Grenade

Left Click To
Fire Weapon

Rifle

Choose A Weapon
After Clicking Stop

Back To Menu

Defeat All The Opponents On The Opposite Side To Win!

Server Screen - This is shown once play is pressed

TERRITORY WARS

JButton that leads to host screen

JButton that leads to client screen

Host Server

Join Server

Background - BufferedImage

Host Screen - Host's Name

TERRITORY WARS

JTextField to input Host's name

JLabel

Your Name:

OK

Background - BufferedImage

JButton that gives IP address

Host Screen - Host's IP Address

TERRITORY WARS

JLabel that tells the Host's IP Address

Started server, your IP address is: 192.168.0.18

Start Game

JButton that starts game (is disabled until client enters IP address)

Background - BufferedImage

Client Screen - Player's Name & IP Address

TERRITORY WARS

JTextField to input Host's IP Address

JTextField to input Client's Name

Host IP:

Your Name:

JLabel

OK

JButton

Background - BufferedImage
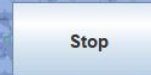
Client Screen - Waiting For Host To Begin

TERRITORY WARS

JLabel ⟶ Waiting For Host To Start Game...

Background - BufferedImage

This appears after hosts pressed start

.fillRect (300x40) - Displacement Bar

Sniper

Grenade

Stop

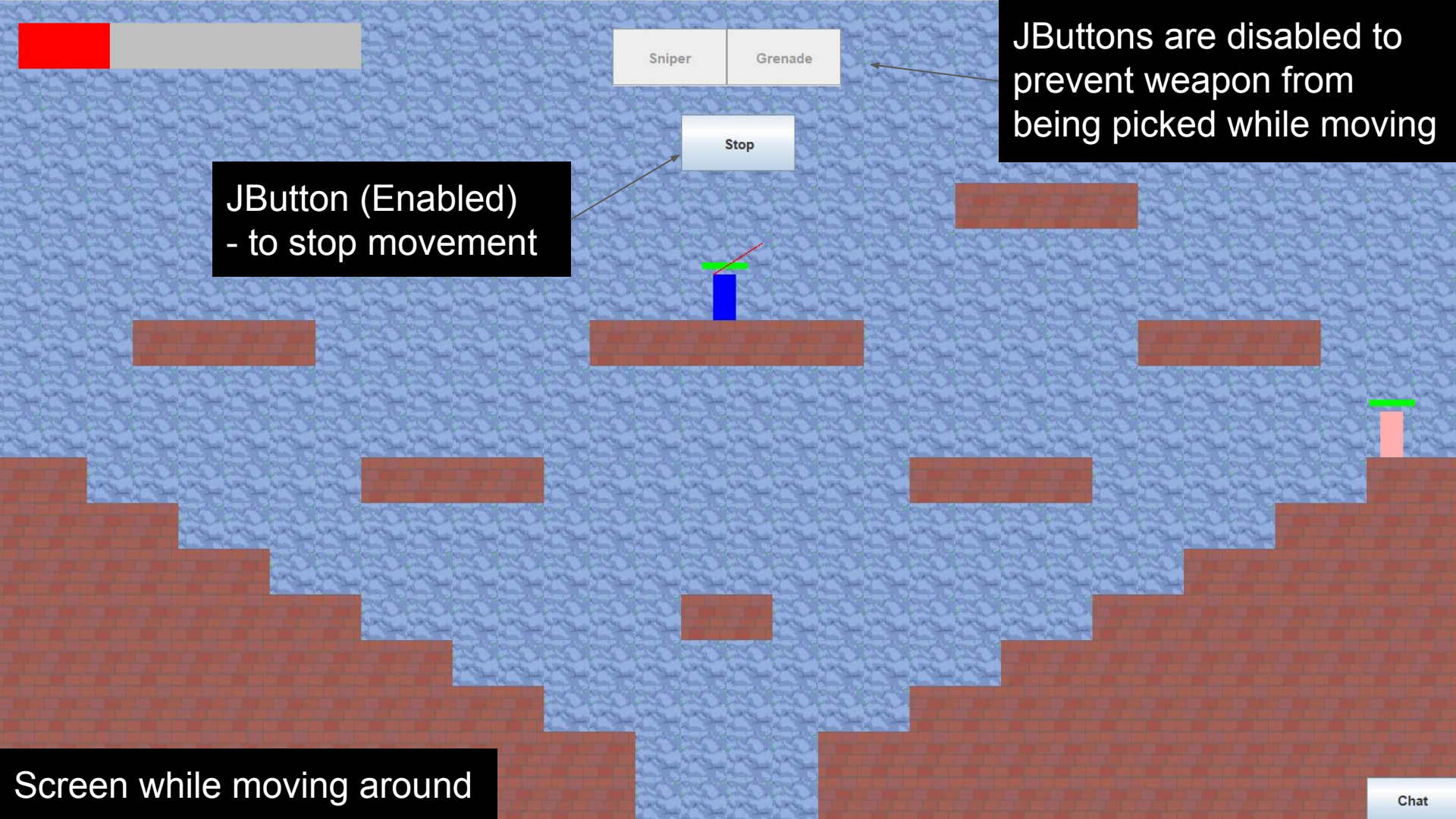Laser point for aim assist

BufferedImage (40x40)

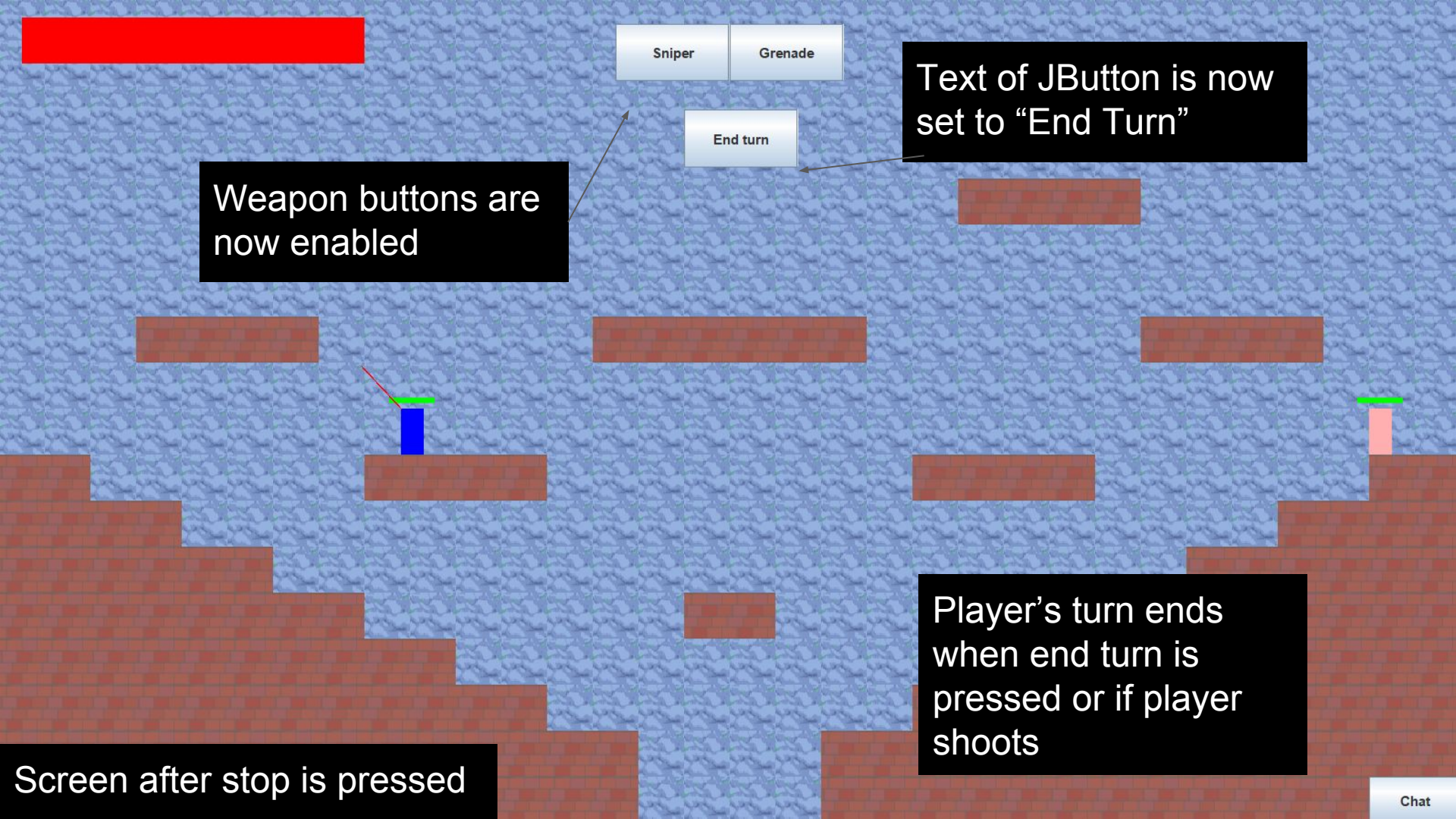.fillRect (20x40) - Character

Health bars for players

Background - CSV

Chat

JButtons are disabled to prevent weapon from being picked while moving

Sniper

Grenade

Stop

JButton (Enabled)
- to stop movement

Screen while moving around

Chat

Sniper   Grenade

End turn

Text of JButton is now set to "End Turn"
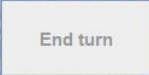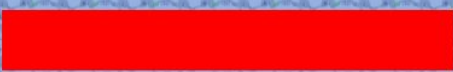
Weapon buttons are now enabled

Player's turn ends when end turn is pressed or if player shoots

Screen after stop is pressed

Chat
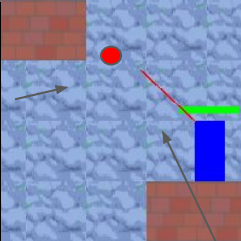
Sniper   Grenade

End turn

Disable end turn and grenade buttons, show sniper as the selected weapon

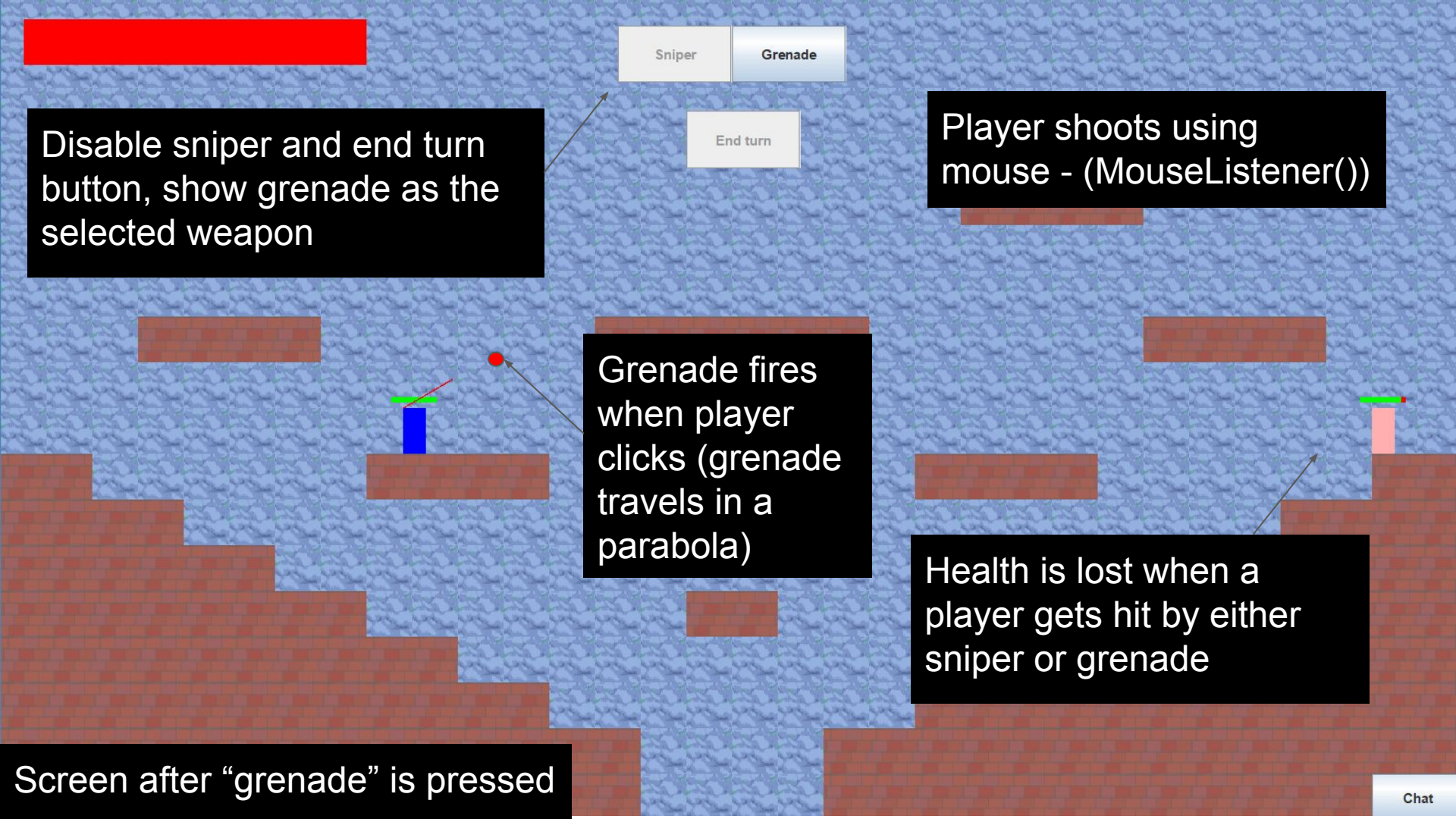**Player shoots using mouse - (MouseListener())**

Bullet fires when player clicks (sniper bullet travels in a straight line)

Mouse cursor disappears for sniper, player aims using laser

Screen after "sniper" is pressed

Chat

Sniper | Grenade

End turn

Disable sniper and end turn button, show grenade as the selected weapon

Player shoots using mouse - (MouseListener())

Grenade fires when player clicks (grenade travels in a parabola)

Health is lost when a player gets hit by either sniper or grenade

Screen after "grenade" is pressed

Chat

playerone: hi
playertwo: hello
playerone: good luck!
playertwo: thanks you too!

Sniper   Grenade

Stop

JTextArea that is disabled. Shows the messages written from both players

JTextField to input message that is sent through the server

Messages outputted into text file.

JButton that opens and closes the Chat

Screen with Chat Open

Chat

Victory Screen

BufferedImage - Displayed after winning

Defeat Screen

Defeat!

BufferedImage - Displayed after losing