

BAB 4: **PROTOTYPE**

Splash Screen

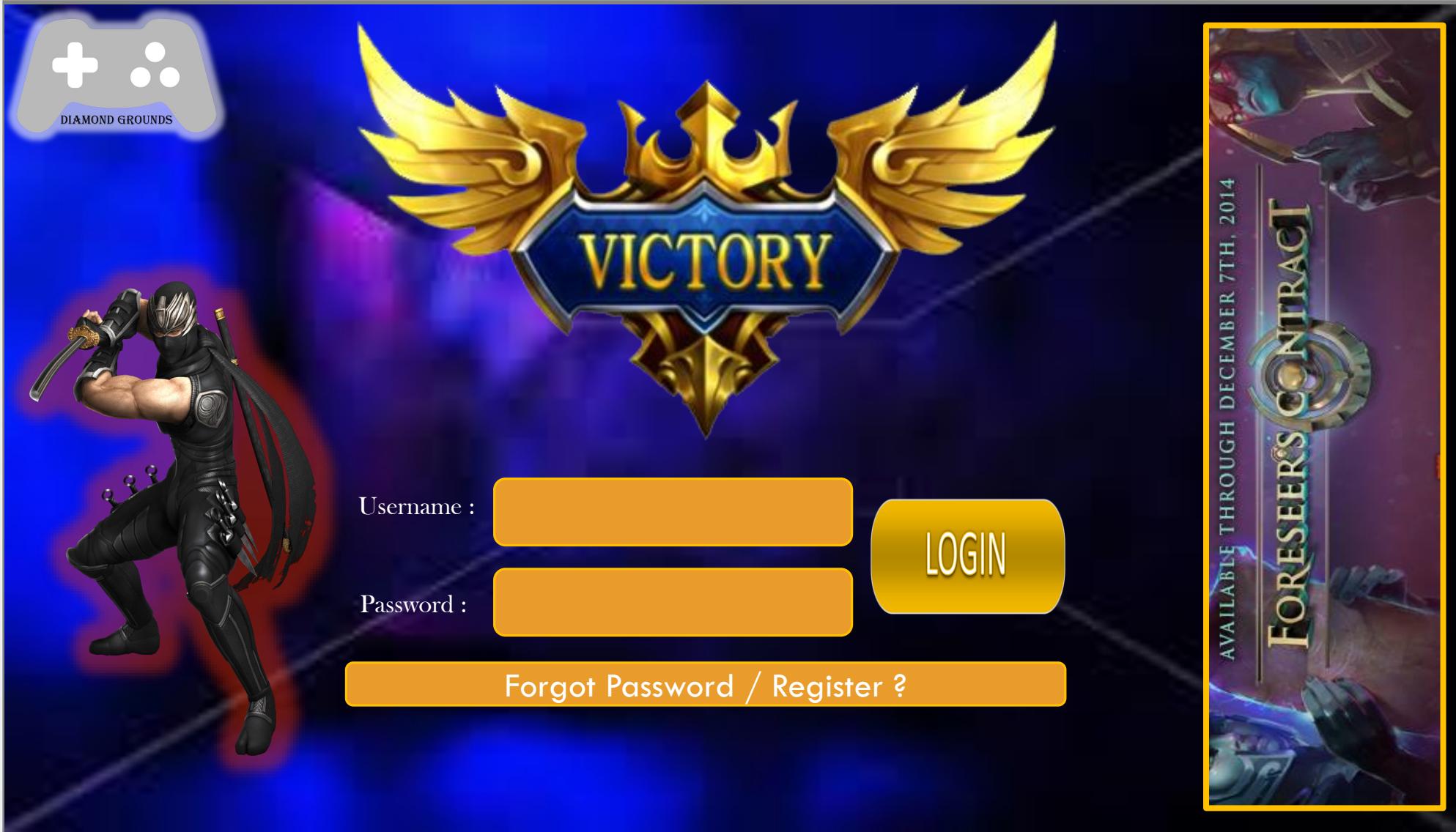


DIAMOND GROUNDS

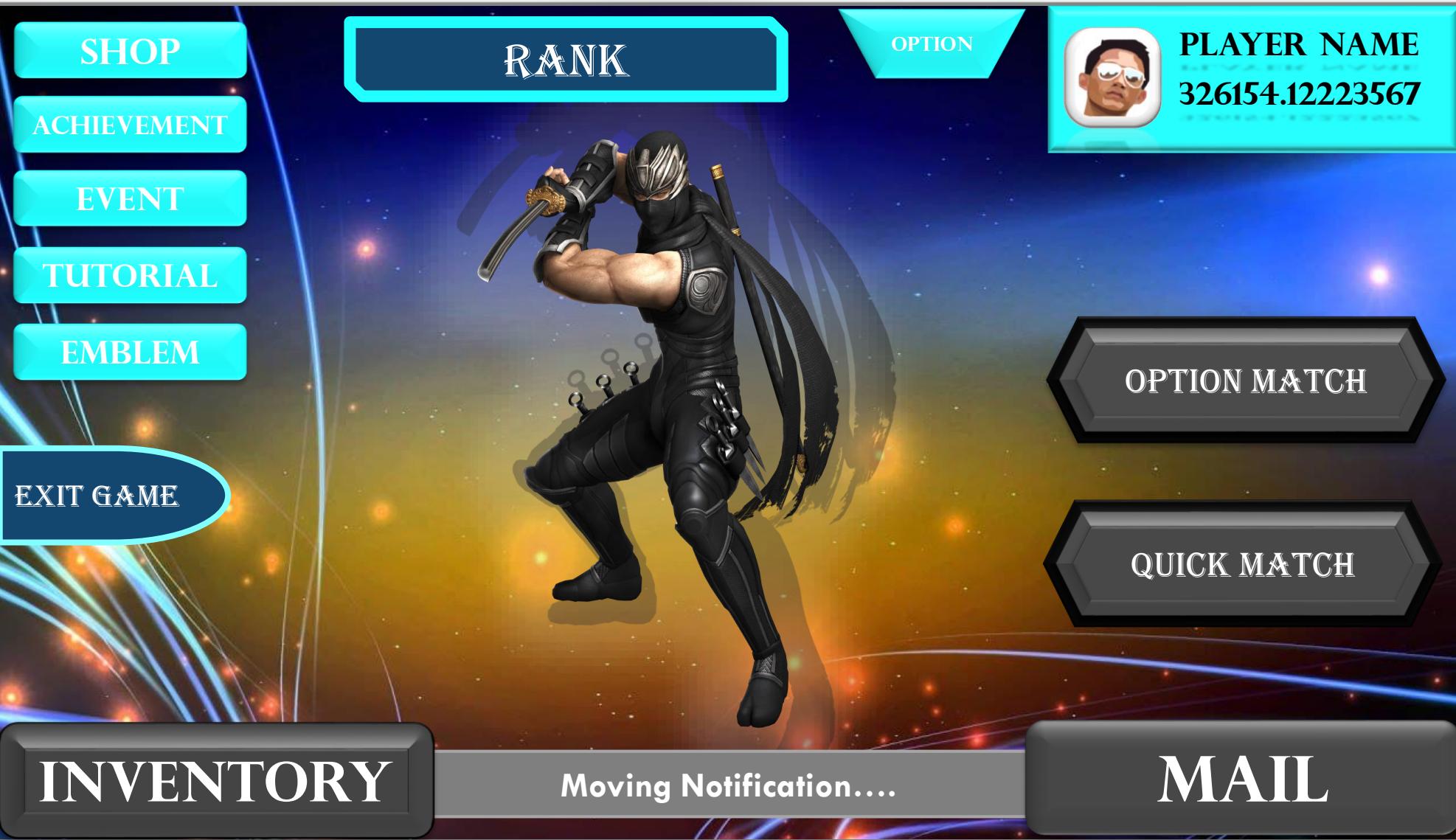
Loading Screen



Login / Register Screen



Main Menu



Achievement - All

BACK

ACHIEVEMENT

ALL

UN - ACHIEVED

ACHIEVEMENT 1

ACHIEVEMENT 2

ACHIEVEMENT 3

ACHIEVEMENT 4

\$100

5500 EXP

1000 EXP

\$100

Achieved

Achieved

Achieved

Achieved

The image depicts a mobile application interface for achievements. At the top, a dark blue header bar contains the word "ACHIEVEMENT" in white capital letters. Below this, the main content area has a dark blue background with a subtle network or starry pattern. On the left side, there are two large, dark grey, arrow-shaped buttons: one pointing right labeled "ALL" and one pointing left labeled "UN - ACHIEVED". In the center, there are four achievement icons, each enclosed in a light blue rounded rectangle. From left to right: 1) A yellow circular icon with a thumbs-up symbol, labeled "Achievement 1" below it and "\$100" in a grey box to its right. 2) A yellow circular icon with five white stars, labeled "Achievement 2" below it and "5500 EXP" in a grey box to its right. 3) A yellow trophy icon, labeled "Achievement 3" below it and "1000 EXP" in a grey box to its right. 4) A red dragon head icon, labeled "Achievement 4" below it and "\$100" in a grey box to its right. Each achievement icon has a green "Achieved" watermark at the bottom. The entire interface is framed by a white border, suggesting it's a mobile device screen.

Achievement – Un-achieved

BACK

ACHIEVEMENT

ALL

UN - ACHIEVED

Achievement	Description	Cost
ACHIEVEMENT 1	Achieved	\$100
ACHIEVEMENT 2	Achieved	5500 EXP
ACHIEVEMENT 3	Achieved	1000 EXP
ACHIEVEMENT 4	Achieved	\$100

Events

◀ BACK

EVENT

GIGANTIC



GIGANTIC WAR

EVENT 2

EVENT 3

EVENT 4

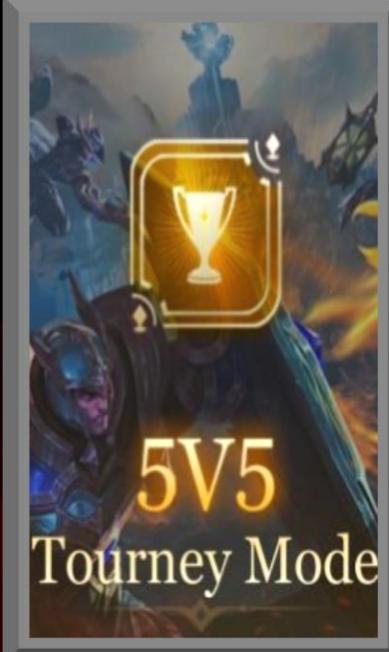
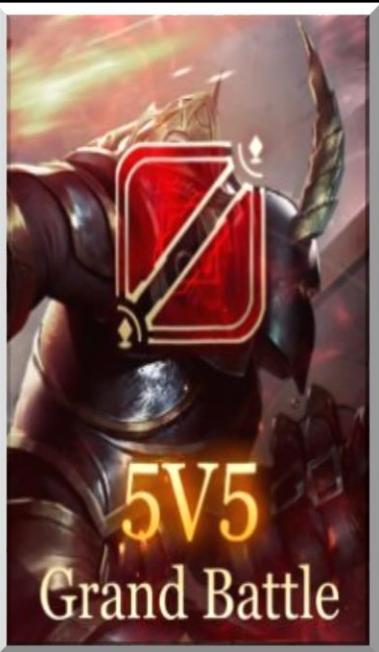
GIGANTIC WAR

Event detail....

Match Option

◀ BACK

Match Option

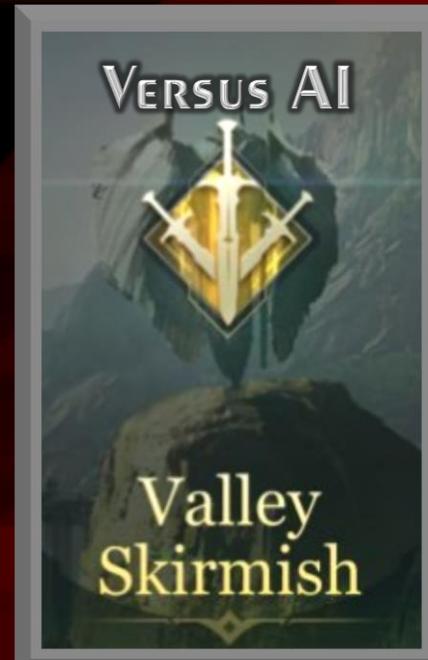


BEGIN !!!

Tutorial

05:44 AM

TUTORIAL



BEGIN !!!

◀ BACK

Character Select



Gameplay



Emblem

◀ BACK

Emblem

Progress 3/3

Progress 3/3

Progress 3/3

EQUIPPED

EQUIP

EQUIP

EMBLEM SET

Selected Emblem Details

REMOVE ALL

APPLY

Progress 3/3

Progress 3/3

Progress 3/3

World Ranks – Win's Rate

◀ BACK

WIN'S RATE

PLAY TIME

ACHIEVEMENT

WORLD RANKS

No. PROFILE NAME

Win's Rate

#1



Alfa

Win's Rate
75.60%

#2



Bravo

Win's Rate
73.20%

#3



Charlie

Win's Rate
69.45%

World Ranks – Play Time

◀ BACK

WIN'S RATE

PLAY TIME

ACHIEVEMENT

WORLD RANKS

No. PROFILE NAME

TOTAL TIME

#1  Alfa

1452 HOURS

#2  Bravo

1420 HOURS

#3  Charlie

1397 HOURS

World Ranks – Achievement

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WIN'S RATE

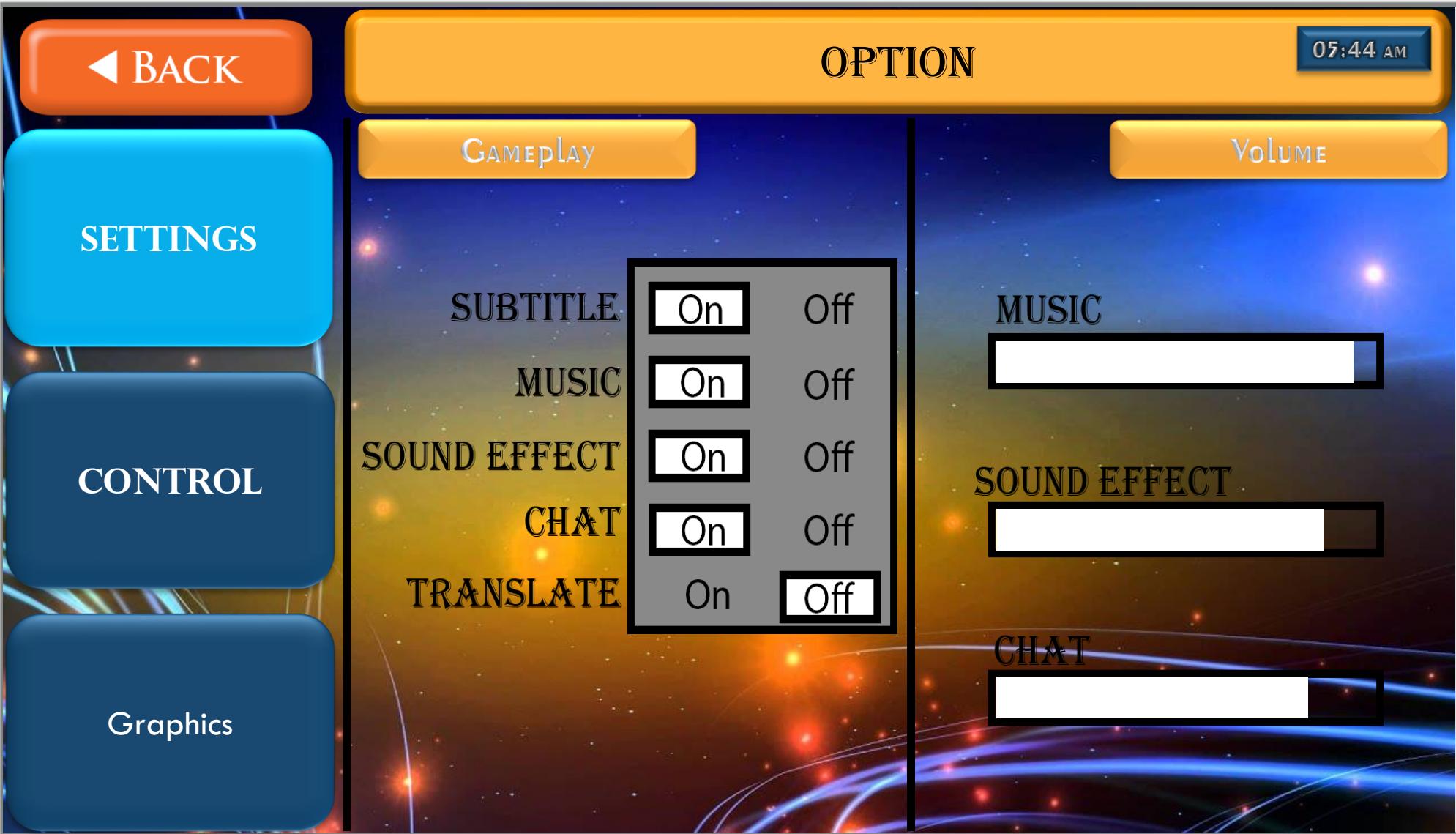
PLAY TIME

ACHIEVEMENT

WORLD RANKS

No.	Profile	Name	Total Achievement
#1		<u>Alfa</u>	71 pieces
#2		<u>Bravo</u>	55 pieces
#3		<u>Charlie</u>	53 pieces

Option - Settings



Option - Control

BACK

SETTINGS

CONTROL

Graphics

OPTION

05:44 AM

ADVANCES CONTROLS MODE

HERO LOCK MODE On Off

MOVEMENT WHEEL SETUP

FIXED POSITION On Off

ATTACK MODE

AUTO ATTACK On Off

Option - Graphics

BACK

SETTINGS

CONTROL

GRAPHICS

OPTION 05:44 AM

GRAPHICS Low Medium High

CAMERA HEIGHT Low High

VIBRATION On Off

FOG EFFECT On Off

MEMORY USAGE Low High

SHADOW On Off

DAMAGE TEXT On Off

COLOR BLIND MODE On Off

Profile - Identity

IDENTITY

STATISTIC

HISTORY

ACCOUNT
SETTINGS



Nickname

◀ BACK

PROFILE



SINCE :
20 Feb 2018

E – MAIL :
playeremail@mail.com

NAME :
UNKNOWN

Profile - Statistic

IDENTITY

STATISTIC

HISTORY

ACCOUNT
SETTINGS

MATCHES

5,179

WIN'S RATE

75.60%

PROFILE

K/D

49.2%

Legendary 43

Maniac 2

Double Kill 103

Savage 0

Triple Kill 20

MVP From Losing Team 22

Detailed stats and MVPs are calculated only from Match Up Mode and Ranked Games

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Profile - History

IDENTITY

STATISTIC

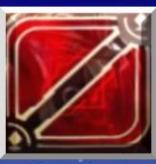
HISTORY

ACCOUNT
SETTINGS

PROFILE

Win

Lvl 17



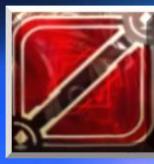
Lose

Lvl 10



Win

Lvl 25



◀ BACK

Profile - Account Settings

IDENTITY

STATISTIC

HISTORY

ACCOUNT
SETTINGS

playeremail@mail.com

PROFILE

326154.12223567



CONNECT To:



◀ BACK

FAQ

Privacy Policy

PLAYER DATA

Mail - Inbox

◀ BACK

INBOX

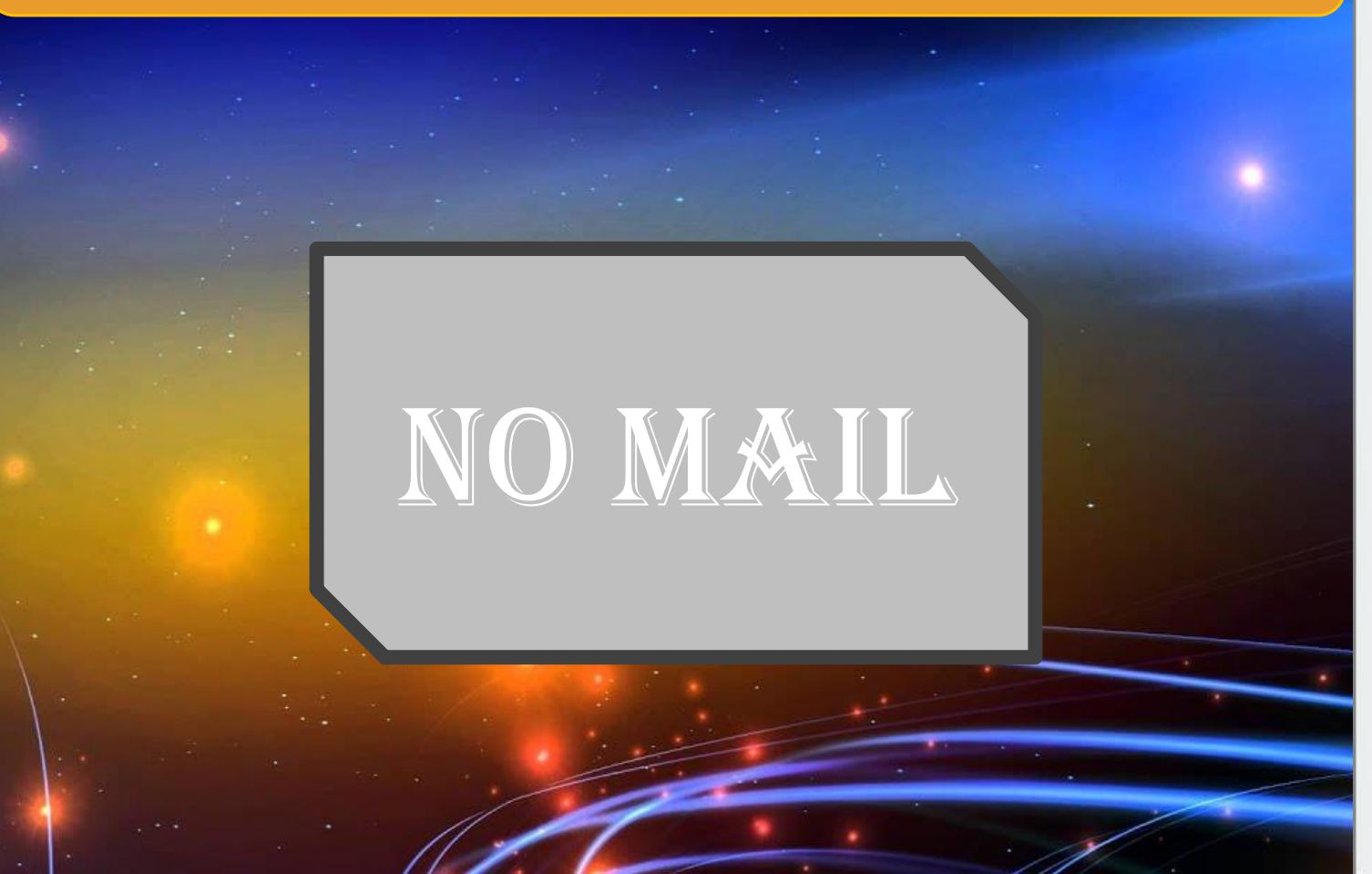
NOTICE

REMINDER

GIFTS

MAIL

NO MAIL



Mail - Notice

◀ BACK

MAIL

INBOX

NOTICE

REMINDER

GIFTS

NO
NOTIFICATION

Mail - Reminder

◀ BACK

REMINDER

INBOX

NOTICE

REMINDER

GIFTS

NO
EVENT

Mail - Gifts

◀ BACK

GIFTS

INBOX

NOTICE

REMINDER

GIFTS

“GIFT NAME”

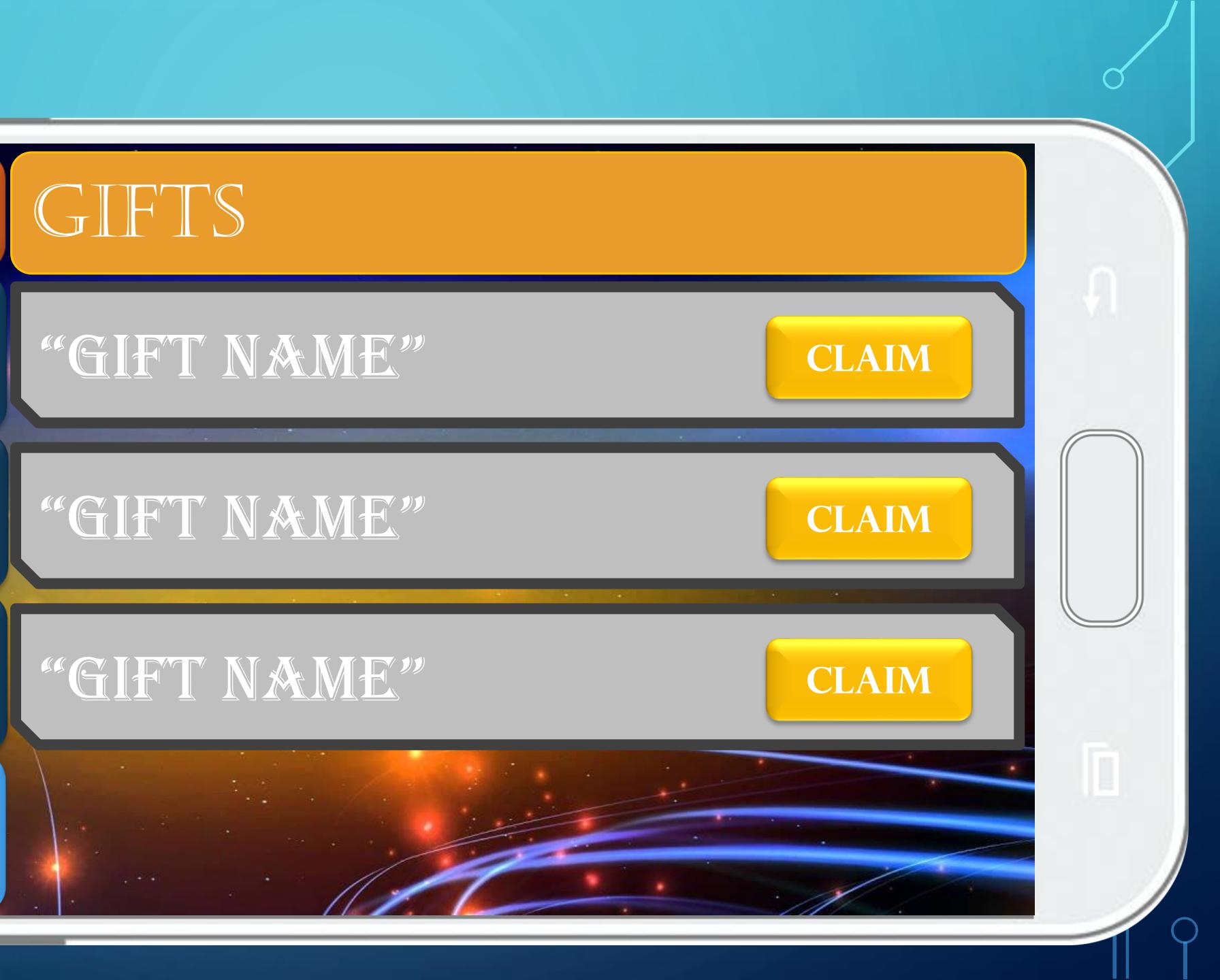
“GIFT NAME”

“GIFT NAME”

CLAIM

CLAIM

CLAIM



Inventory - Character

◀ BACK

CHARACTER

SKIN

ITEM

OTHERS

INVENTORY

GYNA FREEZE

CHARACTER Detail

Detail....

Inventory - Skin

INVENTORY

◀ BACK

CHARACTER

SKIN

ITEM

OTHERS

SELECTED Skin Name

SELECTED ITEM Detail...

Row	Column 1	Column 2	Column 3	Column 4	Column 5	Column 6	Column 7	Column 8
1	Ty 3	Ty 1	Ty 2	Ty 1	Ty 1	Ty 2	Ty 5	Ty 3
2	Ty 6	Ty 5	Ty 5	Ty 2	Ty 4	Ty 2	Ty 1	Ty 2
3	Ty 2	Ty 1	Ty 4	Ty 2	Ty 3	Ty 1	Ty 2	Ty 2

Inventory - Item

◀ BACK

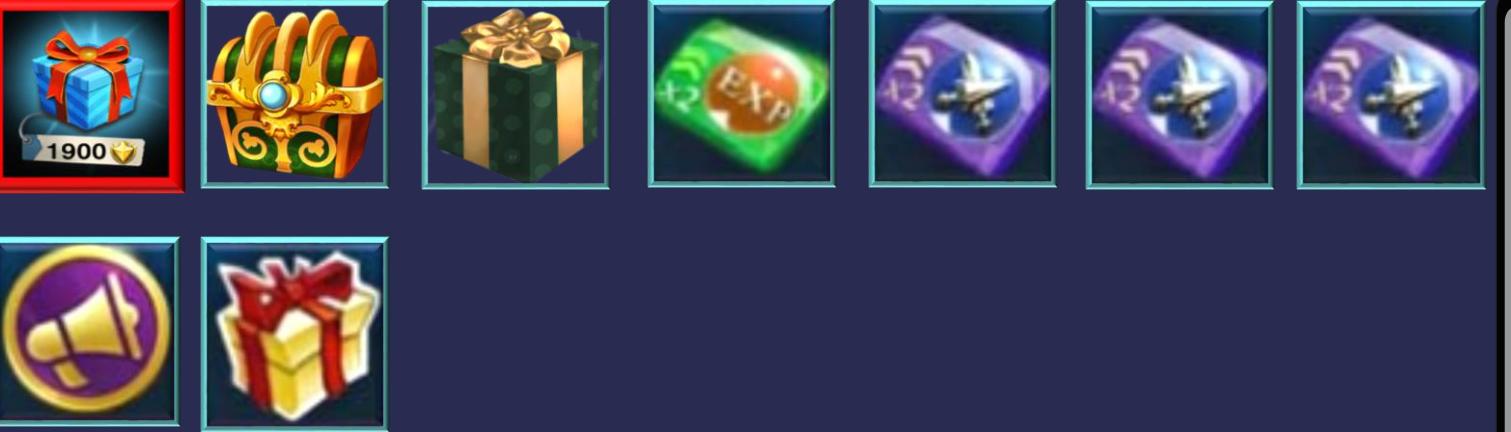
CHARACTER

SKIN

ITEM

OTHERS

INVENTORY



A grid of 10 inventory items. The first item is a blue gift box with a red ribbon and a price of 1900 coins. The second item is a golden crown with a blue gem. The third item is a green gift box with a gold ribbon. The fourth item is a glowing green cube with an orange center. The fifth item is a purple diamond with a blue star. The sixth item is a purple diamond with a yellow star. The seventh item is a purple diamond with a blue star. The eighth item is a purple diamond with a yellow star. The ninth item is a purple diamond with a blue star. The tenth item is a purple diamond with a yellow star.



SELECTED ITEM NAME

Amount : 5

DETAIL OF THE SKIN THAT SELECTED

Inventory - Others

The image shows a mobile game's inventory interface. At the top, the title "Inventory - Others" is displayed in large white letters. Below the title is a red header bar with the word "INVENTORY" in white. On the left side, there is a vertical sidebar with four buttons: "CHARACTER", "SKIN", "ITEM", and "OTHERS". The "OTHERS" button is highlighted with a red background. To the right of the sidebar is a large dark blue area with the text "NO ITEM" in a large, metallic font. At the bottom of the screen, there is a black footer bar. On the left of the footer bar, it says "SELECTED ITEM NAME". On the right of the footer bar, it says "Amount : 0". In the center of the footer bar, there is a placeholder text "DETAIL OF THE SKIN THAT SELECTED". At the bottom right of the footer bar are two icons: a red trash can icon and a green checkmark icon.

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CHARACTER

SKIN

ITEM

OTHERS

INVENTORY

NO ITEM

SELECTED ITEM NAME

Amount : 0

DETAIL OF THE SKIN THAT SELECTED

trash can icon

checkmark icon

Shop - Character

BACK

CHARACTER

SKIN

EMBLEM

ITEM RAFFLE

SHOP

\$112

CHARACTER'S TYPE

 \$ 9.99
JEDI SCHOLAR **BUY**

 \$ 9.99
TAKI **BUY**

**DETAIL
SELECTED
CHARACTER**

Shop – Skin

BACK

CHARACTER

SKIN

EMBLEM

ITEM RAFFLE

SHOP

\$112

A character model dressed in a blue and red忍者-style outfit, holding a sword.

SKIN A

\$4.99

BUY

A character model dressed in a brown and leather-trimmed outfit, holding a sword.

SKIN B

\$4.99

BUY

A character model with white scales and black spikes, standing in a dynamic pose.

SKIN C

\$4.99

BUY

A character model dressed in a blue and red忍者-style outfit, holding a sword.

A character model dressed in a brown and leather-trimmed outfit, holding a sword.

A character model with white scales and black spikes, standing in a dynamic pose.

Shop – Emblem

◀ BACK

SHOP

\$112

CHARACTER

SKIN

EMBLEM

ITEM RAFFLE



ARROW EMBLEM

\$4.99

BUY



TIME EMBLEM

\$4.99

BUY



CLAW EMBLEM

\$4.99

BUY

Shop – Item Raffle

◀ BACK

SHOP \$112

CHARACTER

SKIN

EMBLEM

ITEM RAFFLE

CHANCES 10

SPIN

BUY CHANCE

The central grid displays various items for purchase:

- Row 1: A golden sword, a character with a yellow hood, a character with a red eye, and a character with a blue ice-like headpiece.
- Row 2: A character with a red and gold mask, a glowing orange staff, and a glowing blue staff.
- Row 3: Two glowing orange swords and a character with a blue and white ornate headpiece.
- Row 4: A glowing blue sword.

Exit Game



ARE YOU SURE?

Yes

No