# GUI Design Document

Nature/Scope:

Diagram

Description automatically generated

The main idea behind the game will be having the player matching the type of weapon to the enemy type.

Required functionality:

Inventory- The game will require 2 inventory style systems to allow the player to equip the different types of weapons from their inventory.

Inventory: The player will have

Equipped:

Health bars: player and enemy health will be displayed using a bar and overlapping text that displays their max health and current health (e.g. 2/7 hp). As the player or enemy are damage the bar will shrink horizontally.

Timer:

Settings menu:

Actions and events:

Drag and drop (call update UI function)-

As a response to the player dragging a weapon into the equipped weapon slot a check will be sent to the enemy to compare the weapons type to the enemy’s current type. If the types are matching the enemy will take damage and will switch types.

Other relevant information: