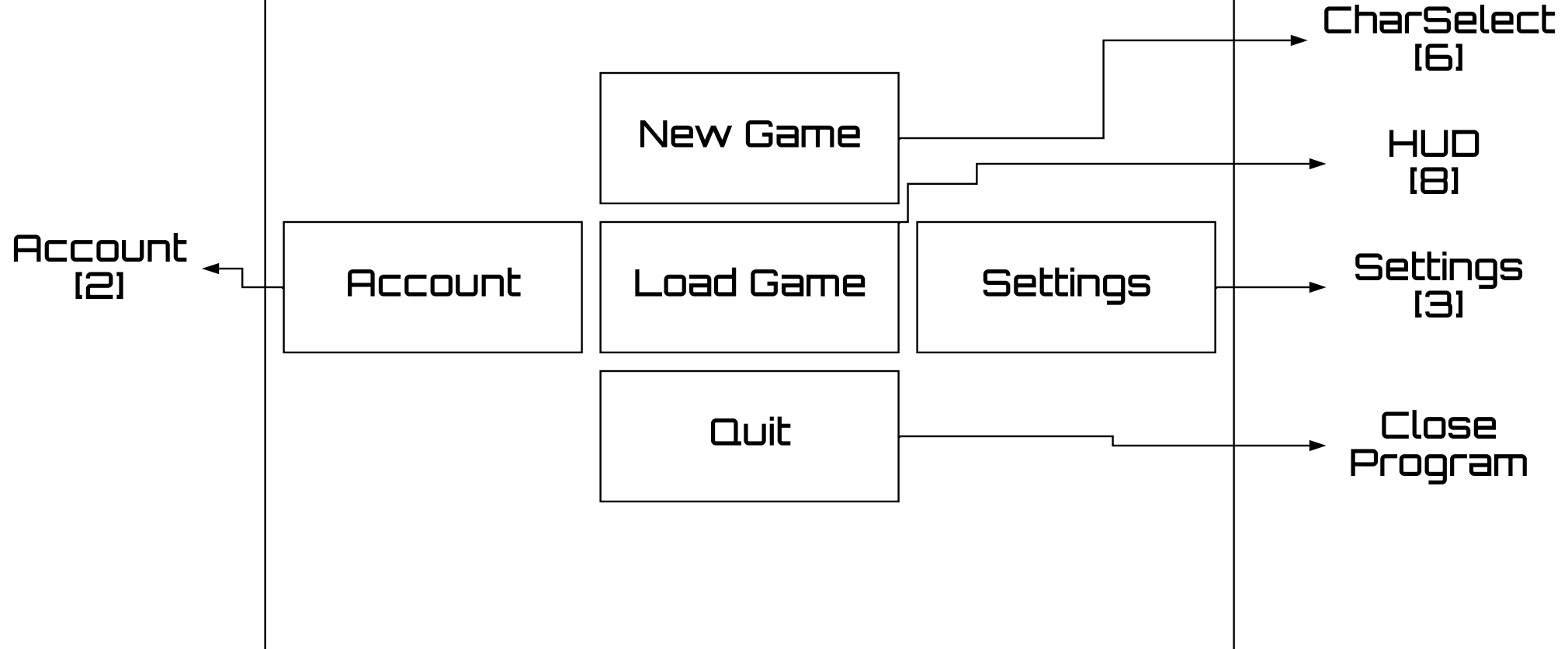


Lock Out Protocol



[Account]

Email:

Password:

Login

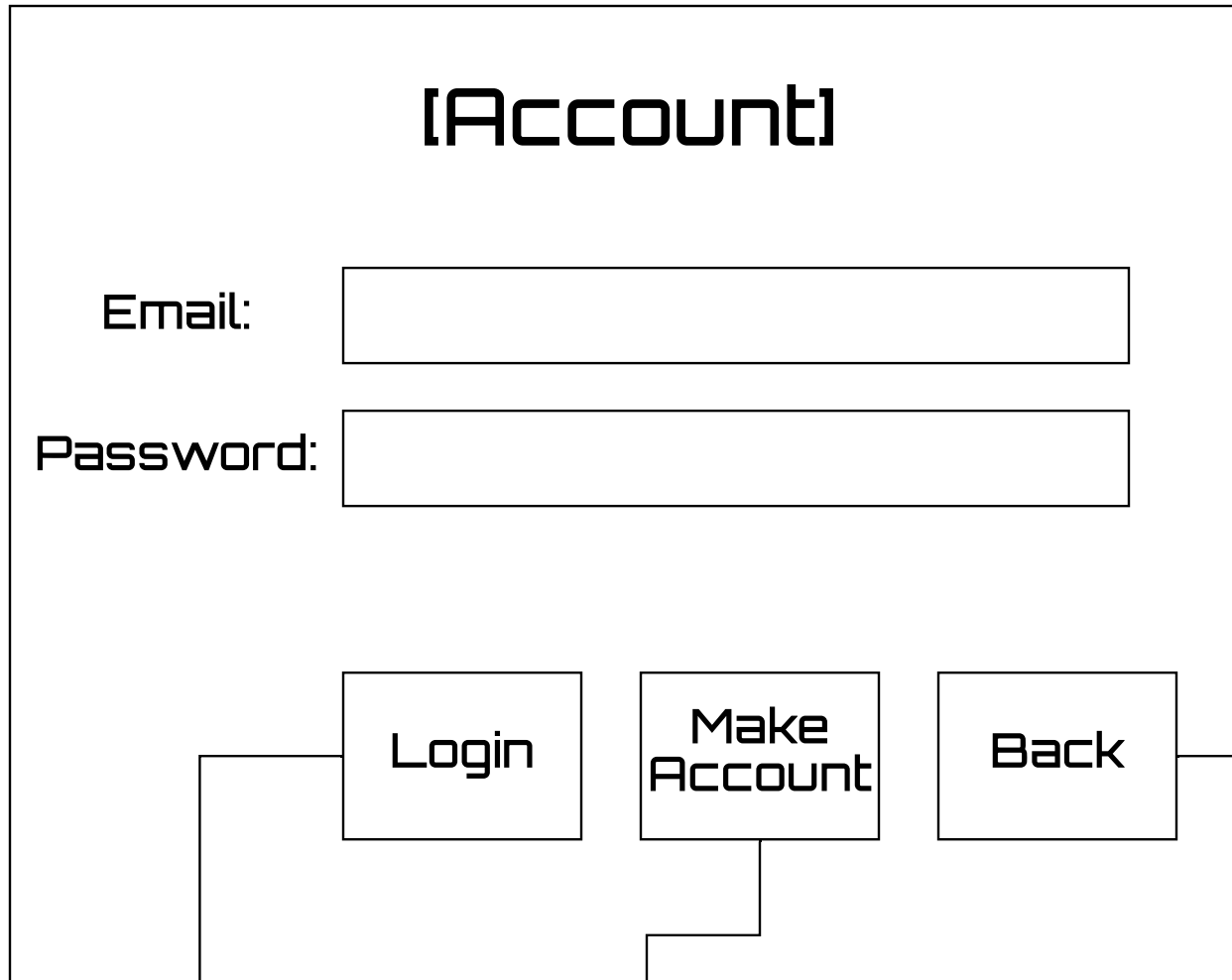
Make
Account

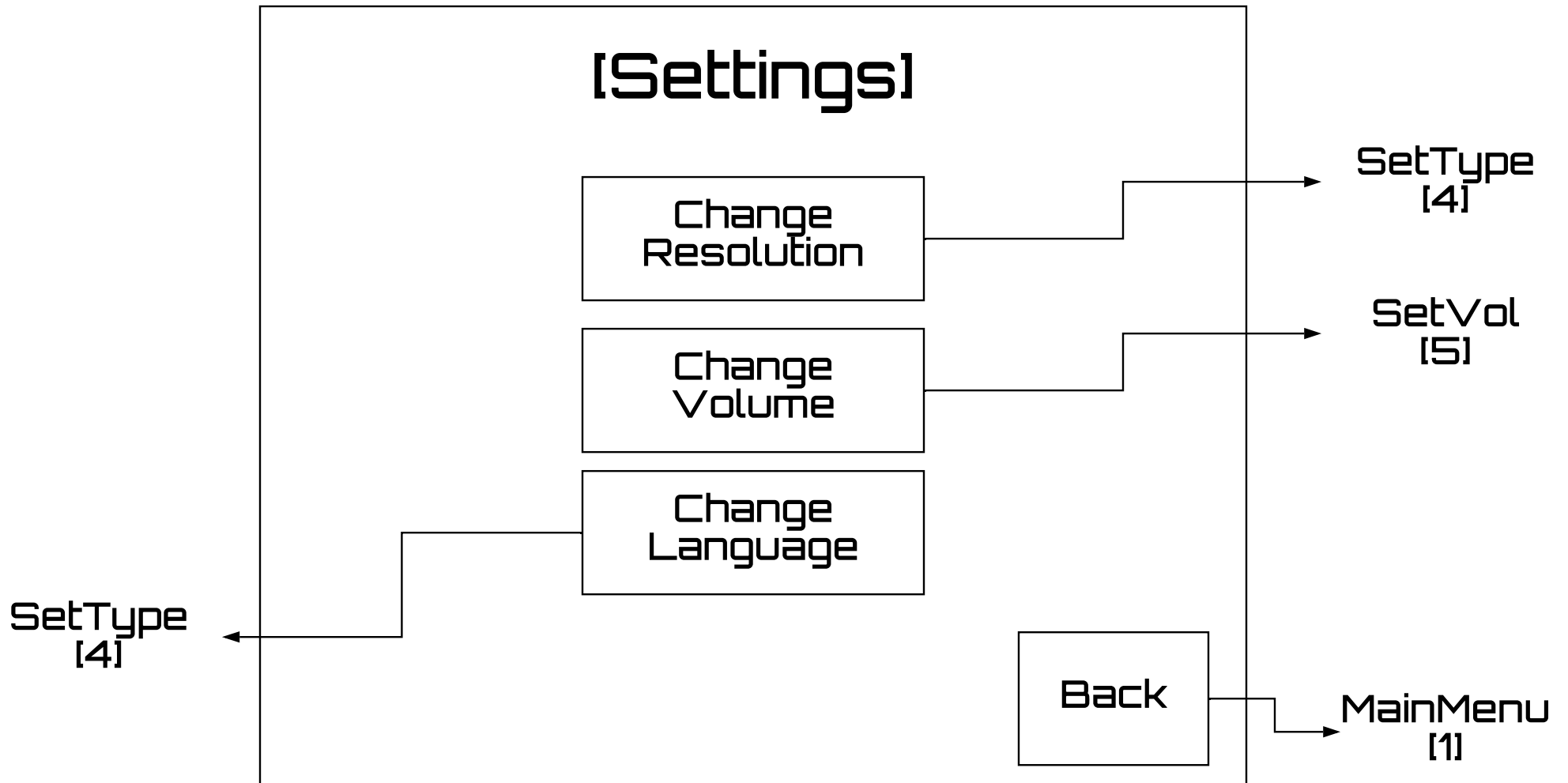
Back

Logs into
account if
existing

Creates an
account with the
specified Email and
Password

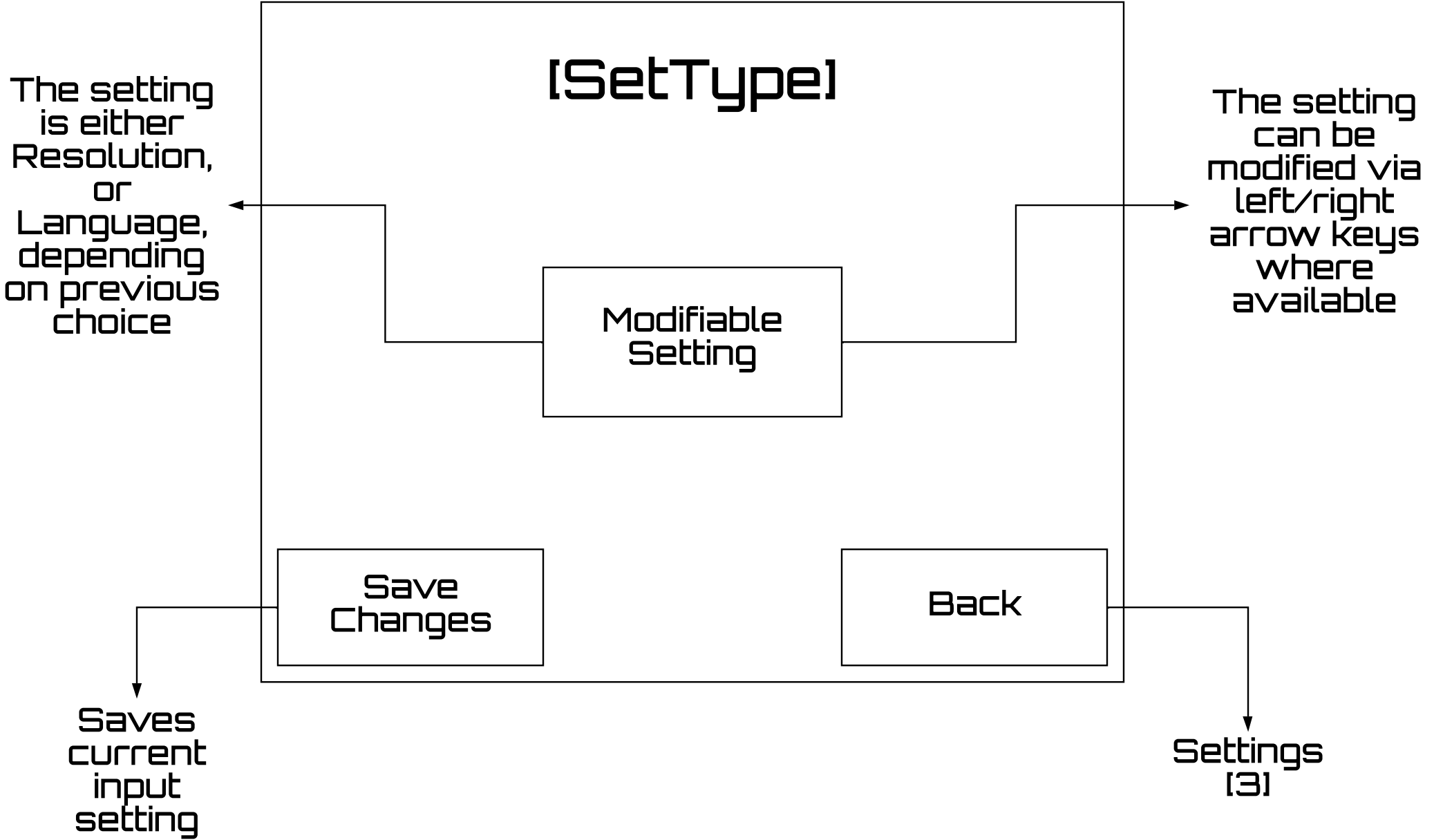
MainMenu
[1]





Note that all setting categories except Volume make use of the same GUI layout format for modifying.

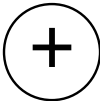
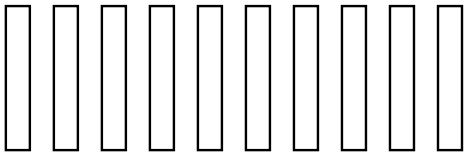
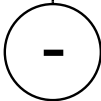
Also note that any menu header within [] braces is only ment to indicate what panel you are on within the Wireframe for clarity's sake.



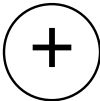
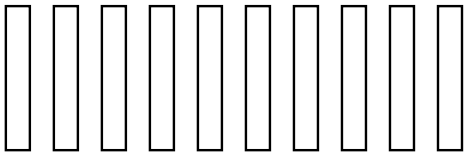
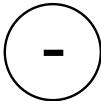
Low
ers
the Music
Volume

Ra
ises
the Music
Volume

Music
Volume



Sound
Effect
Volume



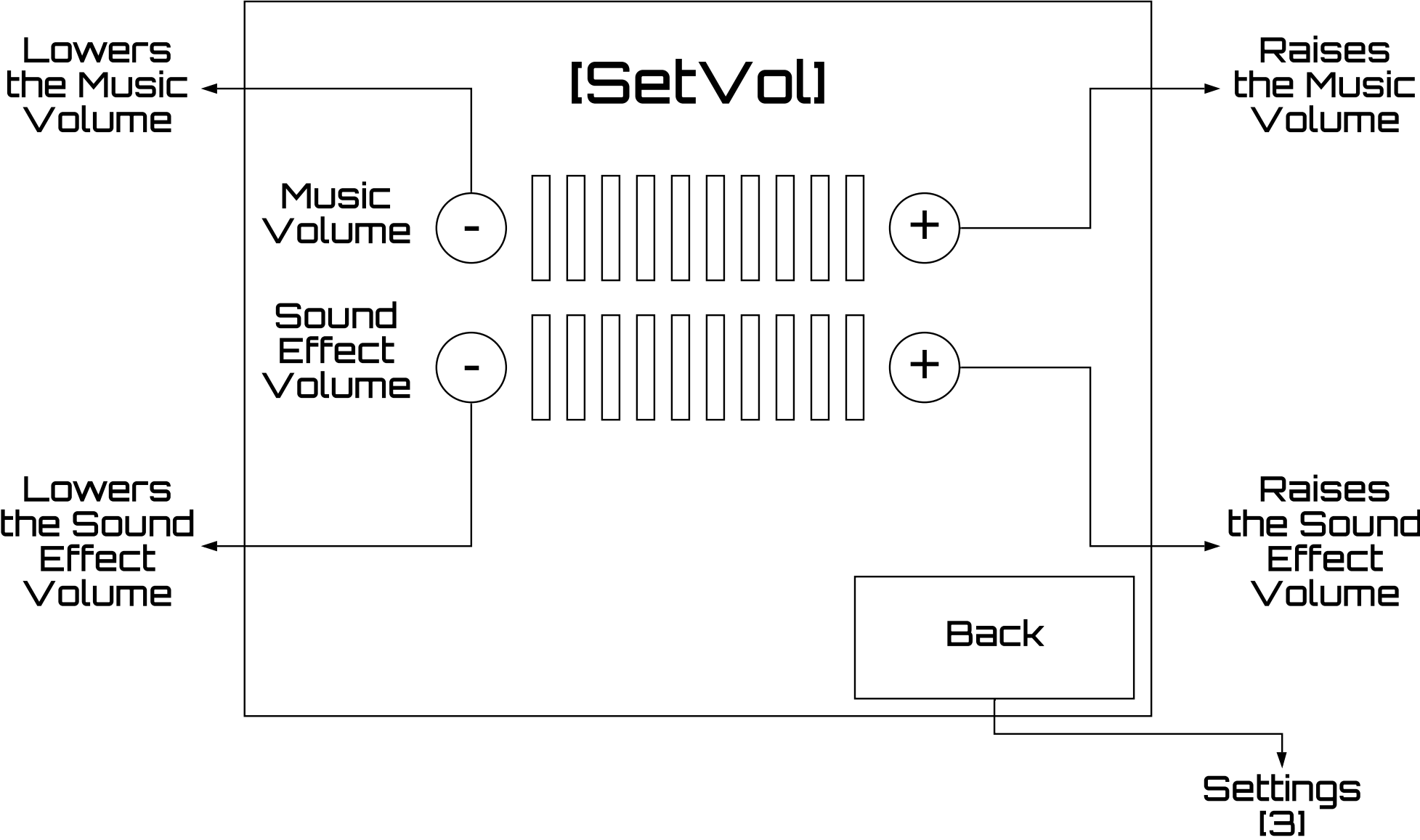
Low
ers
the Sound
Effect
Volume

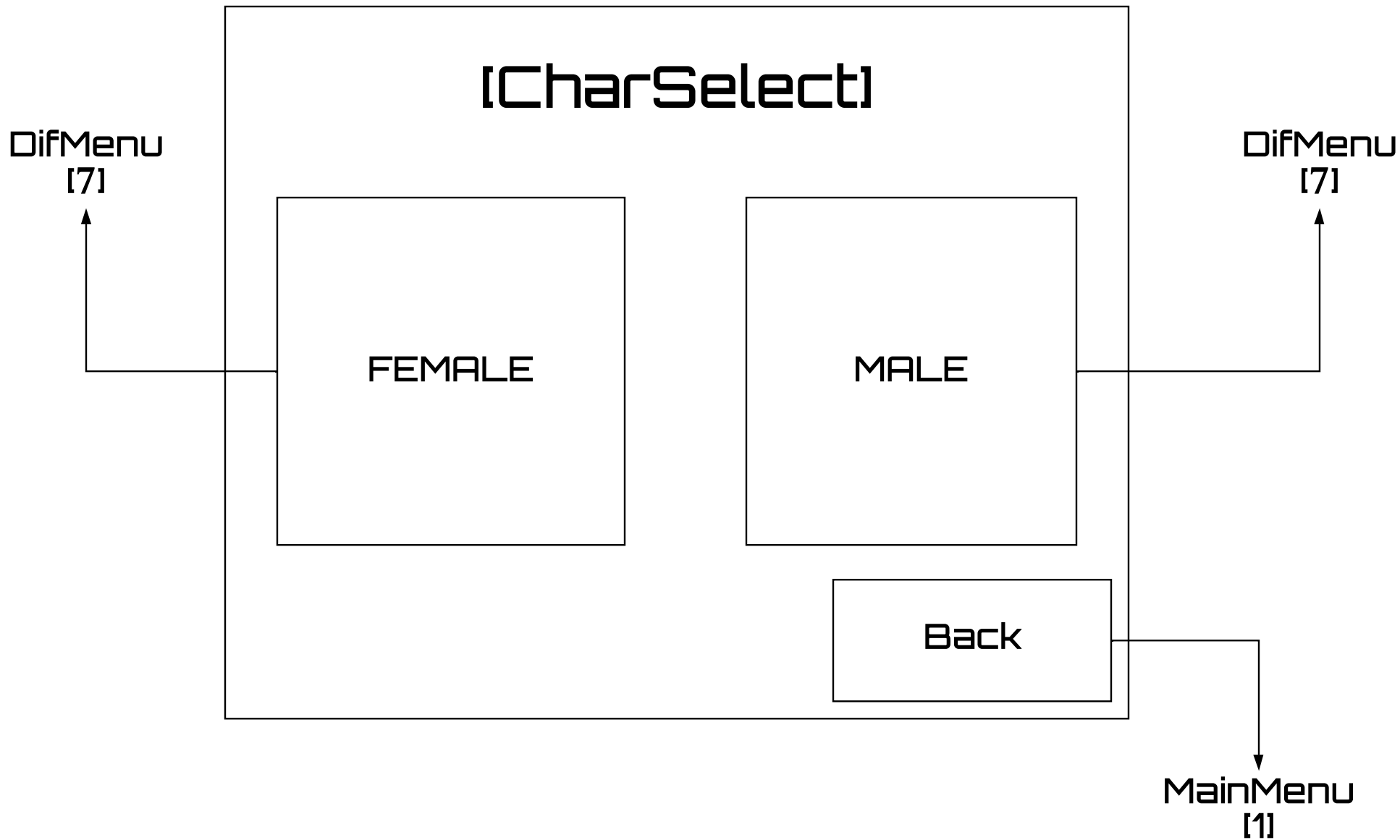
Ra
ises
the Sound
Effect
Volume

Back

Settings
[3]

[SetVol]





[DifMenu]

EASY

MEDIUM

HARD

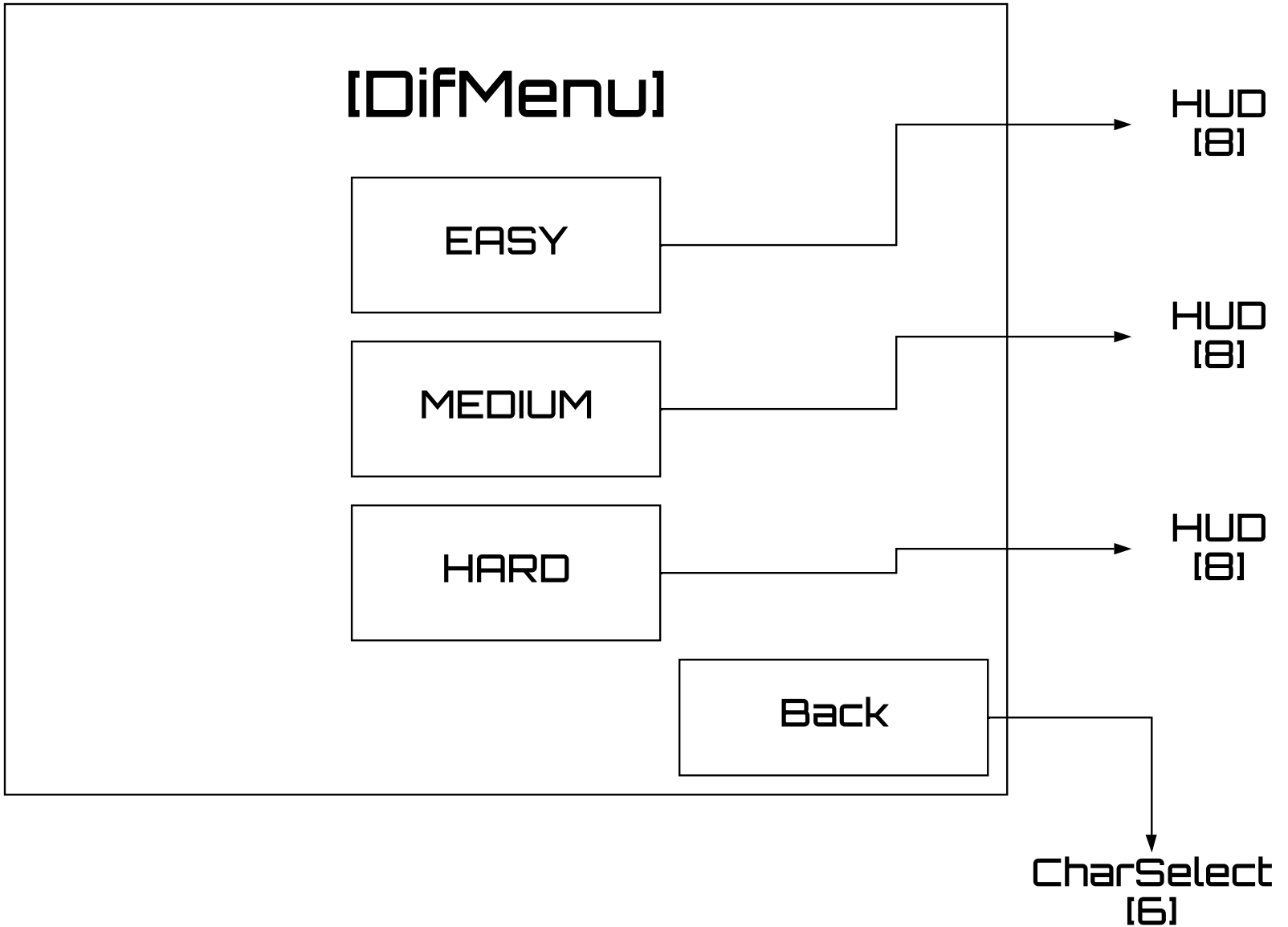
Back

HUD
[8]

HUD
[8]

HUD
[8]

CharSelect
[6]



TIME :: Wave Number

[HUD]

Map

If "g" is
pressed

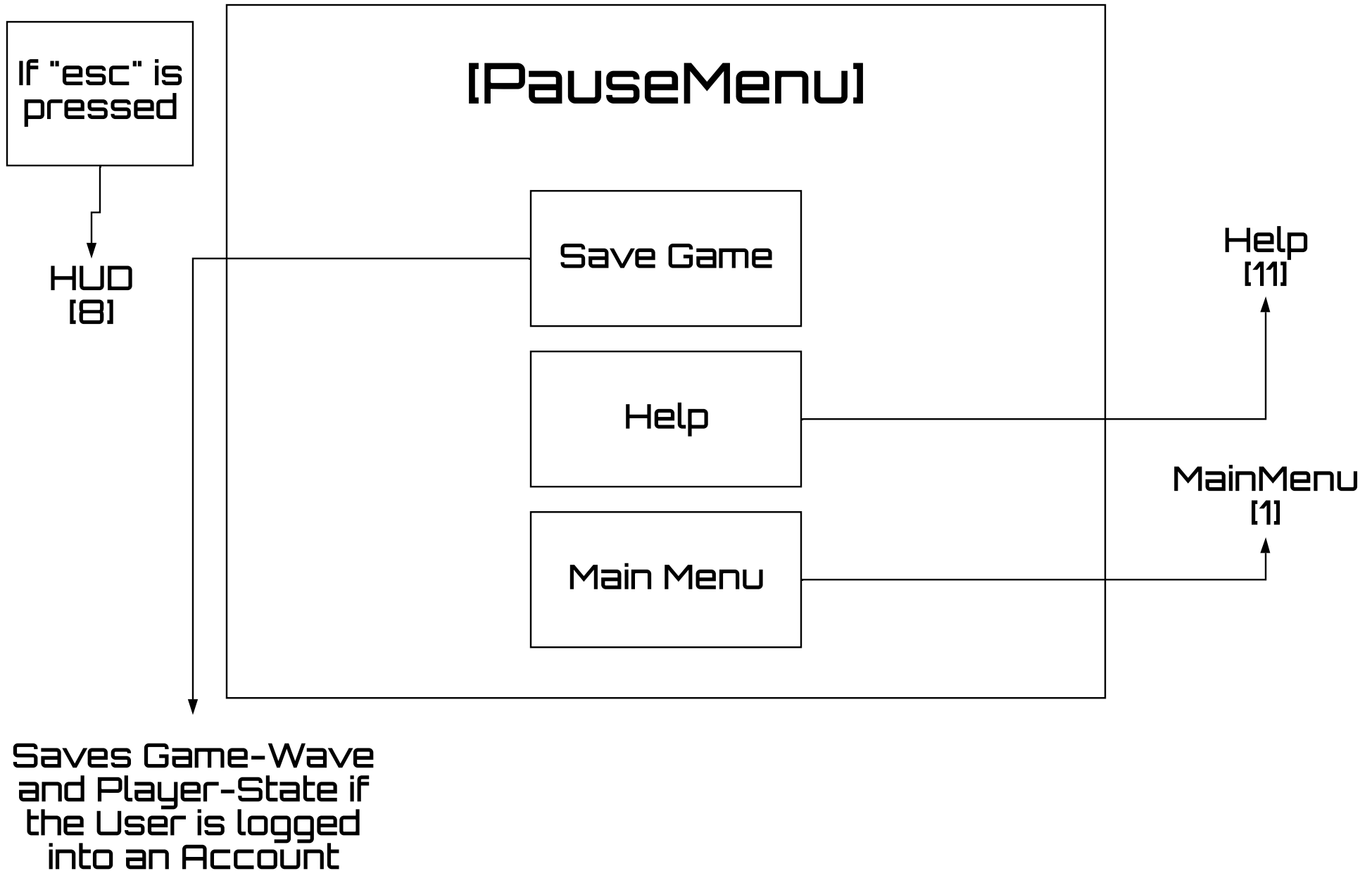
Shop
[10]

If "esc" is
pressed

PauseMenu
[9]

Health

Weapon / Ammo
Money



[Shop]

Weapon 1

Weapon 2

Weapon 3

Weapon 4

Weapon 5

Weapon 6

If "esc" is
pressed

PauseMenu
[9]

If "g" is
pressed

HUD
[8]

[Help]

The Help Text is
displayed here,
showcasing all the
different key-bindings
in the game

Back



Pause Menu
[9]