Lock Out Protocol

CharSelect
[6]

New Game

HUD
[8]

Account
[2]

Account

Load Game

Settings

Settings
[3]

Quit

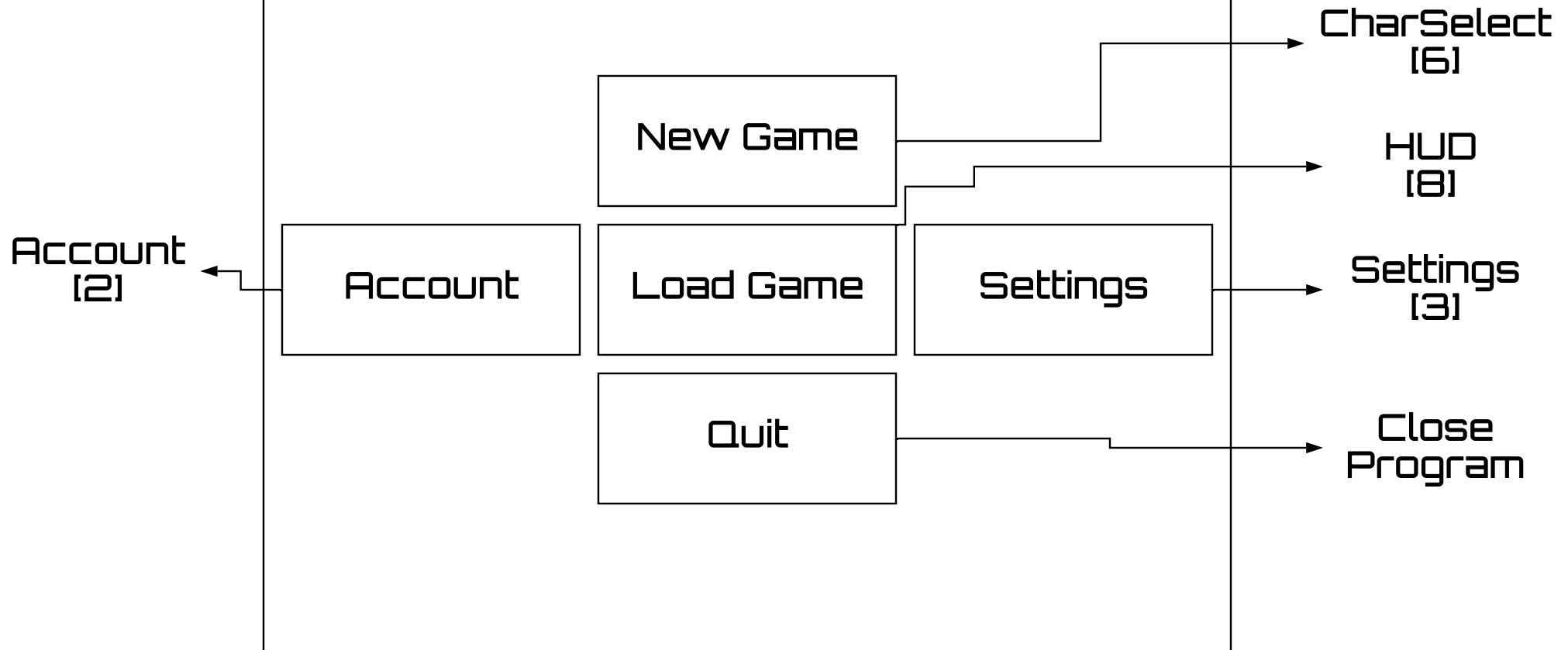Close
Program

Wireframe Created By:

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CSC-340 - Software Engineering Fall 2019

Group: Data Structure Deadheads

[Account]

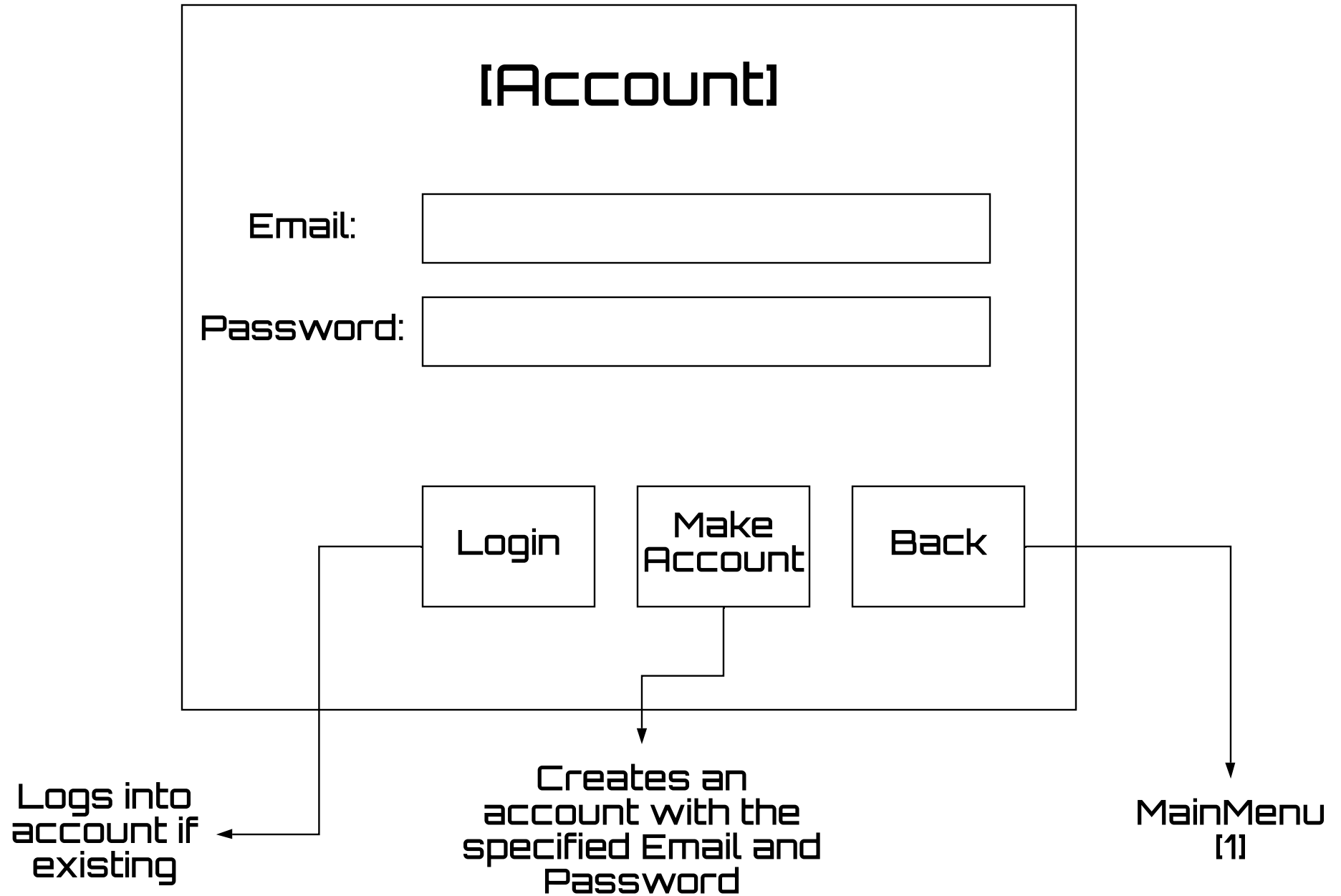Email: [   ]

Password: [   ]

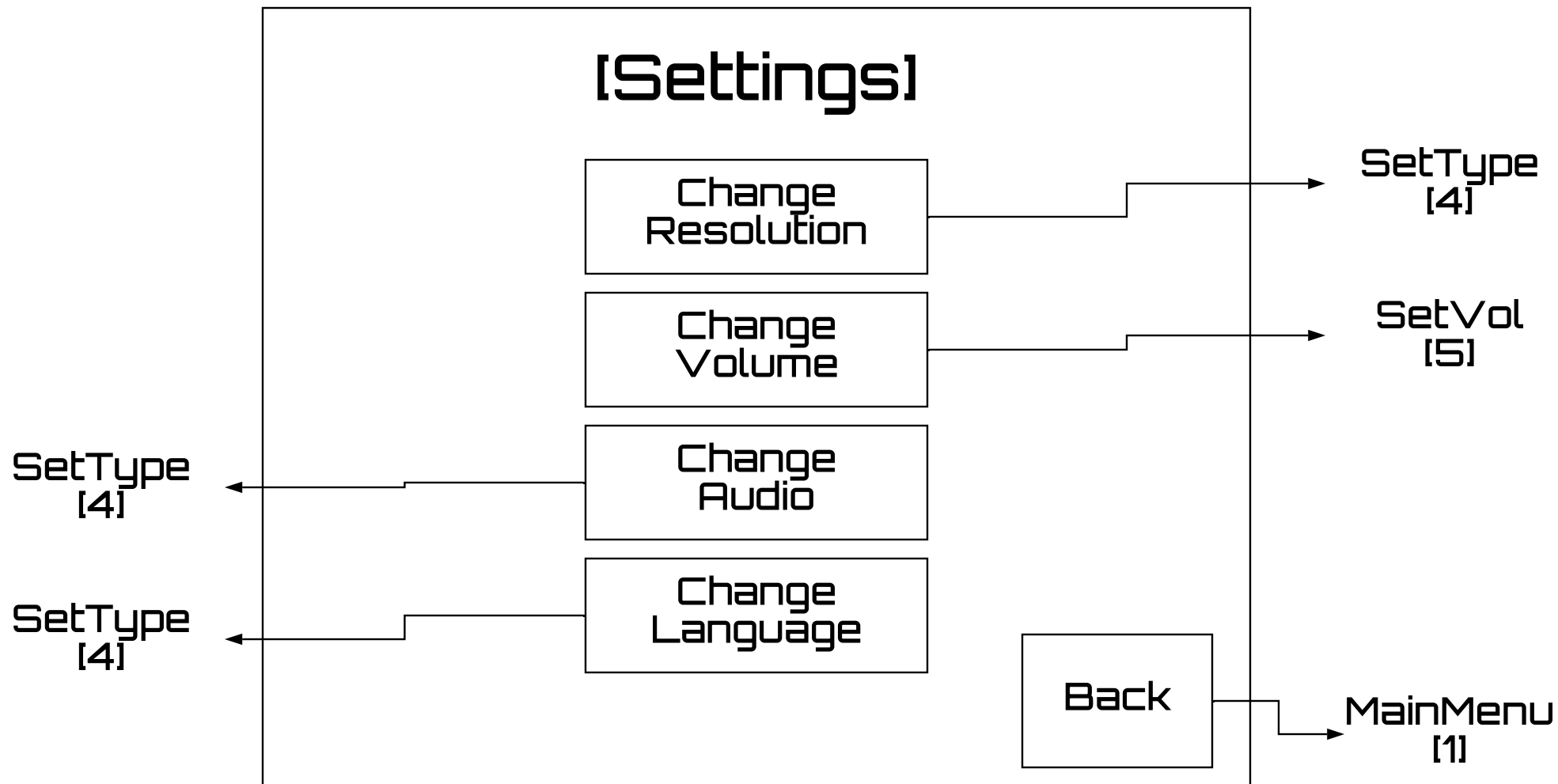[Login] [Make Account] [Back]

Logs into account if existing

Creates an account with the specified Email and Password

MainMenu [1]

[Settings]

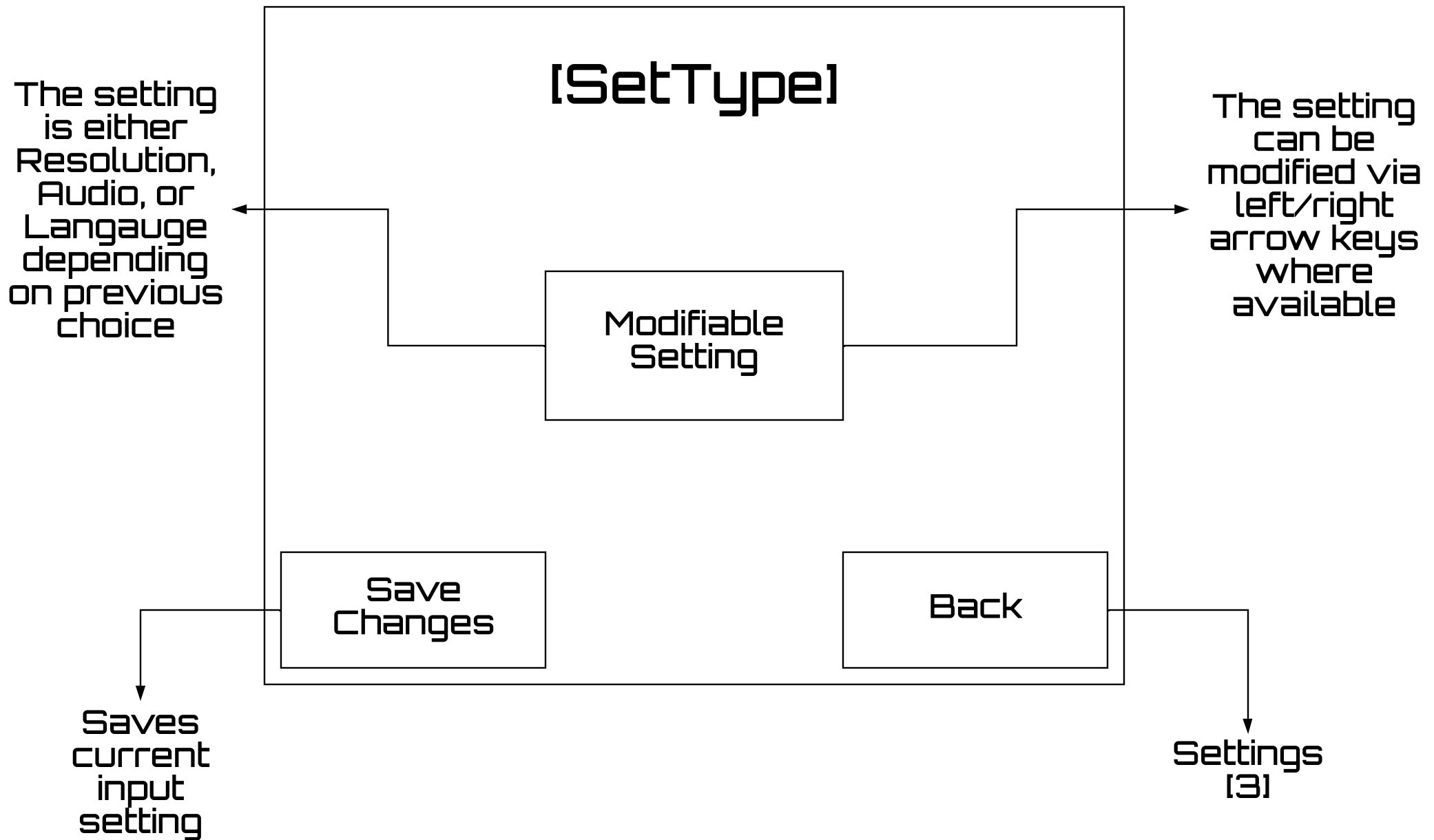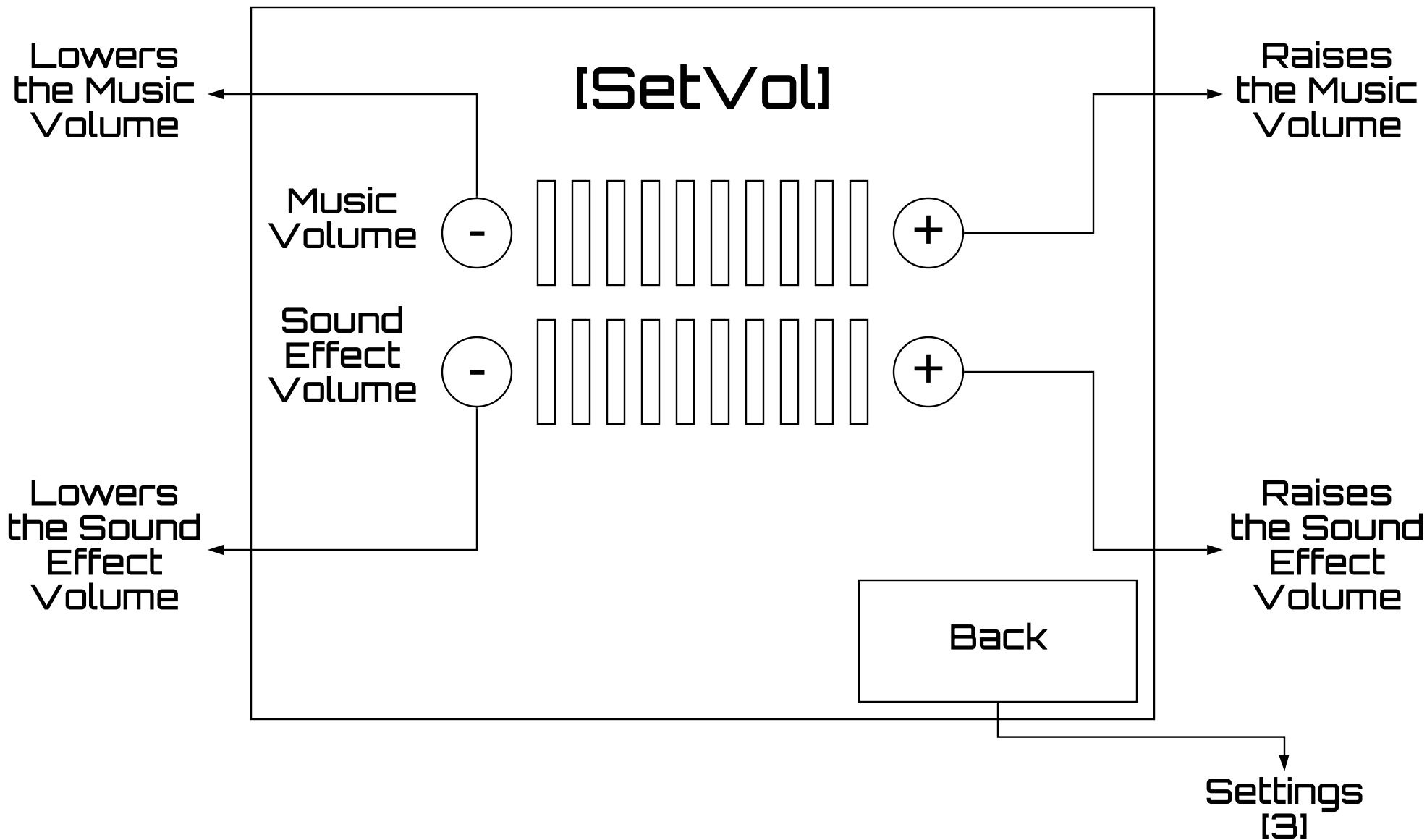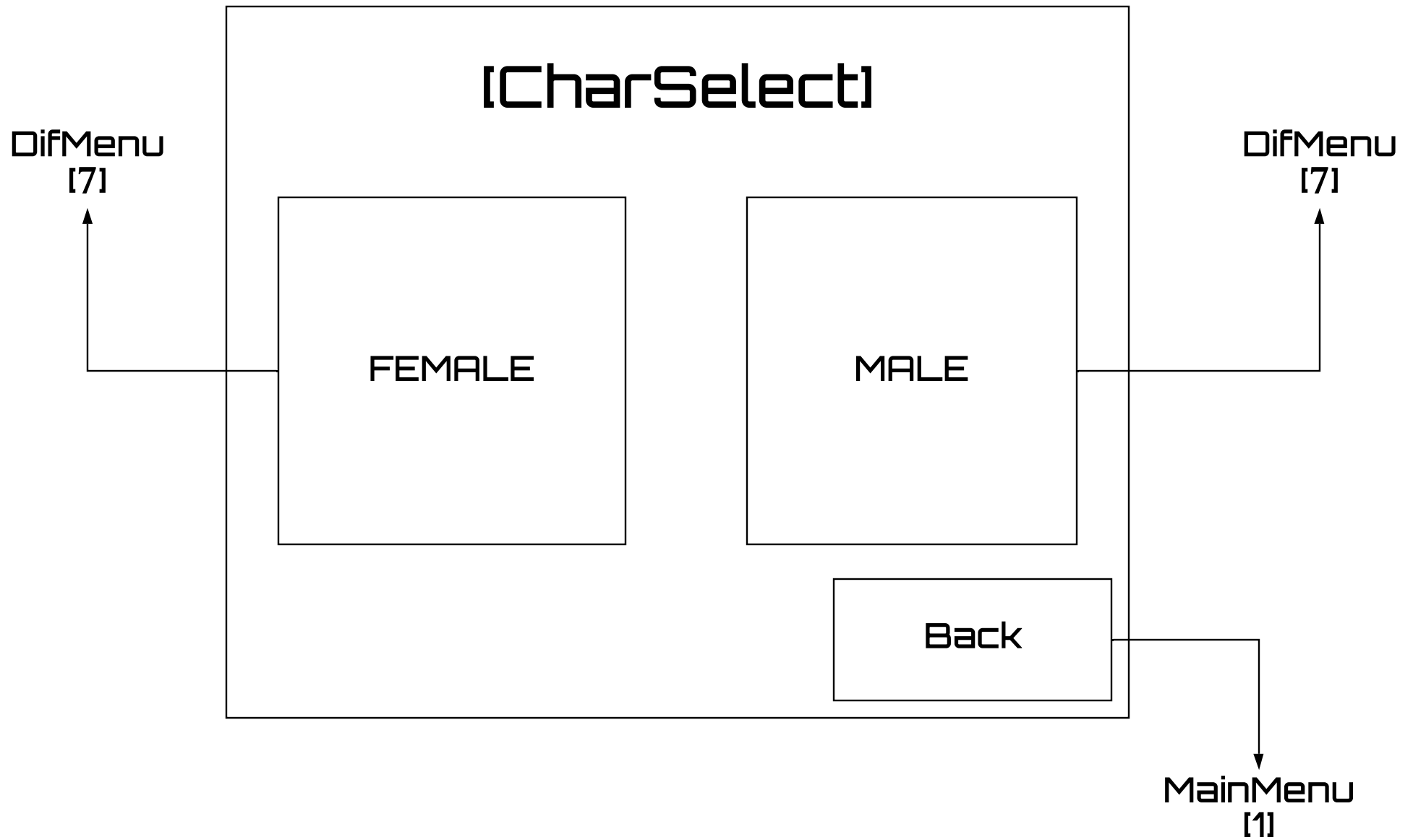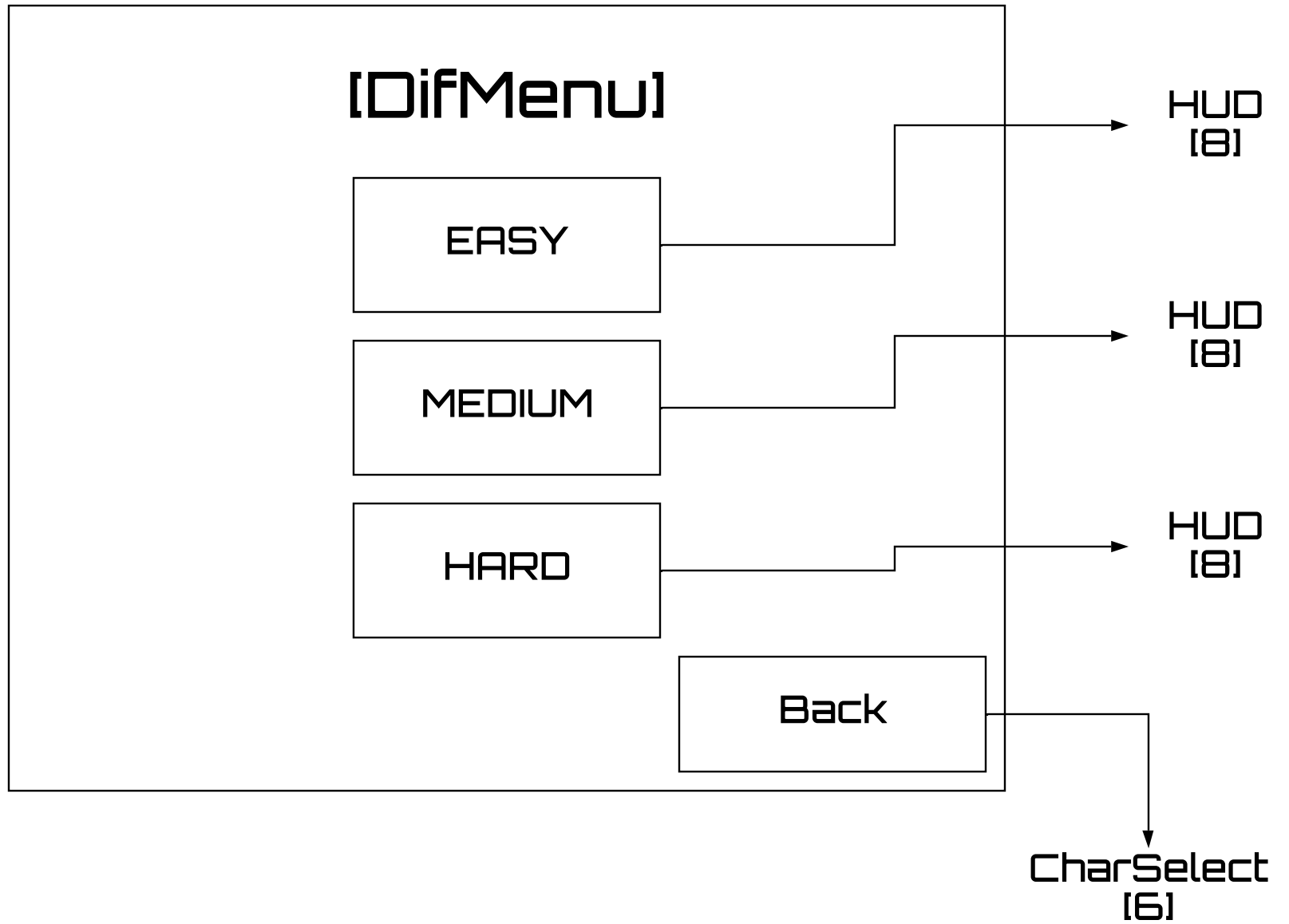|	
Change Resolution	→ SetType [4]
Change Volume	→ SetVol [5]
Change Audio	→ SetType [4]
Change Language	→ SetType [4]
Back	→ MainMenu [1]

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.

[SetType]

The setting is either Resolution, Audio, or Langauge depending on previous choice

The setting can be modified via left/right arrow keys where available

Modifiable Setting

Save Changes

Back

Saves current input setting

Settings [3]

[SetVol]

Lowers
the Music
Volume

Raises
the Music
Volume

Music
Volume

-

+

Sound
Effect
Volume

-

+

Lowers
the Sound
Effect
Volume

Raises
the Sound
Effect
Volume

Back

Settings
[3]

[CharSelect]

DifMenu
[7]

DifMenu
[7]

FEMALE

MALE

Back

MainMenu
[1]

[DifMenu]

EASY → HUD [8]
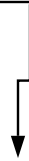
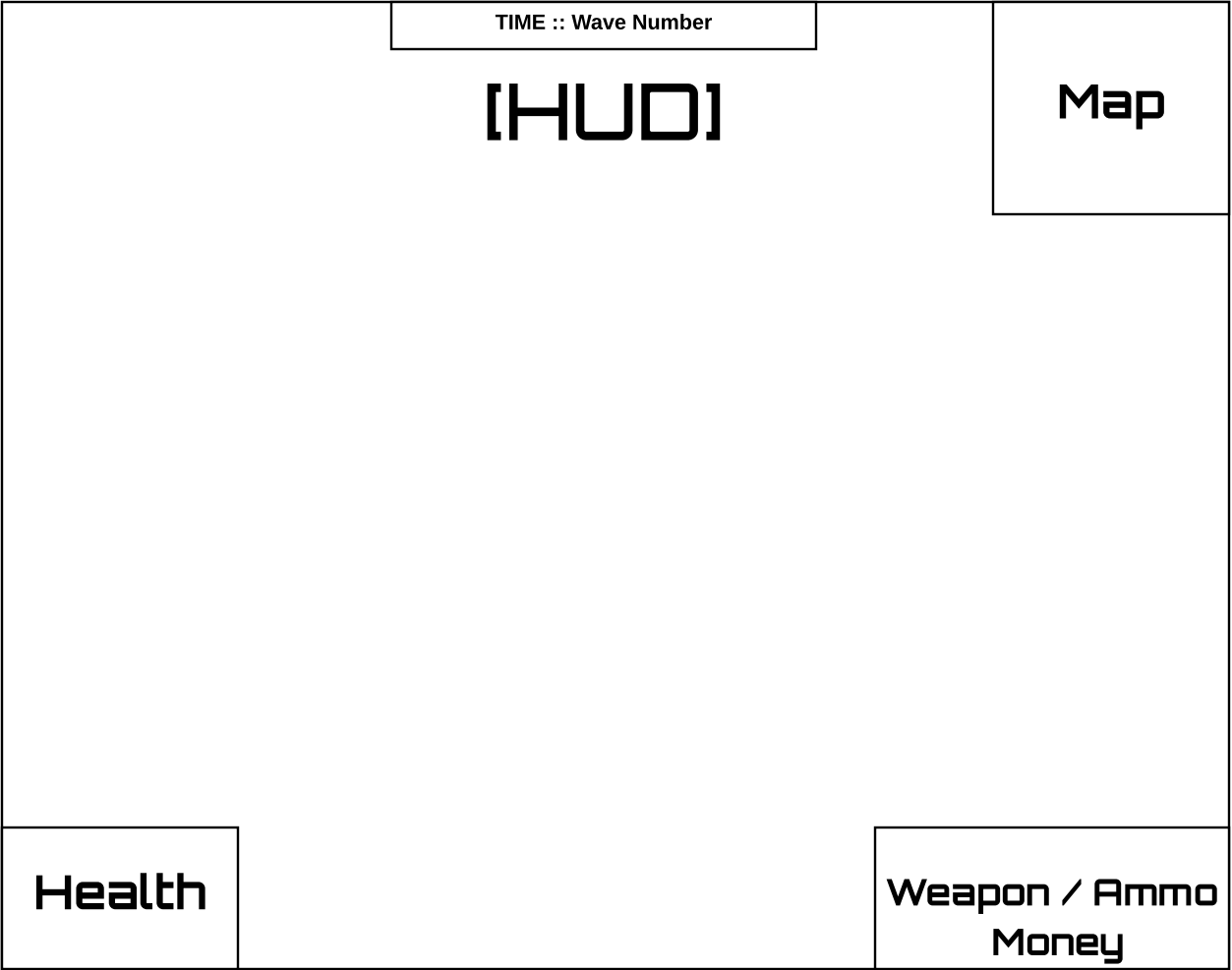MEDIUM → HUD [8]

HARD → HUD [8]

Back → CharSelect [6]
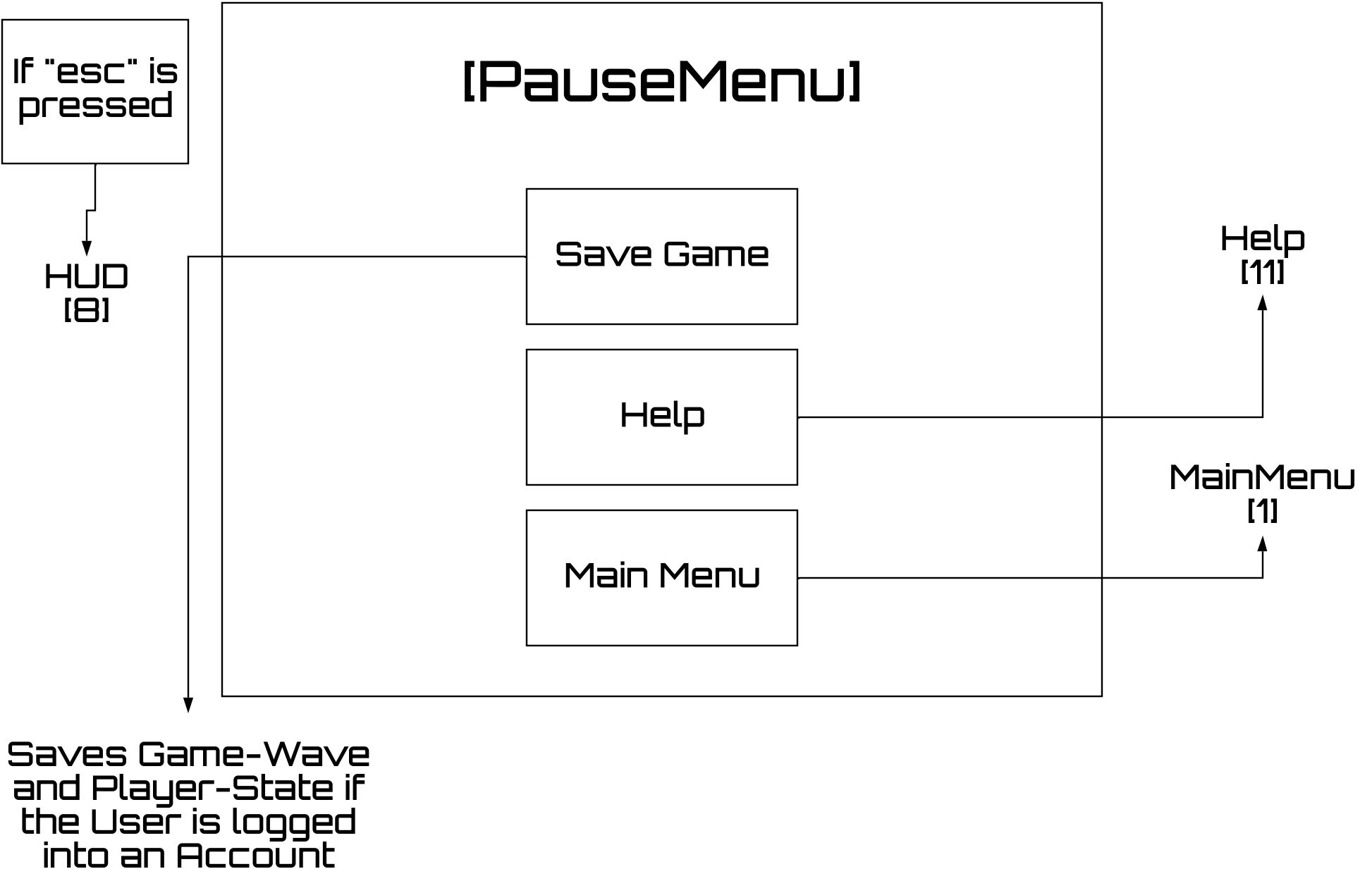
If "esc" is pressed

PauseMenu
[9]

TIME :: Wave Number

[HUD]

Map

Health

Weapon / Ammo
Money

If "g" is pressed

Shop
[10]

If "esc" is pressed

HUD
[8]

[PauseMenu]

Save Game

Help

Main Menu

Help
[11]

MainMenu
[1]

Saves Game-Wave
and Player-State if
the User is logged
into an Account
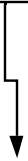
If "esc" is
pressed
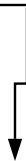
PauseMenu
[9]

[Shop]

Weapon 1	Weapon 2
Weapon 3	Weapon 4
Weapon 5	Weapon 6

If "g" is
pressed

HUD
[8]

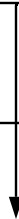# [Help]

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

Back

Pause Menu
[9]