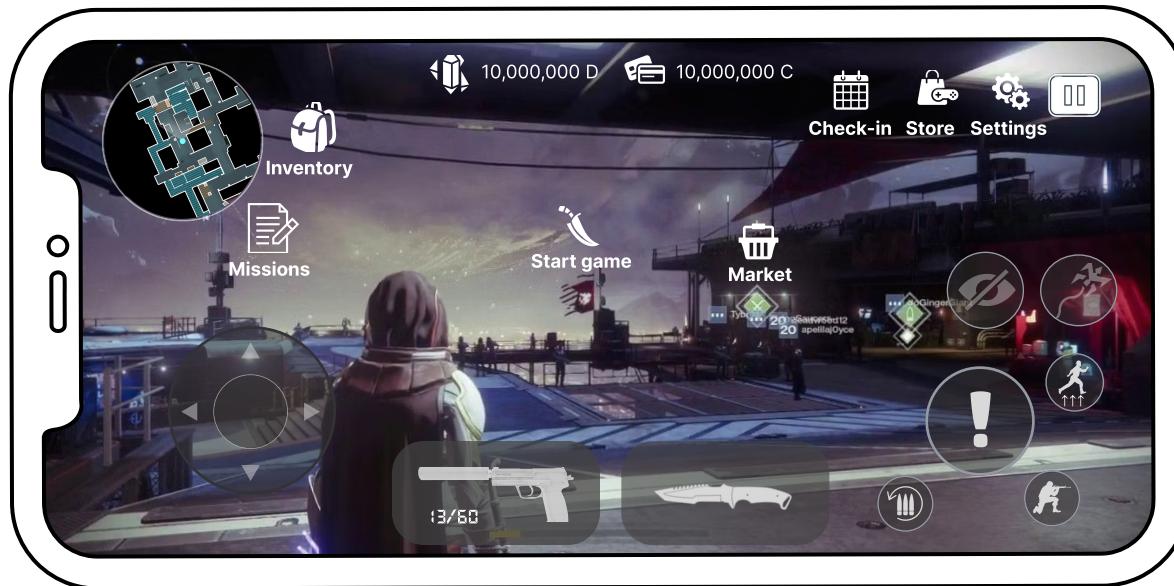


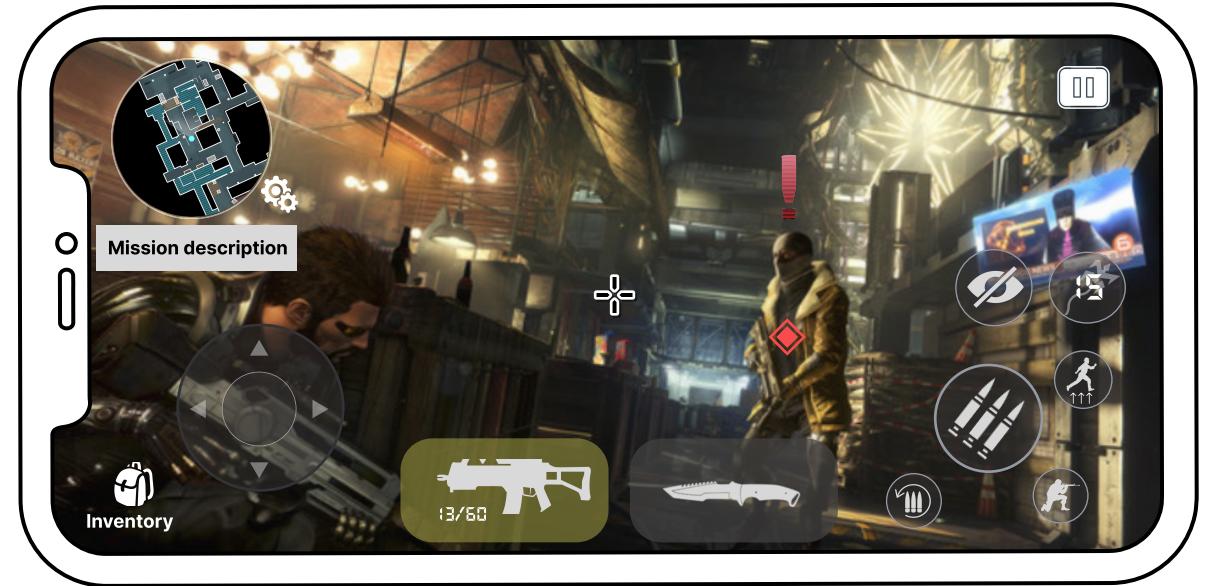
Main Menu

A main menu with basic layouts along with a game updates box for new game updates and news



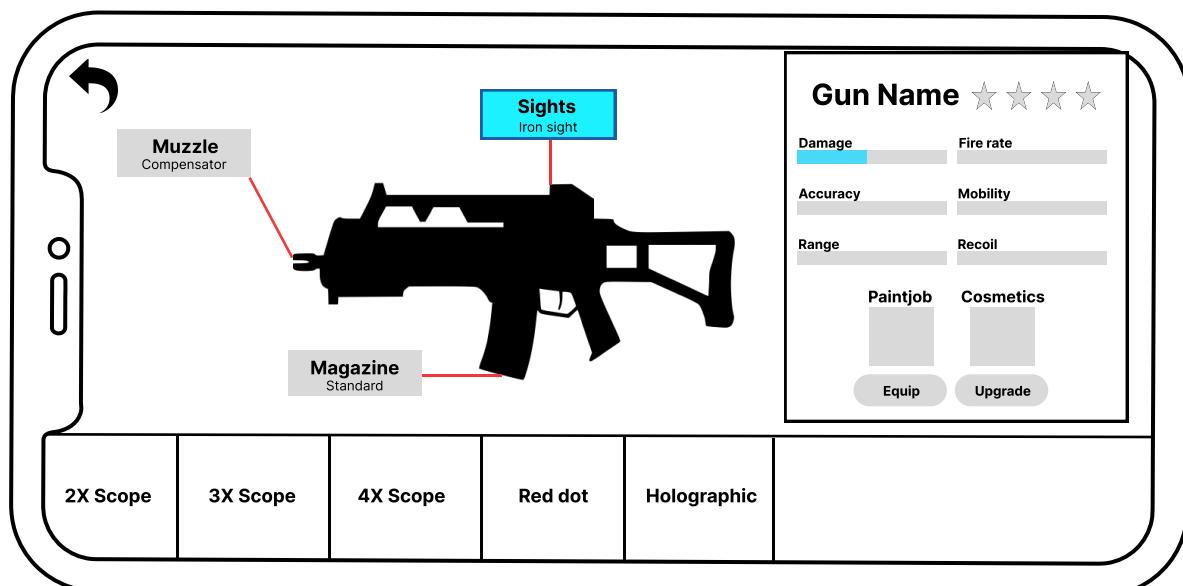
Lobby

A lobby where you can trade, buy stuff, upgrade gear and start infiltrations



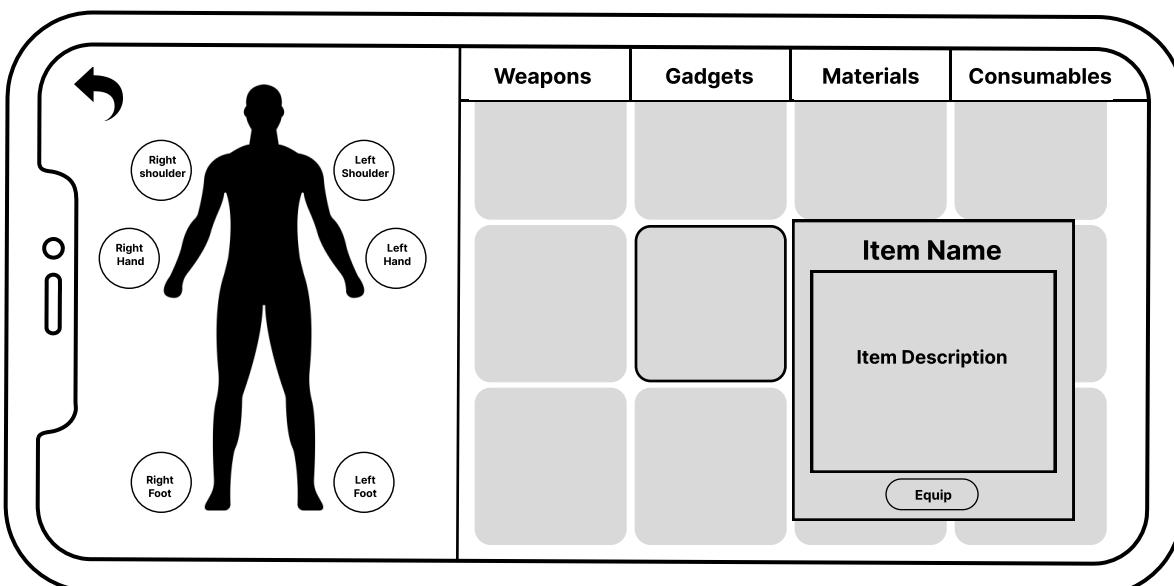
Battle

A Battle UI with a minimap, pause button, action buttons such as shooting and a joystick. It also have a crosshair for better movement. This UI will be used when the player start infiltrating the tower (start the game)



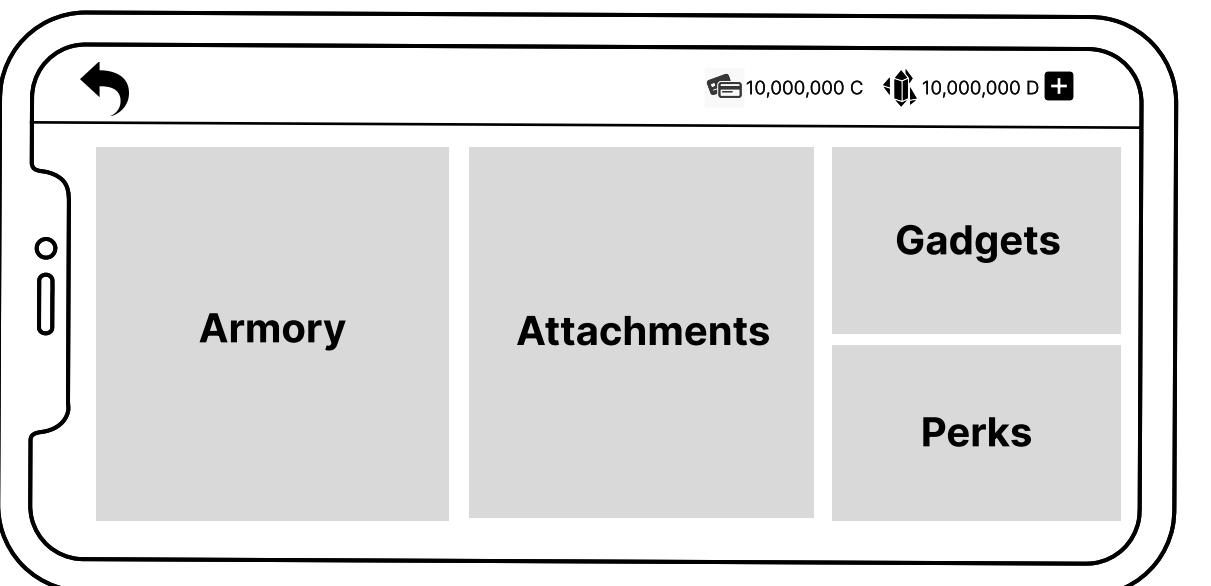
Gun Modify menu

A gun modify menu used for adding attachments and upgrade guns



Inventory menu

Inventory menu for implement gadget, buff and view weapons



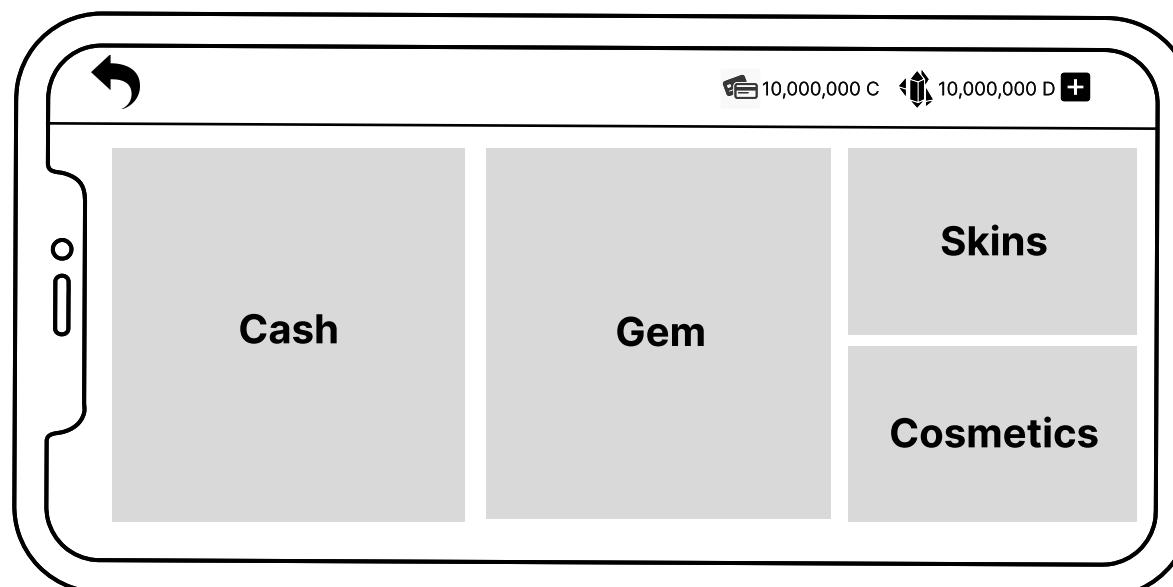
Market

Market where user can browse and buy gadgets, weapons, attachments and Perks



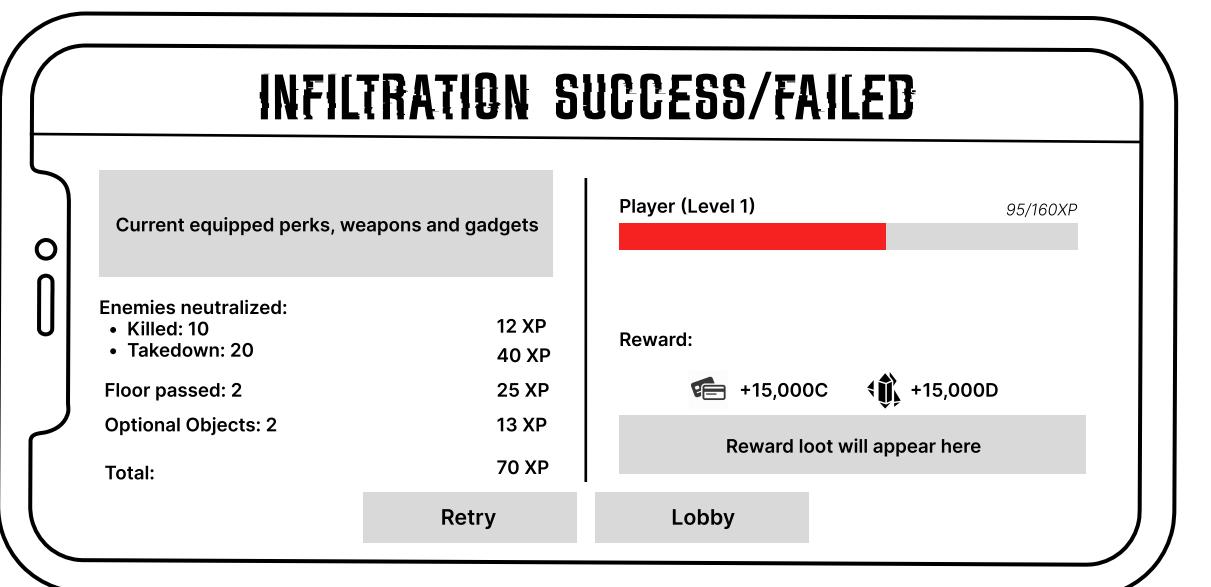
Currency-cash

User can choose from different offers that provide by the screen



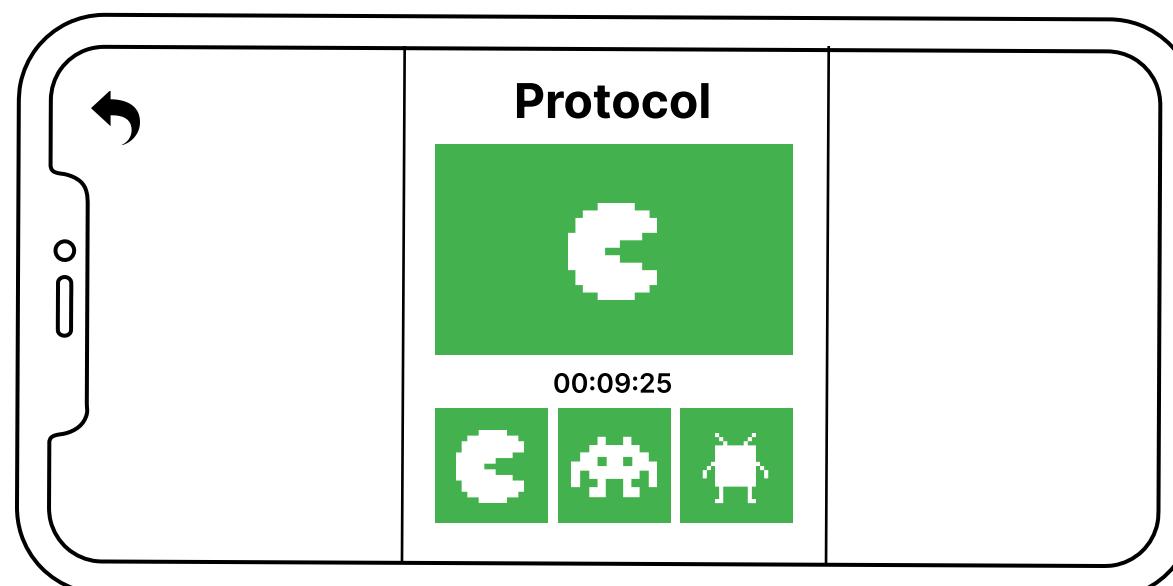
Store

Currency screen provides different options of buying cosmetics, game currency and buffs to the user



Result screen

In Result screen, it tells the user the detail statistics and allows user to retry.



Hacking

A hacking minigame, this is just an example. It will not be the final minigame.