TITLE PAGE

Purpose

For this project I want to design and implement the UI system for my game I am intending to make in Cross Platform Development. Doing this should save me a lot of time in the future and I can solely focus on the game loop development as the UI will already be complete. I will require a MAIN MENU, PAUSE MENU and IN-GAME UI to be developed for my game idea.

Requirements

A decent gaming PC

Unity

Visual Studio 2022

Figma

Features

MAIN MENU – The main menu screen will contain buttons for….

* Starting the game, which will transition the player to the game scene (on click event).
* Loading the game, which will load the player into their previously saved checkpoint (on click event).
* Settings option, which will bring up a settings screen that the player can adjust settings, this will contain things like music volume(slider), SFX volume(slider), audio visualizer display (check box), difficulty level (drop down menu). Also contains a back button (on click event) to return player to the main menu.
* Credits option will display references for all contributions to the game as readable text, with a back button (on-click event) that takes you back to the main menu.
* Exit option will close the application (on-click event).

PAUSE MENU – The pause menu will contain buttons for…

* Resume the game, this will allow the player to continue playing the game (on-click event).
* Restart the game, takes the player back to the start of the game (on-click event).
* How to Play, which will display the controls scheme and goals for the player, and a back button (on-click events)
* Settings, which displays the same settings options that were displayed in the main menu (on-click event).
* Quit Game allows the player to exit back to the main menu screen (on-click event)

IN-GAME UI – The in-game UI that will be displayed is…

* Lives remaining which will be a Lives counter display in the top right corner
* Timer for the player to see how quick they can complete the level or a set timer that counts down to zero and the player will fail if they don’t complete in the allotted time frame. Might make this a difficulty option.
* Audio visualizer in the bottom right corner so you can still see when the music is getting louder even if the sound is very low. Might make this a difficulty option.

UI Wireframe Mockups

Document Styling Guides

Testing Report