**GUI Elements**

1. Press Any Button to Continue (textbox)- This element is used for navigating from wireframe 1 (intro screen) to wireframe 2. I chose this element because I wanted to make it simple to understand with a text box that by clicking any key on the keyboard moves the user to the next screen
2. Singleplayer and Multiplayer button options- This element is used to differentiate two main game modes, Singleplayer and Multiplayer. I chose this element to simply portray the differences between game modes, thus, by hovering over the singleplayer or multiplayer buttons users can select the chosen game mode and see its description.
3. Singleplayer and Multiplayer Description- This element is used to show additional information for each game mode. I chose this element in order for users to have further description about each game mode. By hovering over the singleplayer button users select the game mode and the additional singleplayer mode description pops up next to it, and vice versa for multiplayer.
4. Continue Button Active and Inactive- This element is used to enable going forward to the next wireframes. I chose this element to simply show when the continue button is active (highlighted) and when inactive (unhighlighted), and by clicking on it when it is active users move on to the next wireframe.
5. Arrow Return Button- This element is used to enable going back to the previous wireframes. I chose this element (arrow back) to show to users that going back to previous screens is possible by clicking on the arrow or by clicking backspace on the keyboard.
6. Character Creation and Customization- This element is used to give different character creation options. I chose this element to simply portray different customization options when creating a character, and by hovering over different options (e.g. right/left hand, one-handed/two-handed, etc) users select the options.
7. Active and Inactive Menu Button- This element is used to show and hide the main menu on the home page. I chose this element to enable showing all the game features by clicking on the arrow button and then by clicking the arrow button again users can hide all the features and see only their chosen one.
8. Exit Button- This element is used to enable returning to the boarding screen sequence and exiting the game. I chose this element to indicate to users that going back to character creation and game mode choice is possible by clicking backspace, and that by clicking on the exit button or pressing escape users can exit the game.

Repository Link:

<https://github.com/LuleDarkBlade/First-Project-in-Unity/tree/Tennis-Branch>