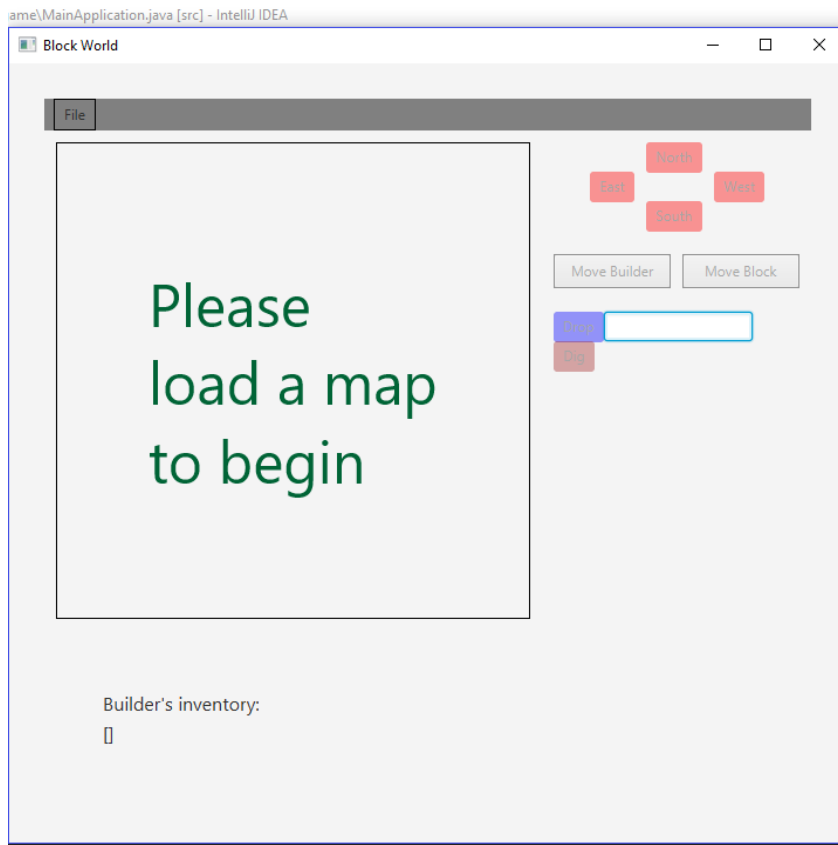


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CSSE2002 GUI documentation



*Figure 1. GUI appearance before loading*

The game starts with display of GUI. All of the buttons are disabled and the user is greeted with the message instructing to load a map to begin the game. The builder's inventory is empty and user needs to load a map to continue.

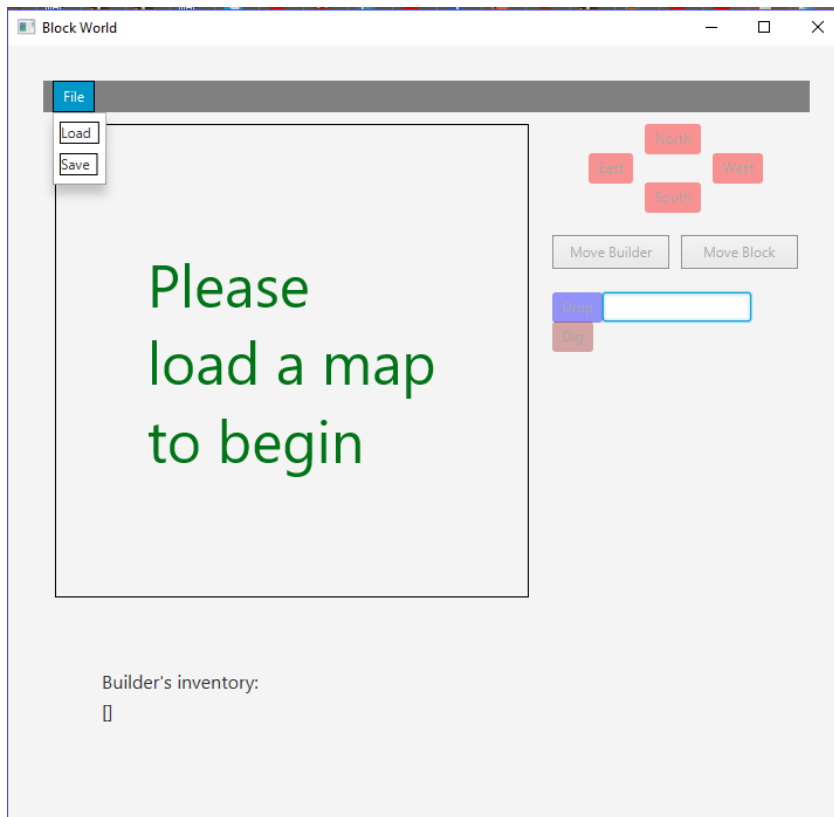


Figure 2. File system of the GUI

Simple drop down menu inside menu bar.

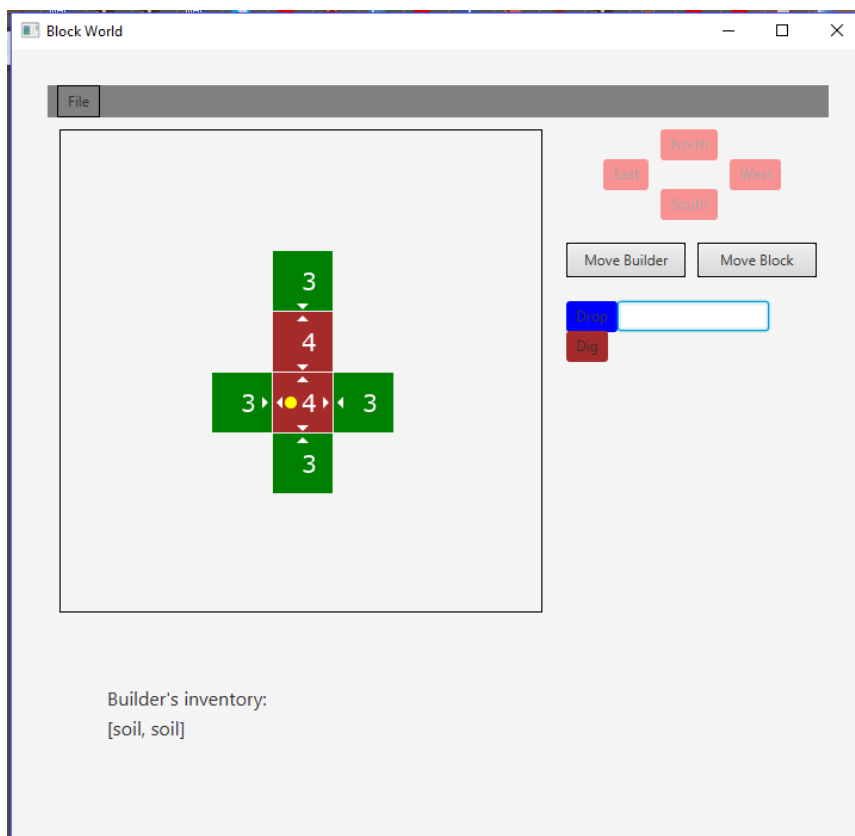


Figure 3. GUI appearance when map is loaded.

GUI displays the map and its tiles, exits and player. Only drop and dig buttons are enabled. All control buttons are disabled until the user selects if he wants to move the builder or move a block.

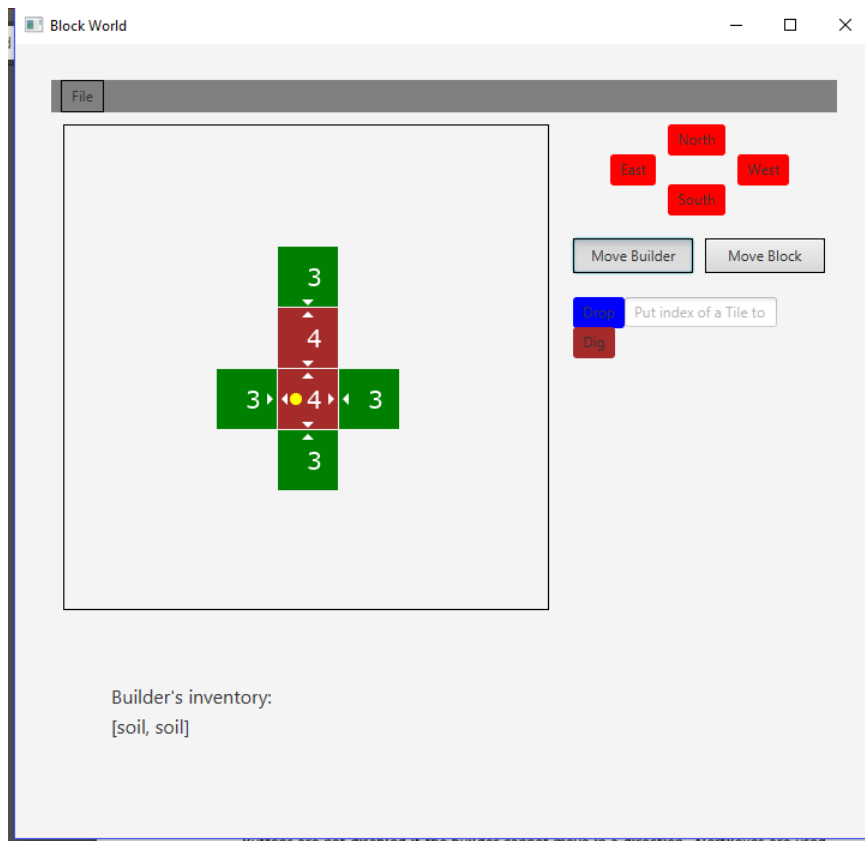


Figure 4. GUI appearance when map is loaded and one of the action buttons is selected.

Control buttons are enabled once the user selects what action needs to be performed. Moving builder or moving block.

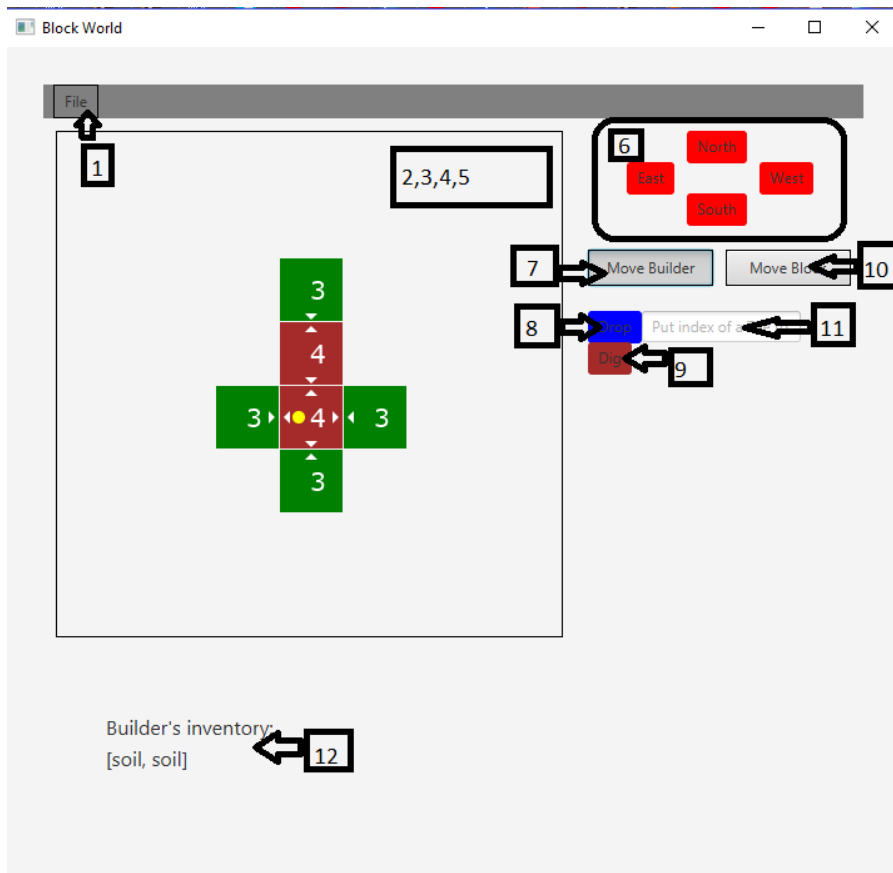


Figure 5. Annotated GUI.

1. The File button opening the File Menu. Contains Load and Save button which loads a map and save it respectively.
2. Builder displayed as a yellow circle inside a tile
3. Tile displayed in 4 colours.

Green as grass.

Brown as wood.

Black as soil.

Grey as stone.

4. Exits displayed as white arrows pointing at the edge.
5. Number on top of tiles is total number of blocks on it.
6. Control buttons controlling the movement of builder or moving block. In this instance the Move Builder button is pressed.
7. Moves the builder if pressed using the control buttons above (6).
8. Press to drop the block with the index put inside the input box (11).
9. Digs on the current tile. Block is added to the builder's inventory (12).
10. Moves the block in the direction specified by the buttons above (6).
11. Input box to put the index of the block we want to drop.
12. Label displaying builder's current inventory.