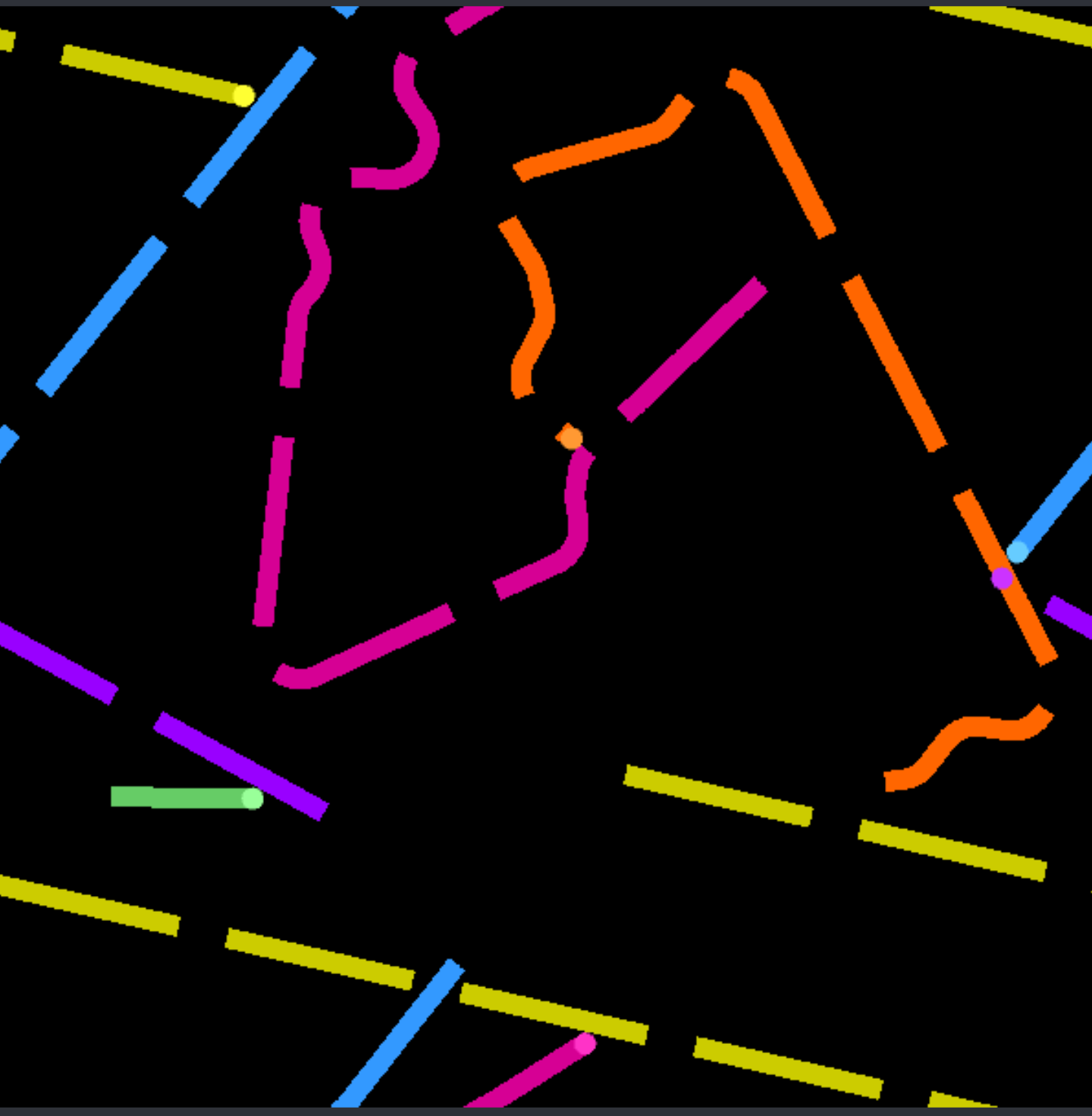
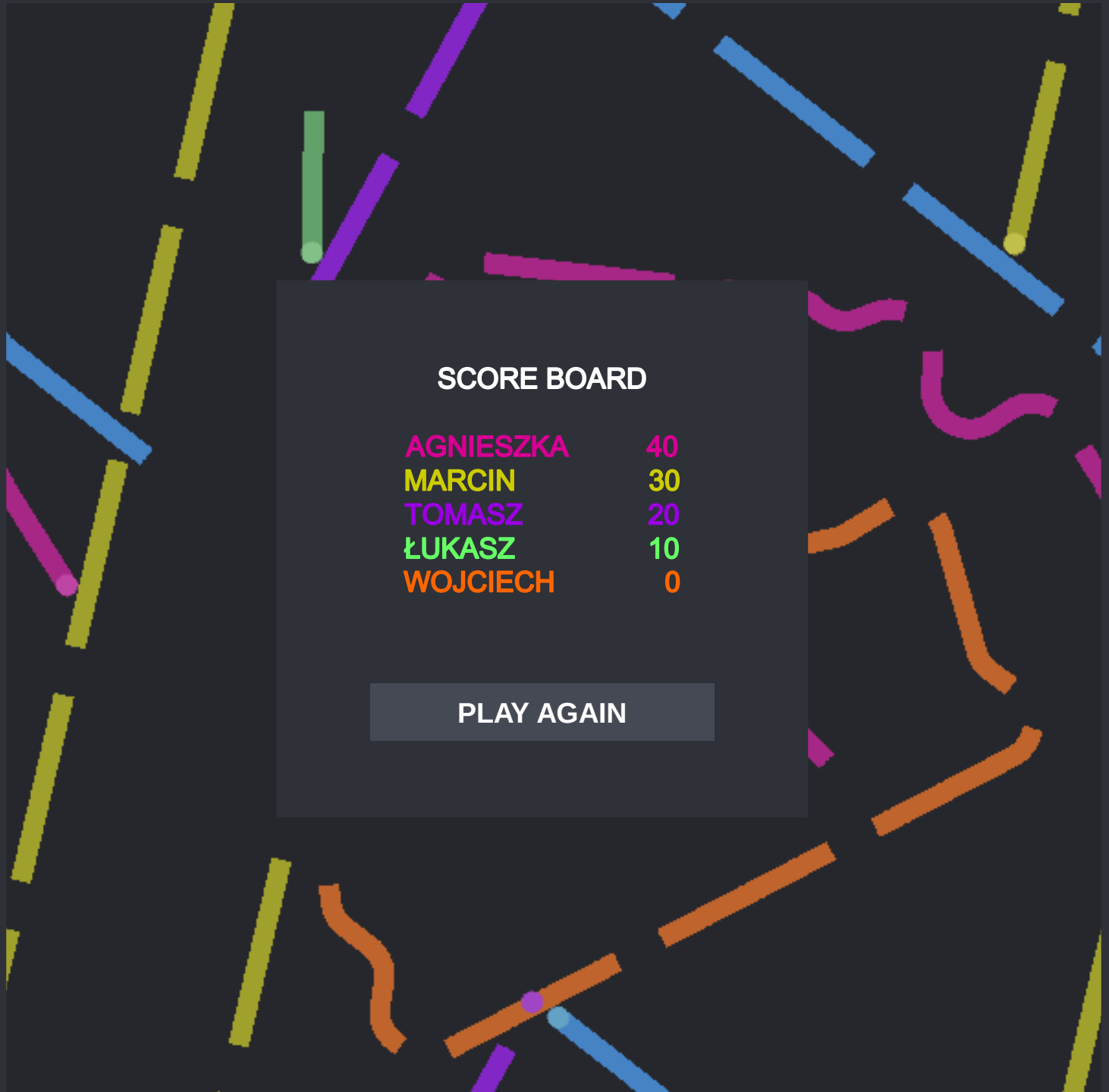
PROJECT SCOPES

GRAPHIC DESIGN

FINAL SCREEN




SCORE BOARD
AGNIESZKA 40
MARCIN 30
TOMASZ 20
ŁUKASZ 10
WOJCIECH 0
PLAY AGAIN

Description format:
Rectangle = (x, y, w, h) in pixels
Colour = (R, G, B)
(Transparency)
(Text)
a is arena width/height in pixels
SCORE BOARD CONSISTS OF 2 SEPARATE RECTANGLES
scoreBoard1 = (a/2 - 120, a/2 – 120, 240, 180)
Colour = (46, 49, 56)
Text properties: as in GUI
Text align: center
SCORE BOARD
AGNIESZKA 40
MARCIN 30
TOMASZ 20
ŁUKASZ 10
WOJCIECH 0
PLAY AGAIN
scoreBoard2 = (a/2 - 120, a/2 + 60, 240, 60)
Colour = (46, 49, 56)
shadedBackgound = (0, 0, a, a)
Colour = (96, 98, 112)
Transpanency: 60%
playAgainButton = (a/2 - 78, a/2 + 60, 156, 28)
Colour = (69, 73, 84)