Lifeless OS

# Step 1- identify

LOS: A game-like app in the style of an operating system, using a mouse, the user (player) can use a mouse and keyboard to manipulate the screen and anything displayed on it.

# Step 2 – Technology

The project is to be built with python (this includes included libraries, and “DLC” libraries.

# Step 3 – Features

Login screen

* A box in the middle of the screen which the user can use to enter their password
* Logic to understand keypresses on the keyboard – ENTER is 100% necessary

Desktop

* Taskbar with buttons to; open apps, open/close start-menu, change/update time. Way to display time
* Icons for apps (user made or company made)
* Understand keypresses for shortcut keys.

Shutdown screen

* Displayed message in centre of screen
* Loading animation (spinning circle) as background? If not possible, make it underneath the displayed message.

# Step 4 – Important features

(p2) Login screen

* A box in the middle of the screen which the user can use to enter their password (p1)
* Logic to understand keypresses on the keyboard – ENTER is 100% necessary (p1)

(p1) Desktop

* Display basic desktop (p1)
* Taskbar with buttons to; open apps(p1), open/close start-menu(p2), change/update time(p3).
* Way to display time(p2)
* Icons for apps (user made or company made) (p3)
* Understand keypresses for shortcut keys. (p3)

(p3) Shutdown screen

* Displayed message in centre of screen(p2)
* Loading animation (spinning circle) as background? If not possible, make it underneath the displayed message. (p3)

V1

* Desktop is displayed
* Way to open apps
* Display box with prompt to login
* Understand user keypresses for entering password and submitting (though ENTER)

V2

* Display shutdown message
* Display time

V3

* Display loading animation on shutdown screen
* Shortcut key presses
* App Icons
* Change time