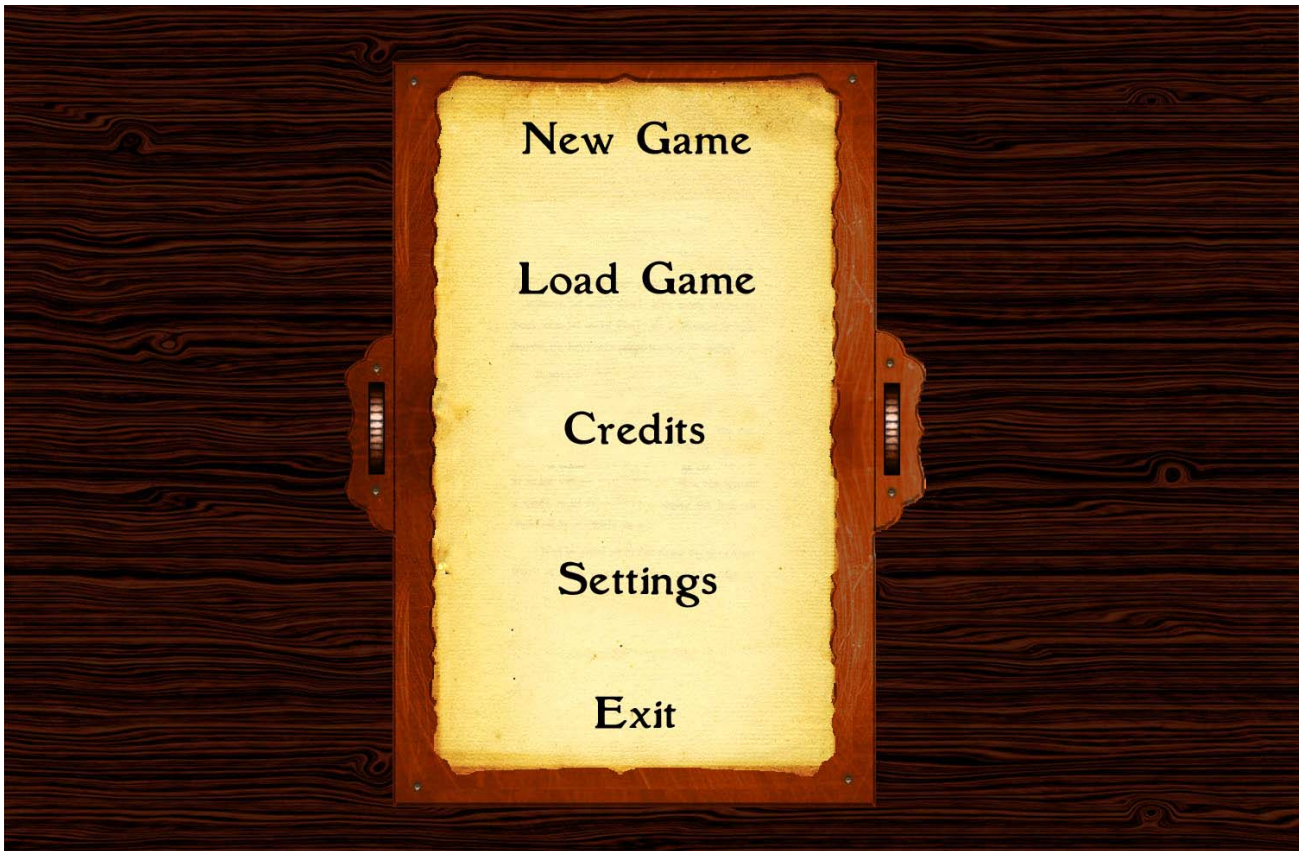
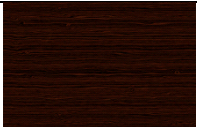



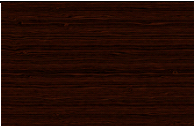




## Main Screen



|   |   |
|---|---|
|  | <b>Background</b> , no functionality.   |
|  | <b>Menu</b> , no functionality.   |
| <b>New Game</b>   | <b>New Game button</b> starts a new game. Changes colour when the mouse is hovering over it. If the button is pressed, a sound should be played to signal it.         |
| <b>Load Game</b>  | <b>Load Game button</b> , goes to load game menu. Changes colour when the mouse is hovering over it. If the button is pressed, a sound should be played to signal it. |
| <b>Settings</b>   | <b>Settings button</b> goes to Settings menu. Changes colour when the mouse is hovering over it. If the button is pressed, a sound should be played to signal it.     |
| <b>Credits</b>  | <b>Credits button</b> , goes to credits menu. Changes colour when the mouse is hovering over it. If the button is pressed, a sound should be played to signal it.     |
| <b>Exit</b>   | <b>Exit button</b> , exits the game. Changes colour when the mouse is hovering over it. If the button is pressed, a sound should be played to signal it.              |

Load Screen

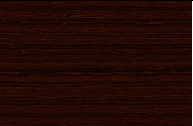

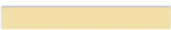




|   |  |
|---|--|
|  | <b>Background</b> , no functionality.  |
|  | <b>Menu</b> , no functionality.  |
|  | <b>Text field</b> , is the name of the saved file that is to be loaded. The player must be able to insert the string that is the name in here. |
|  | <b>Load game button</b> , load a given game. Has a pressed and not pressed state.  |
|  | <b>Go back button</b> , goes back to <b>main menu</b> .  |



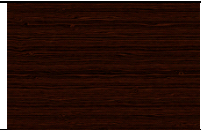




Save Screen



|   |  |
|---|--|
|  | <b>Background</b> , no functionality.  |
|  | <b>Menu</b> , no functionality.  |
|  | <b>Insert text area</b> , in here the player can insert the name on the saved game. The game is then saved by this name, and can be loaded from the <b>Load screen</b> . |
|  | <b>Save game button</b> , saves the game with the name chosen by the player. Has a pressed and not pressed state.  |
|  | <b>Go back button</b> , goes back to <b>main menu</b> .  |

Settings Screen




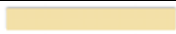






|   |  |
|---|--|
|  | <p><b>Background</b>, no functionality.</p>  |
|  | <p><b>Menu</b>, no functionality.</p>  |
|  | <p><b>Sound icon</b>, turns sound on and off. If sound is off, gramophone has a large cross across it.</p> |
|  | <p><b>Turn sound on/off</b>, is shown on top of the <b>sound icon</b> if sound is off.</p>                 |
|  | <p><b>Go back button</b>, goes back to <b>main menu</b>.</p>   |



## New Game Screen

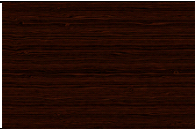














|  |   |
|--|---|
|                         | <b>Background</b> , no functionality.   |
|                         | <b>Menu</b> , no functionality  |
|                         | <b>Check box</b> , Decide if player is active or not to be a part of the game. Has two states, checked and not checked. When left-clicking on the box, the state changes.   |
|                         | <b>Insert text area</b> , in here the player can left-click to insert the name he wishes to play as.  |
| <p>Human</p>  <p>AI</p> | <b>Human/AI switch</b> , lets player decide if some player is human player or an AI. The switch can be in a state of pressed or not pressed. When not pressed, the player is a human. When left-clicking on the switch, the state is changed. |
|                         | <b>Portrait</b> , lets the player decide his and the opponents player portrait as well as colour. When clicking on the portrait, a pop-up menu shows the portraits and colours available.   |

|   |   |
|---|---|
| <div>Start Game</div>  | <b>Start game button</b> , starts the game with the chosen settings |
|                        | <b>Go back button</b> , goes back to main menu.                     |

## The Game Screen



|   |  |
|---|--|
|  | <b>Background</b> , no functionality.  |
| [Animation]   | <b>Bolts and nuts</b> , a series of pictures that serves as an animation. Can be activated if the player left-clicks on the bolt/nuts.   |
|  | <b>Map</b> , no functionality.   |
|  | <b>Menu</b> , no functionality.  |
|  | <b>Countries</b> , can be plain or have a red outline. If the player has selected a country and he has the possibility to <b>Attack</b> an opponent's country, the opponent's country lights up with the red outline.  |
|  | <b>Card</b> , is given to a player if he has a certain amount of countries. Can be cashed for new units by selecting three cards and pushing the <b>Redeem</b> button. The new units then appear in a pop-up window in the upper right corner of the screen (See <b>Draft</b> function). Has two states, selected and not selected. When a card is left-clicked on it is selected, and has some sort of outline. |



|   |   |
|---|---|
|    | <b>Portrait</b> , shows the portrait the player has chosen in the <b>new game</b> menu.   |
| [Animation]   | <b>Dice</b> , is a series of pictures, put together to show the rolling of a dice. The visual rolling is important, as it prevent the player from thinking that he is being cheated by the game.  |
|   | <b>Unit</b> – Artillery, a symbol that represents a certain amount of units in a certain country.   |
|   | <b>Unit</b> – Infantry, a symbol that represents a certain amount of units.   |
|   | <b>Unit</b> – Cavallery, a symbol that represents a certain amount of units.  |
|    | <b>End turn</b> , has two states: a pressed and non-pressed. Pressed by left-clicking on it with mouse.   |
|   | <b>Option</b> , has two states: a pressed and non-pressed. Brings up options menu when left-clicking on it.   |
|  | <b>Mission details</b> , has two states: a pressed and non-pressed. Brings up the mission screen when left-clicking on it.  |
|  | <b>Draft phase</b> , is done in the beginning of each turn. Drafting is done by left-clicking on the cards desired to use. A small pop-up window then lets the player know how many units he can distribute. Distribution is done by clicking on the country that is to be reinforced, and decide the number of units with – and +. When there are no more units left, the phase is done. <b>Attack</b> and <b>Move</b> phase indicators are pressed. |
|  | <b>Attack phase</b> , is done by left-clicking on the country to attack with and on the opponents country. As small pop-up menu with – and + lets the player decide the amount of units to be used. <b>Draft</b> and <b>Move</b> phase indicators are pressed.  |
|  | <b>Move phase</b> , similar to attack, you just move the units onto a friendly country instead. <b>Attack</b> and <b>Draft</b> phase indicators are pressed.  |
|  | <b>Unit Pop-up window</b> , that is used when some of the players units are selected. Controls how many units should be used for the function.  |







**Redeem cards**, when the player has selected the cards he wishes to redeem, this menu pops up. It shows how many units can be placed on the map from cashing in the cards.

**Mission screen** (Pops up over the game screen)

|   |  |
|---|--|
|  | <b>Menu</b> , no functionality.  |
| ?   | <b>Mission statement</b> , lets the player know what the objective of the game is. |
| ?   | <b>Portraits</b> , show the player's portrait as well as the opponents.            |
| ?   | <b>Names</b> on the player and the opponents.                                      |
|  | <b>Resume game button</b> , returns to the game screen.                            |

## In-game Menu (Pops up over the game screen)







|   |   |
|---|---|
|  | Menu, no functionality.   |
| Resume Game   | Resume game button, resumes the game  |
| Save Game   | Save button, goes to Save menu. Changes colour when the mouse is hovering over it. If the button is pressed, a sound should be played to signal it.         |
| Load Game   | Load game button, goes to Load menu. Changes colour when the mouse is hovering over it. If the button is pressed, a sound should be played to signal it.    |
| Settings  | Settings button, goes to Settings menu. Changes colour when the mouse is hovering over it. If the button is pressed, a sound should be played to signal it. |
| End Game  | End game button, Exits the gam to the Main menu.  |
|   | Exit-pop-up, when left-clicking on End game button, a pop-up asks the player if he really wants to abandon the game without saving.                         |
|  | Return button, lets the player return to the game   |



**End Game Screen** (Pops up over the game screen)



|   |   |
|---|---|
|  | <b>Menu</b> , no functionality.   |
| ?   | <b>Map</b> , which plays through the ended game, to show the evolution of the players decisions in fast motion. |
|  | <b>Play map button</b> , starts the animation of the ended game.  |
|  | <b>Stop map button</b> , stops the animation of the ended game.   |
|   | <b>Statistics screen</b> , shows various statistics from the ended game.  |
|  | <b>Main menu button</b> , returns the player to the main menu   |