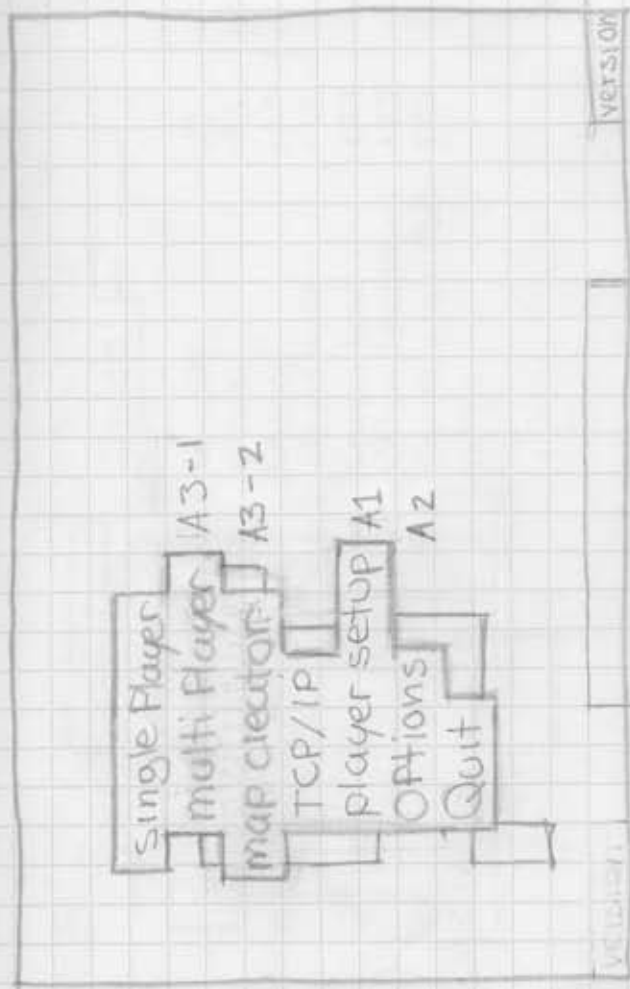
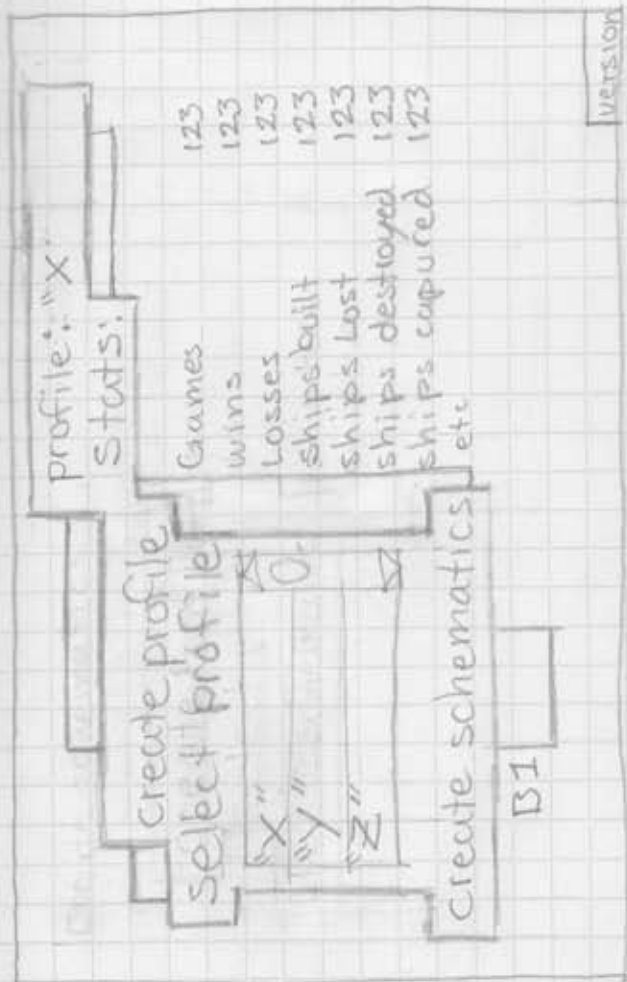


title screen
03 x 04 x 09



Player setup screen
 13 x 04 x 09



create profile

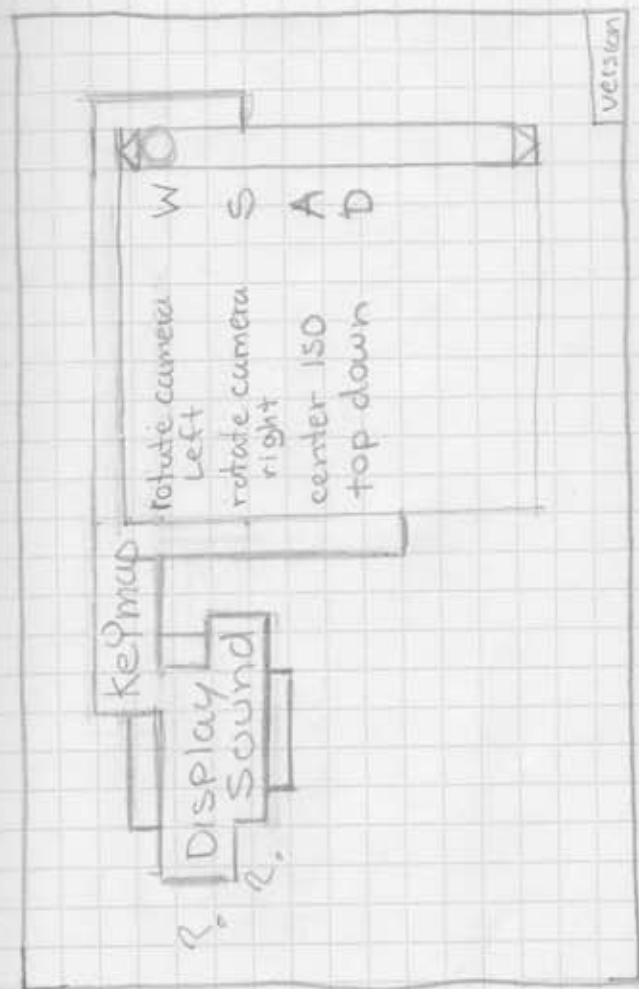
create schematics

profile stats

ships built

123

Options screen
03x04x08



key map

multiplayer
setup screen 1

03 x 6 x 09

Players		Profile x 1/2				timer	version
Profile x 1/2	1	faction X	type A	-	123 sec	maps A3-2	
Player 2	1	faction Y	type B	-	00 sec		
Player 3	1	faction Z	type C	easy			
AI	4	faction A	type X	easy			
AI	5	faction A	type Y	norm			
AI	6	faction B	type Z	hard			
AI	7	faction B	type Z				
open	8	open	open	-			
open	9	open	open	-			
closed	-	-	-	-			
closed	-	-	-	-			
closed	-	-	-	-			

team definition:
 faction X
 player/AI specialisation -
 AI Difficulty

A3-1

Locked in push multiplayers (A3-1)

Players: 123		Parameters		Version	
map	Custom	starting planets	01		
6P map	BP map x	planets per player	02		
		metal Deposits	03		
		mineral Deposits	02		
		Gas Deposits	01		
		radio Deposits	01		
		trade ports	02		
		Derilects	05		
		Anomalies	04		
		stations	02		
Resource multiplier		Generate		Preview	
01	234				
Artifacts	YN				
radiation	YN				

A3-2

map selection/
creation screen

03 x 06 x 09

save schematic
Build screen

3 x 05 x 09

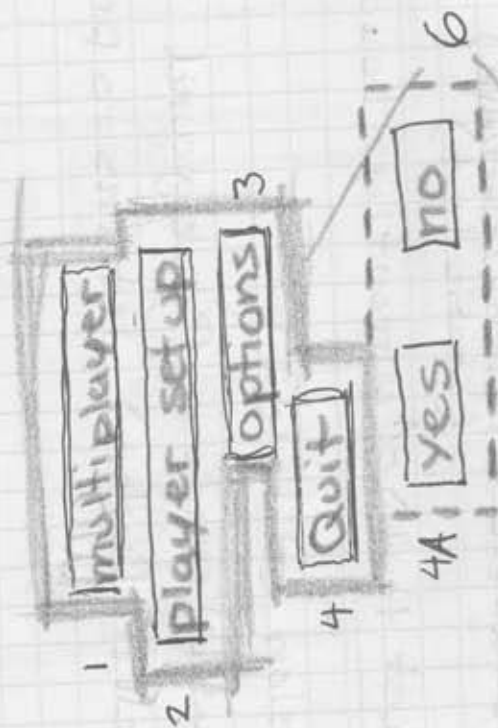
< shields

cost			weapon 1			Ship			construction ship type name
X 123	weapon 2	Subsystem	Schematic			HP 123/123			Armada #
X 123	weapon 3	Subsystem	Crew			AP 123/123			
X 123	weapon 4	Subsystem	engines			Make 123/123			
Shield -	AP -	Subsystem	sensors			status "X"			Action
HP -	APC -	Subsystem	fcs			construct			construct
sensors -									
A	B	C	X	Y	Z				

resources Available (game only)
construction facility (game only)

- 1 (Button) ^{!click} Leads to multi player setup screen
- 2 (Button) ^{!click} Leads to player setup screen
- 3 (Button) ^{!click} Leads to ~~player~~ ^{option} setup screen
- 4 (Button) ^{!click} Quits
- 4A (Prompt) \Rightarrow (!clickButtons) Quit to desktop?
- 5 (text only) .version
- 6 random Background (static)
- 7 (text only) currently signed in profile

7 "Profile"



- 1 ~~create profile~~ (1 click Button) creates a new profile
— new profile prompt —
- 2 (Just text)
- 3 ~~profiles to be~~ (scrollable List) profiles already saved
(0 out of Box) single click select
- 4 (1 click Button) loads profile currently selected — see 3
- 5 (1 click Button) deletes profile currently selected — see 3
- 5A (1 click Button) ~~the~~ (prompt) "Delete Profile?"
- 6 (1 click Button) create schematics for profile
- 7 (scrollable List) (non-selectable) various stats for currently
(static text) loaded profile — see 3
- 8 (Just text) 8th currently loaded profile
- 9 version (static text)
- 10 (static) random Background
- 11 (1 click Button) returns to prior screen

8 Profile: ~~None~~ ~~new profile~~
stats

create profile

8 Profile: ~~show~~ new profile

stats

7

5A

10

9 version

1 create profile

2 select profile

3 Profile X

Profile Y

Profile Z

4 Load Profile

5 Delete profile

6 create schematic

11 Buck

- 1 (static text) (on prompt) overlaying original Button
- 2 (just text) 2A text entry
- 3 (just text) (click Buttons)

yes returns you to profile selection screen and loads the profile just created updating 5A, 6, 4B

- 4 Prior menu (non interactive with prompt up)

5 (static text)

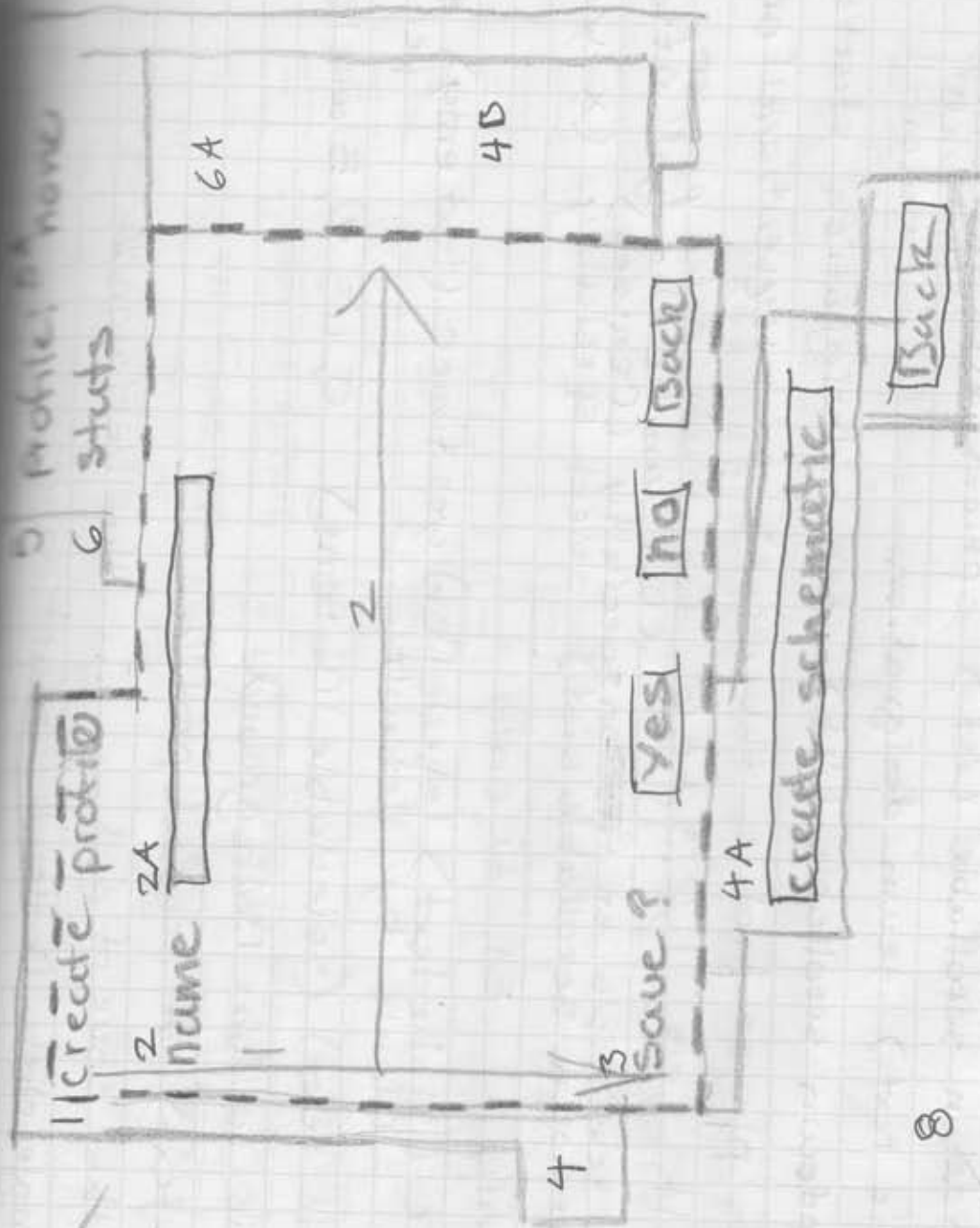
5A Dynamic text + will update to loaded ~~the~~ profile when profile is created

6 (static text)

6A (scrollable List) will update when profile is created and thus automatically loaded

7 version again

8 same Background as prior to prompt.



7. end

- 1 (static text) players By profile eg: "profile A" or "A11" and "A12"
- 1A (Drop down scrollable list) (the first player position is always the loaded profile)
- 2 (static text) what navy you and your opponent will play as
- 2A (Drop down scrollable list) options are

"faction A"
"faction B"
random
- 3 (static text) team designation
- 3A (drop down scrollable list) team designation starts @ team 1 for player profile the moves up in sequential order by default eg 1, 2, 3, 4, 5, 6 for each new player (But can be changed after the fact)
- 4 (static text) player ~~from~~ specialty (Bonuses)
- 4A (drop down scrollable list) select specialty (X - Y or random)
- 5 A1 only - EA A1 only
- 6 timer (static text) (check box) yes timer (text entry) # of minutes per turn
Blank by default
- 7 (static text) (selectable buttons) 0, 1.5, 2, 5 and 10
- 8 static random Background
- 9 (static text) 9A Loaded profile
- 10 for the love of god... the version #
- 11 (single click button) start game
- 12 (single click button) return to previous menu

1 Players

1A Profile A

2 Faction

2A Kaidin

3 Team

3A 1

4 Specialty

4A Mining Guild

5 Difficulty

5A -

6 timer?

6A 1 - - minutes


7 resource multiplier

7A 1 5 2 5 10

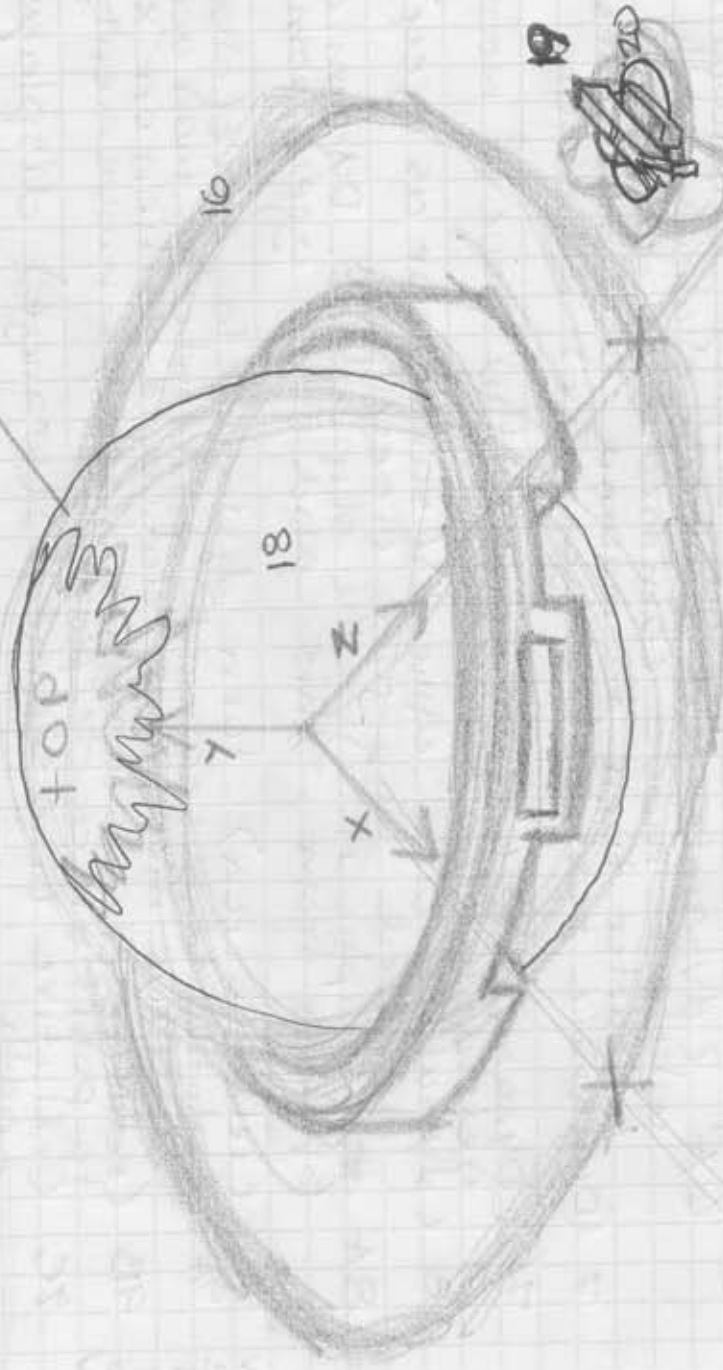
8

8A Start

8B Back

- 1 (Dynamic text) ship name (this "ship" is a homeworld)
ship class (homeworld)
- 2 (Bar graph) 0-100% with equatable X/X HP value overlay
(EG:  25/100) (Dynamic text)
- 3 module tab - (static text) module name
- 4 (click button) opens construction menu
- 5 (click button) opens recycle cursor to recycle unit within Gravity well
- 6 module tab - (one click button) opens Build module menu
- 7 (Goosey) 9-14 (dynamic text) resource amounts per type
resources are gained naturally @ start of turn.
- 8 (dynamic line segment) (same color as goosey) connects selected ship and the goosey menu)
- 9 A Player's Homeworld is always auto-selected @ turn start
- 10 (Graphic ring) Gravity well indicator
- 11 (Dynamic text) day display Example 2 player game when player 1 gets another turn it will display "Day 2" and fade out.
- 12 (Graphic ~~text~~ ^{function} specific)) Homeworld
- 13 (Graphic ~~text~~ ^{function} specific)) refinery
- 14 (Graphic ~~ring~~ ^{ring}) X-Z relation ring (displays relation to X/Y/Z)

DAY 1



RE A | RE B | REC | RE X | RE Y | RE Z |

1 Kaidin
2 Homeworld

3 20000/20000

4 Small Hanger

5 Construct
6 Recycle

7 Build module

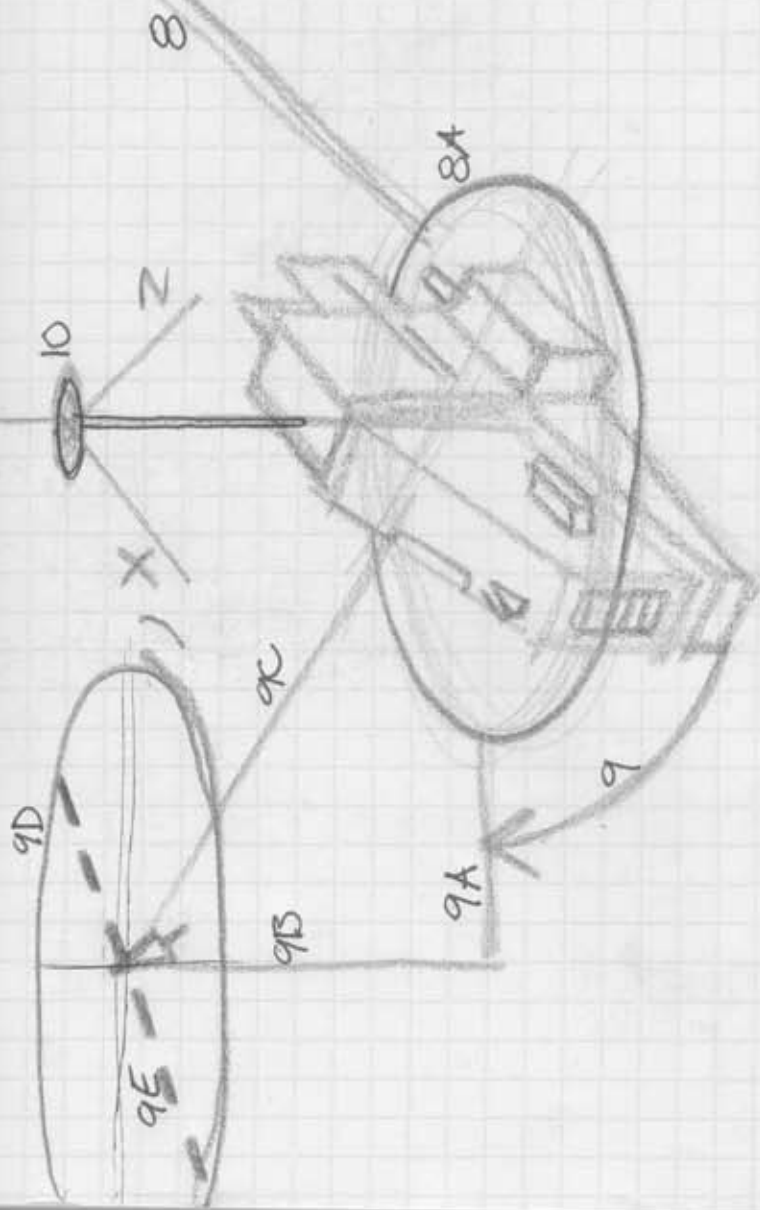
Build module

Build module

X

- 1 ~~unit~~ (Dynamic text) (Based upon selected unit)
- 2 (Dynamic text) + unit type within class
- 3 (Dynamic player ~~text~~ text entry Line) ship name is given
- 4 ~~Dynamic Bar graph~~ (Dynamic Bar graph) 100 health of 100 health available
- 5 (Dynamic icon display) altered states ~~(Battles or de battles)~~
- 6 ~~Dynamic text~~ (Dynamic text) AP display (AP available)
- 7 (Dynamic text display) changes with move of mouse whilest move command is active. i.e. 1 quarter turn + moving 250 m costs 11 AP
- 7A (Dynamic text) (range max) maximum move for this ship
- 8 (Dynamic text) (changes with move of mouse) shows move being made
- 8A (Dynamic line segment) (same color as grey) connects selected ship and grey
- 9 (Graphic ring) the ships foot. Dynamic line segments spawn from this and the grey connects to it
- 9A (relative icon) turn distance to move (about 45°)
- 9B (relative line segment) (different color than grey) displays movement relative to position on x-z plane
- 9C (relative line segment) displays movement relative to position on y plane
- 9D (relative line segment) (orange) displays actual flight path
- 9E (Graphic ring) displays where the moving ship will be (and the space it will occupy (will turn red if you move this move a combative ship indicating (Dynamic icon) a bar will appear in space.
- 10 (Dynamic line segment) indicating ship location in relation to

- 1 Prigate
2 Harvester
3 name
4 1000/1000
5 slide
6 AP 20
7 6A 109
8 move 7 500m
9 7A 250



RE A | RE B | RE C | RE X | RE Y | RE Z |