

GUI Design

Main Functionalities:

Menu Screen:

- It will have three buttons:
 - Play, which will allow the user to enter the game;
 - Options, so that the user can turn on/off music and/or sound effects,
 - Exit button, to exit the game.

Game Screen:

- Within the game, there will be a HUD giving information regarding the character state, such as:
 - health points (HP);
 - energy shield (ES);
 - weapon selected;
 - ammo available;
 - dash charges;