

**EEP's TaxE Software Engineering Project (Appendix D, Software Engineering Project (SEPR) Group Open Assessment)**  
**Final Prototype**

The final prototype was created on RealTimeBoard: RealTimeBoard, “RealTimeBoard”. Internet: <https://realtimeboard.com/app/> . [December 8th, 2014].

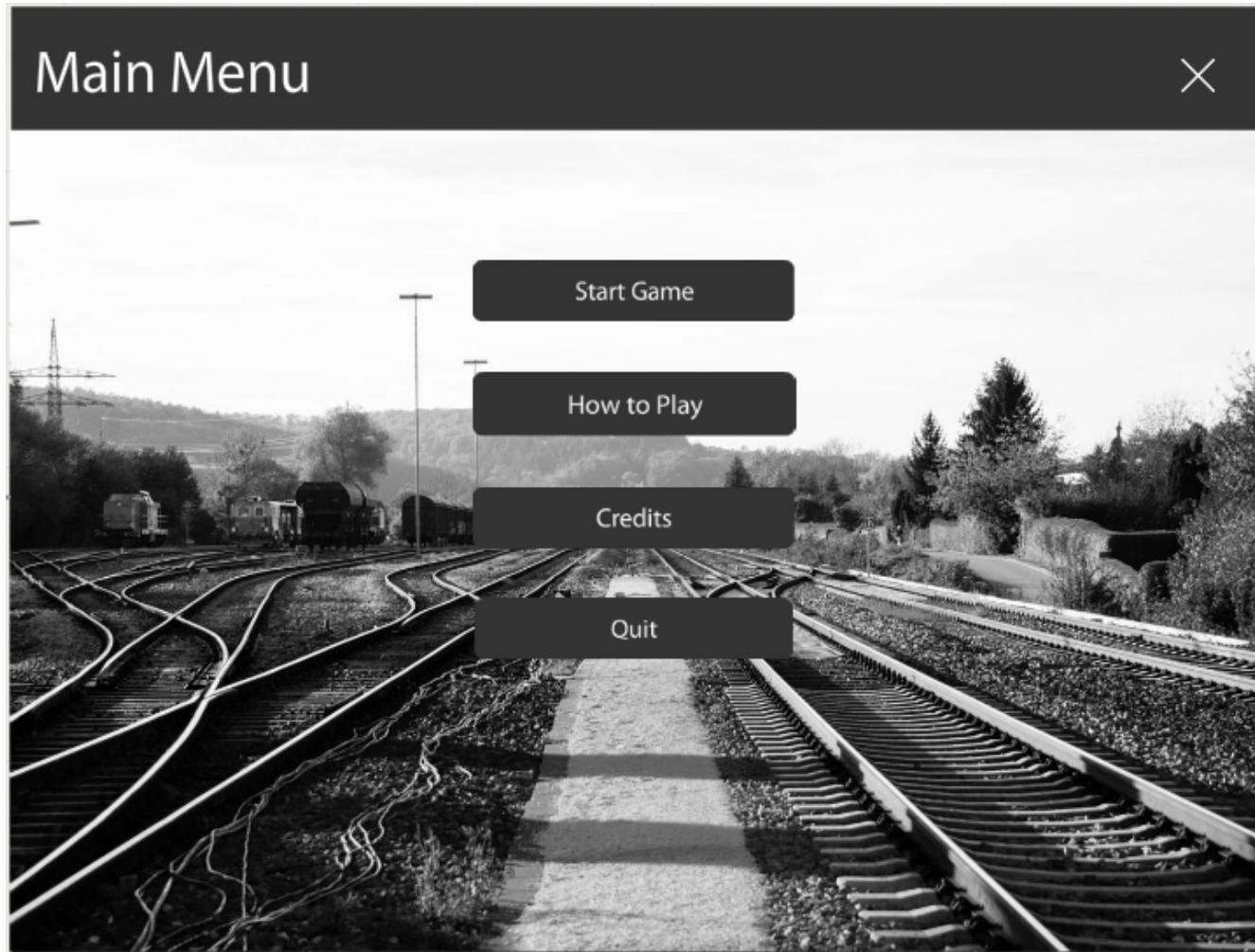
These were shown to the clientele to be approved:

**1. Player Name Screen**



User first enters name, hits enter and progresses to Main Menu.

## 2. Main Menu



User has four options: Start Game, How to Play, Credits and Quit. Taken to respective screens unless quit is pressed, which will exit the game.

### 3. Credits



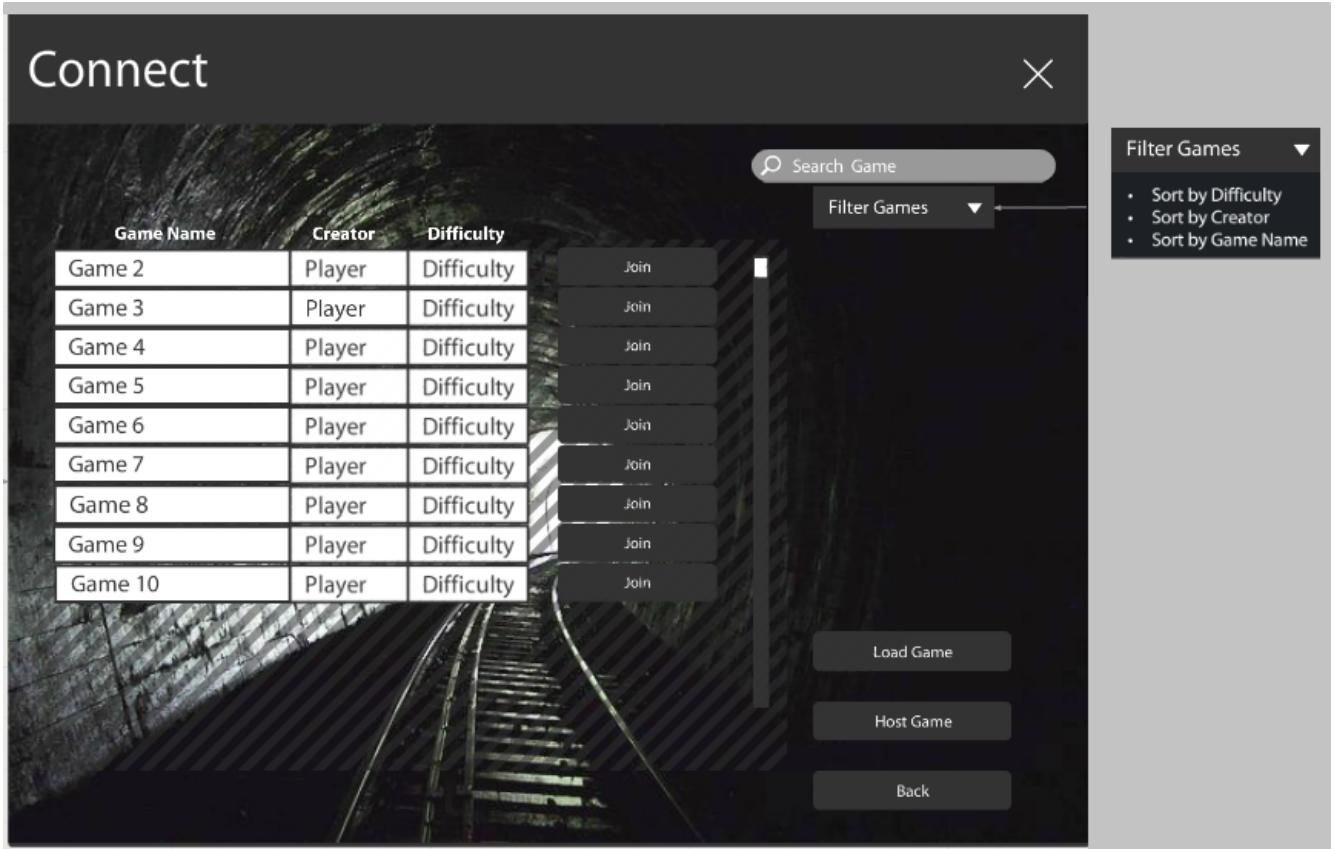
List of people involved in game.

#### 4. How to Play



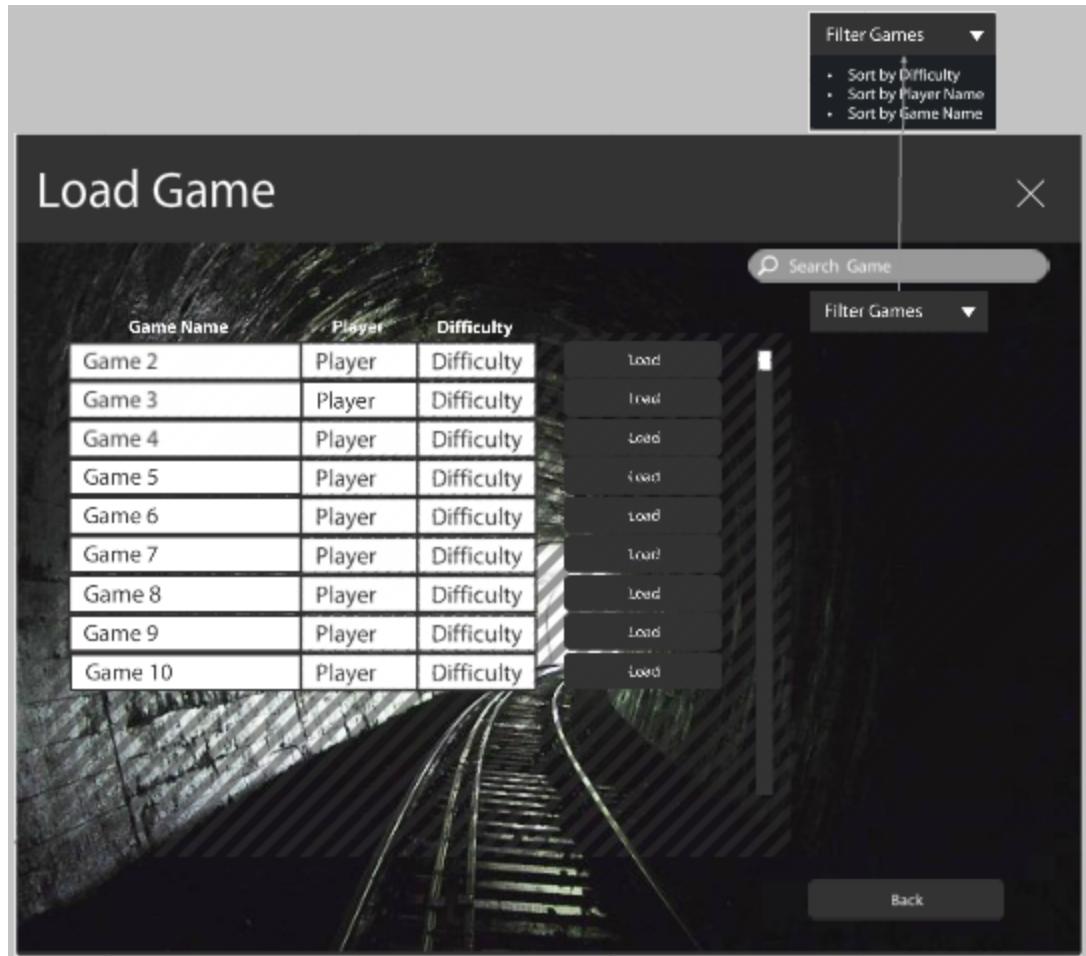
Description of how to play the game.

## 5. Connect



User enters here through start game button on Main Menu. User can join a server from the list, create their own or load a game previously saved. Filter option to order the server list in an appropriate style.

## 6. Load Game



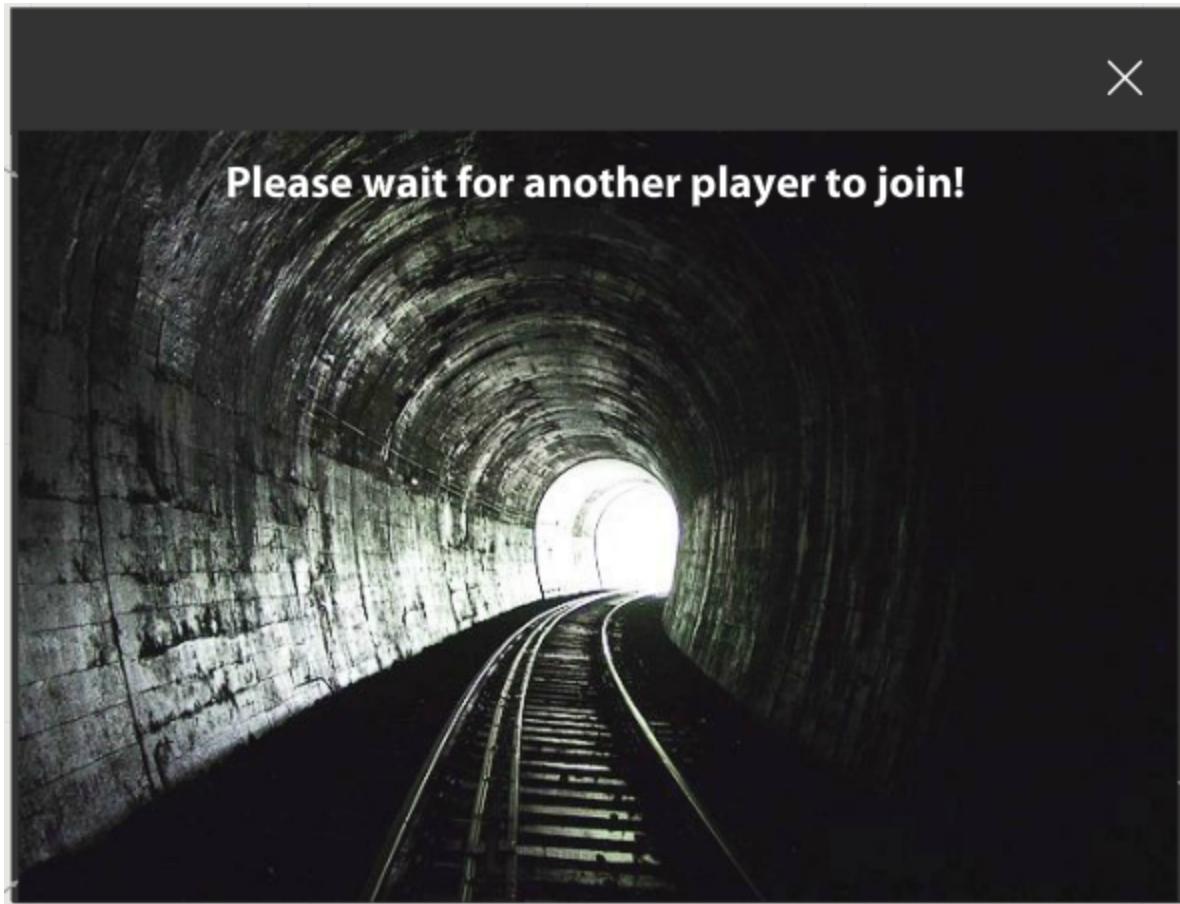
User enters here from load game. Can host a previously saved game by choosing a saved game from their list.

## 7. Create Game



User taken here when they click on “Host game” button on Connect screen. May choose appropriate difficulty and create a name for the game.

#### 8. Host Wait Screen



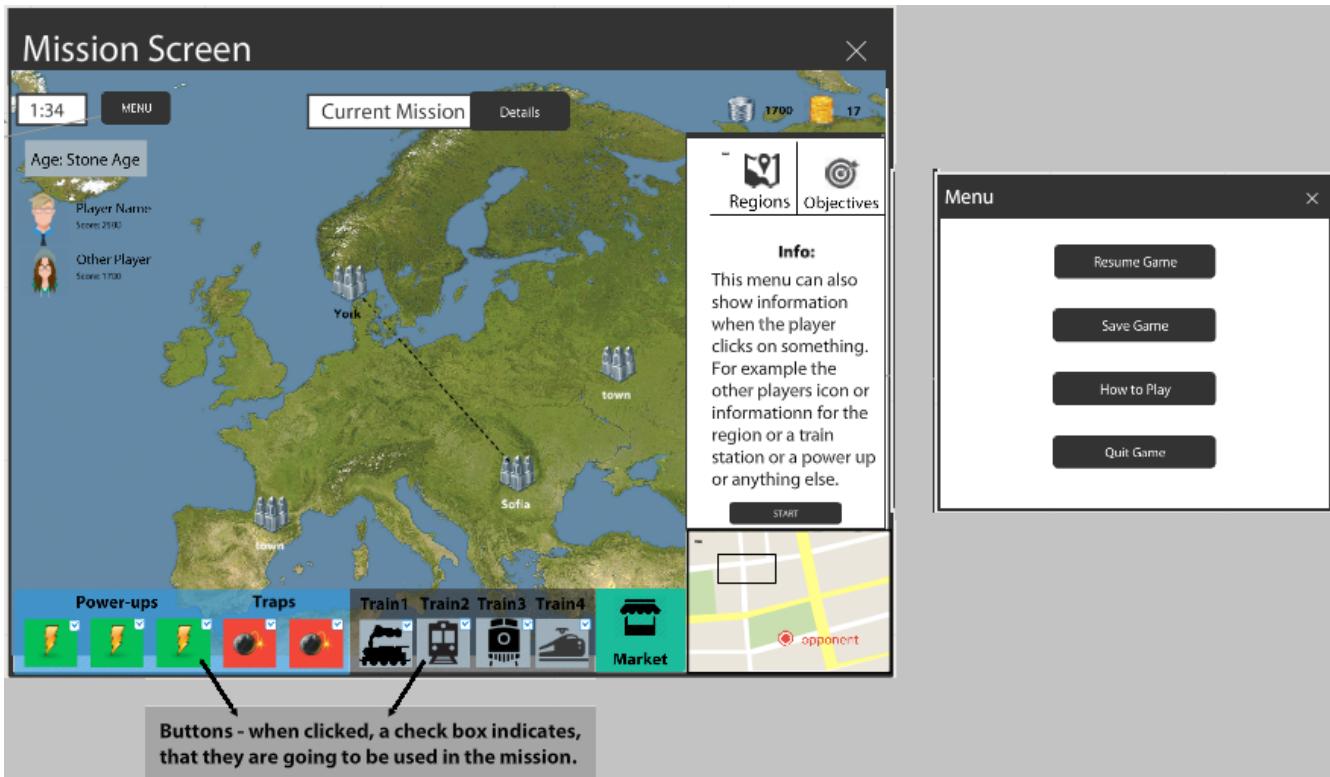
Host waits for another user to join their game.

## 9. Loading/Connecting



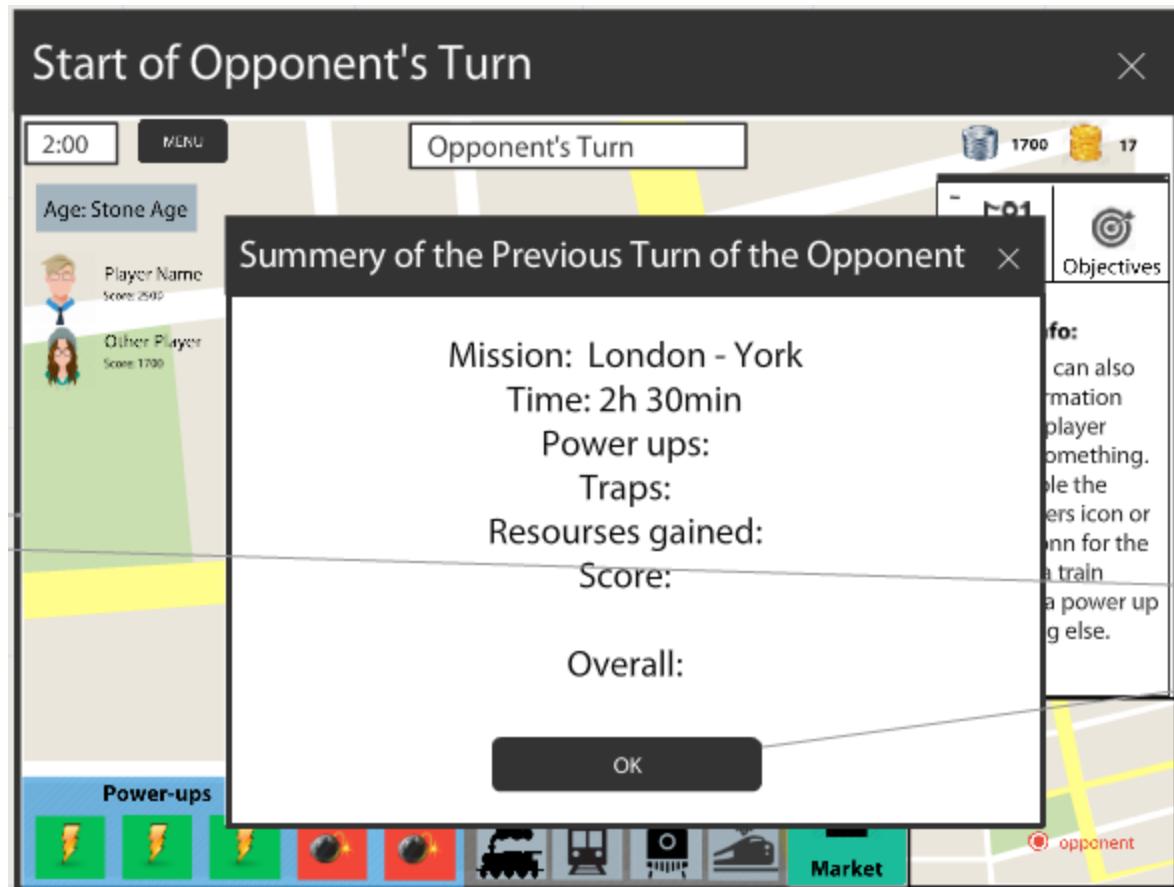
Load screen before entering the game.

## 10. Mission Screen



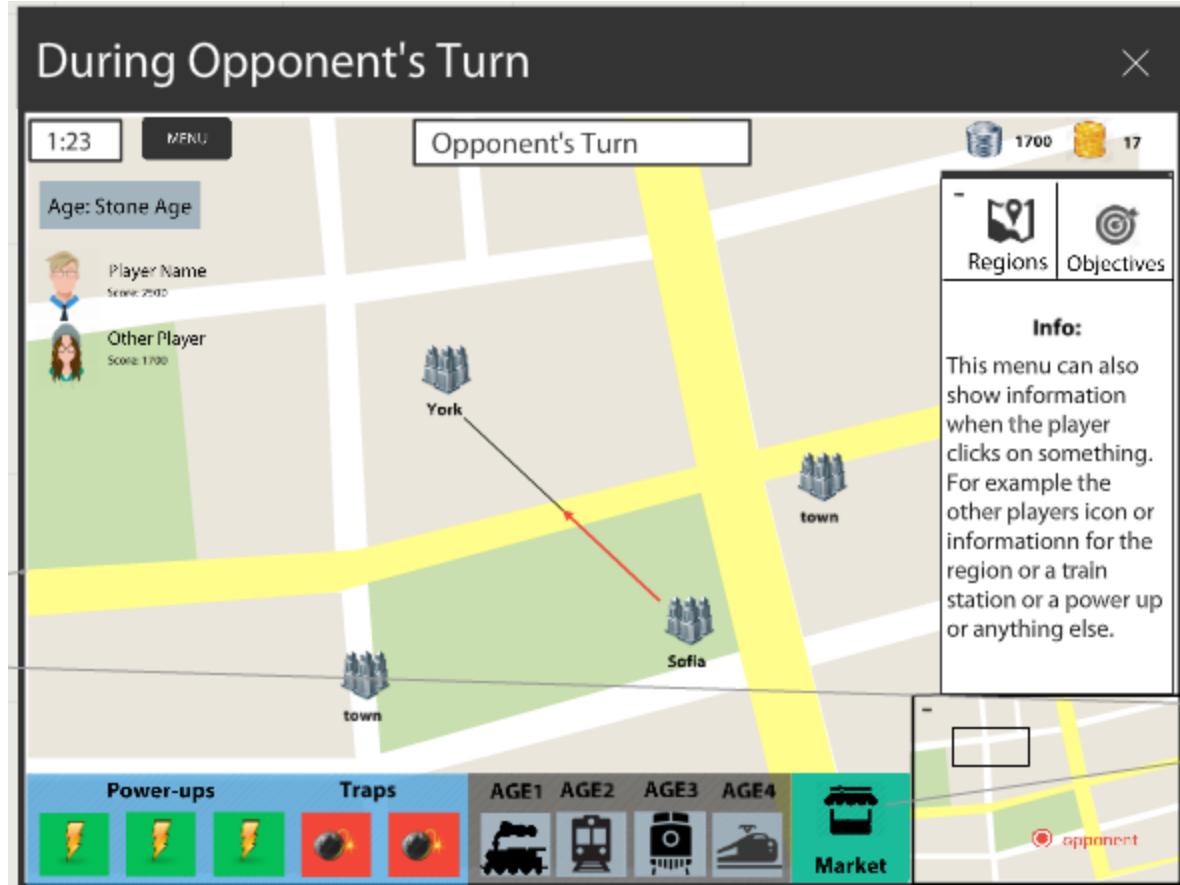
Main user interface in the game. Menu is triggered when "Menu" button is clicked.

## 11. Start of Opponent's Turn

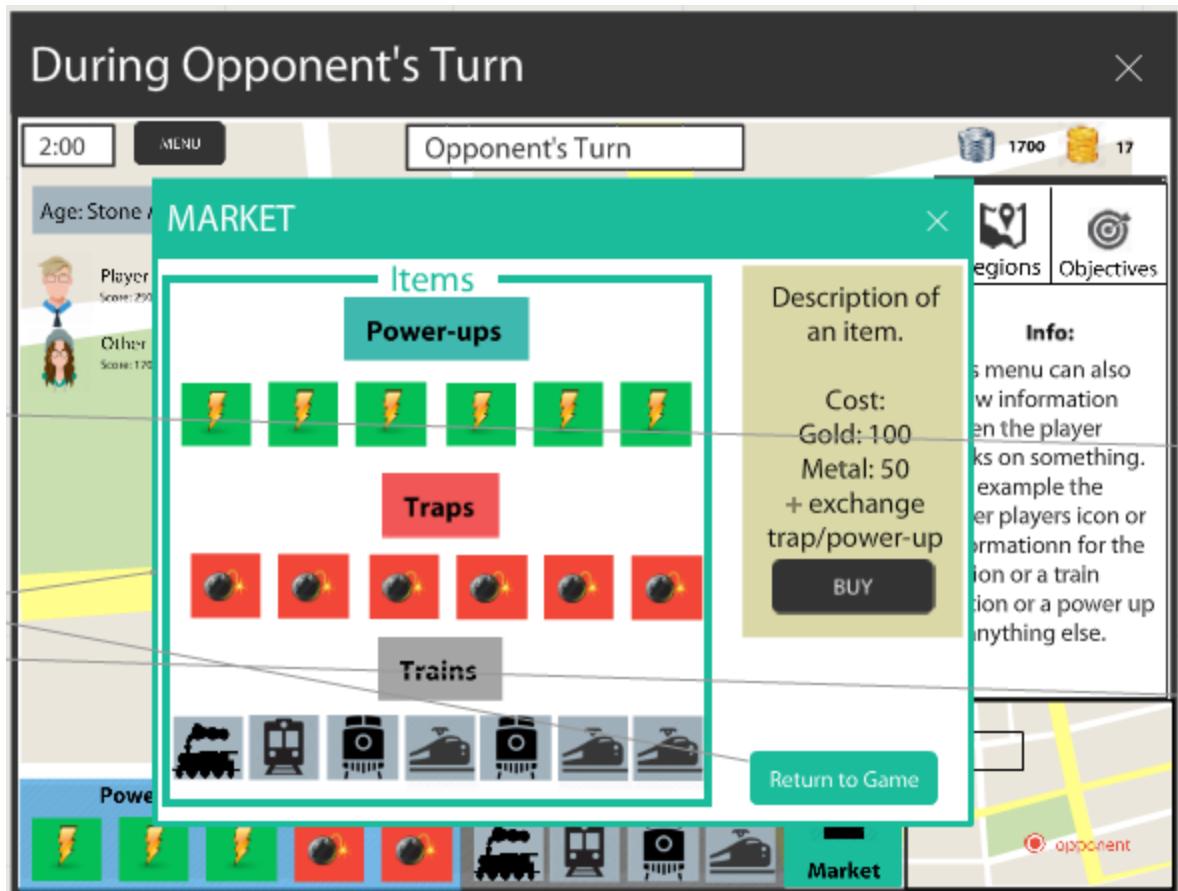


Prompt summary of opponent's last turn.

## 12. During Opponent's Turn

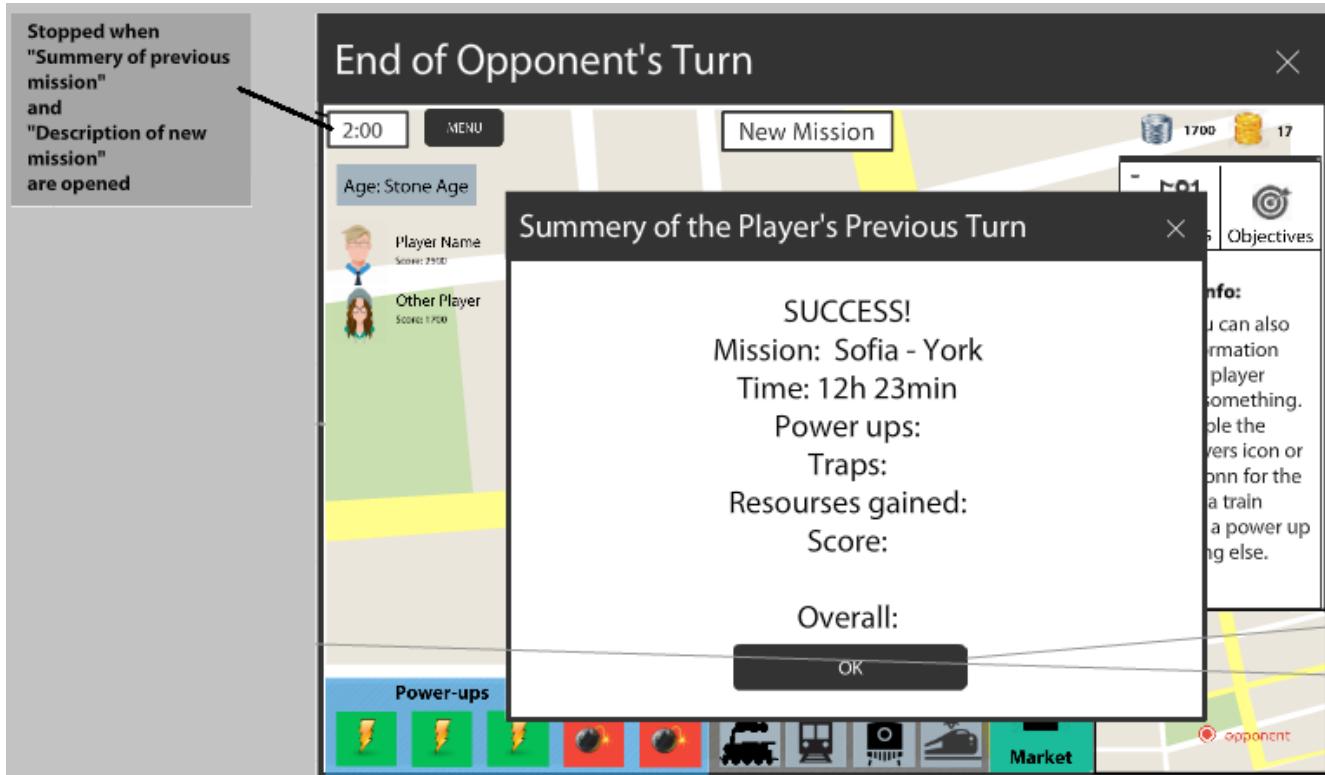


### 13. Market

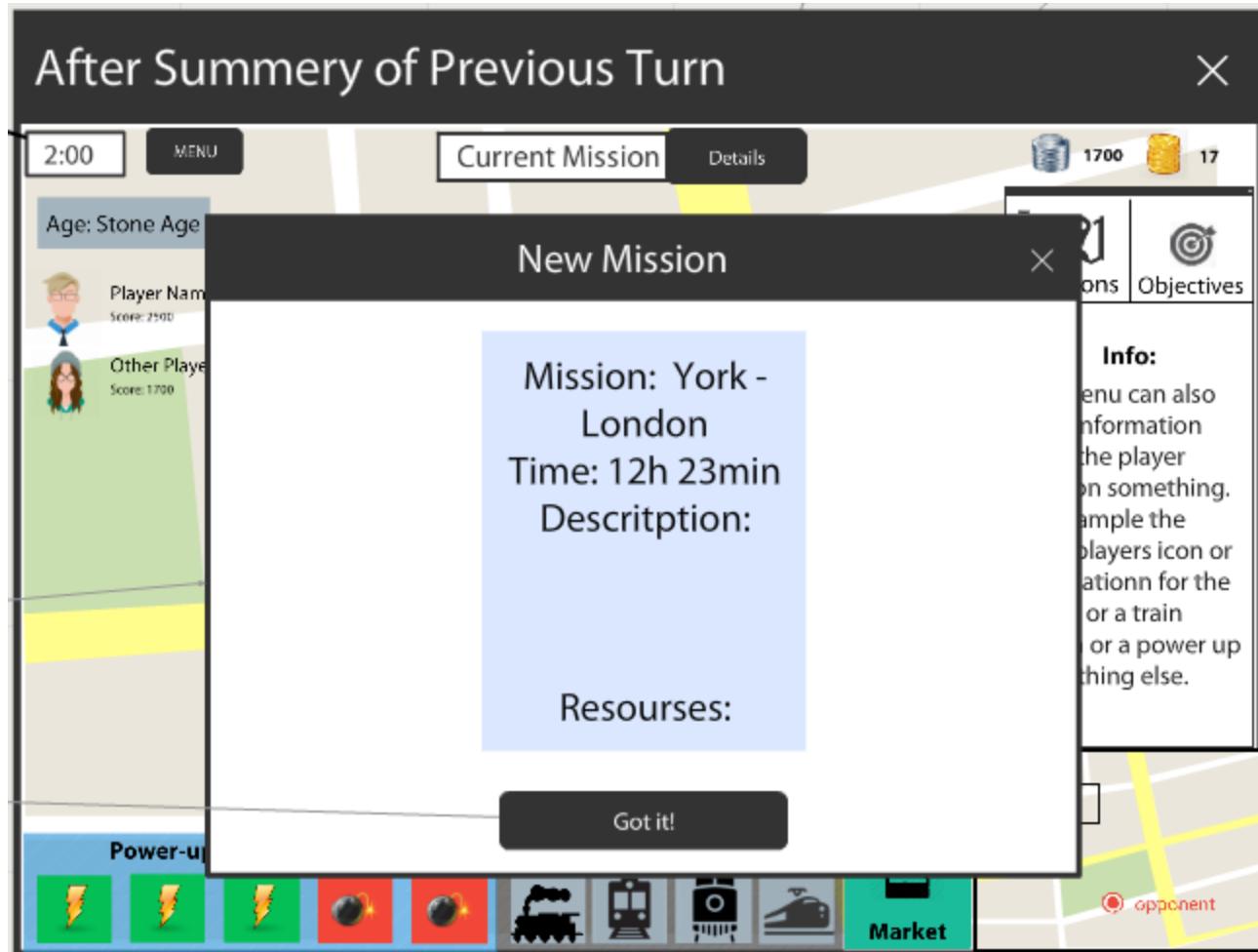


Market Interface to buy resources to use on gameboard.

#### 14. Summary of Your Turn



## 15. New Goal Assigned



16. Victory

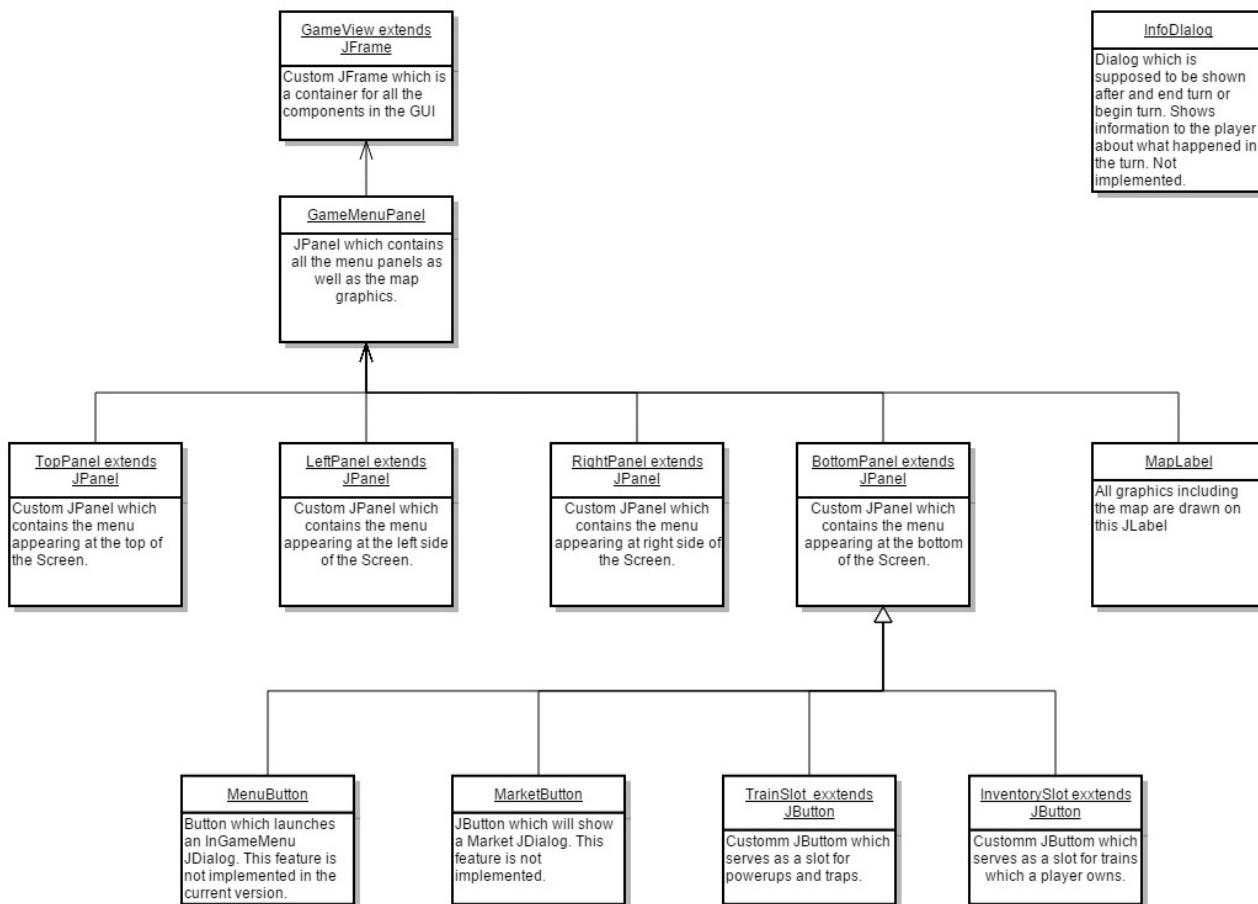


17. Defeat



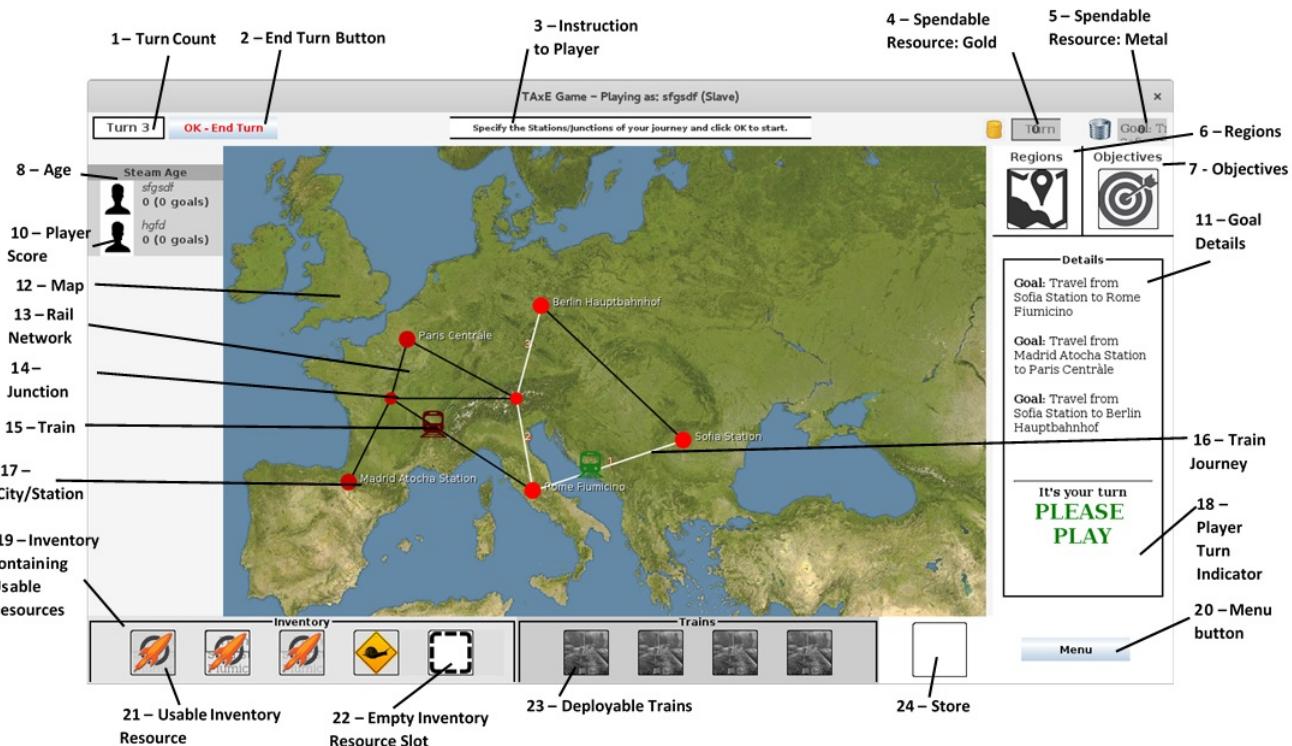
**You Lose!**

**EEP's TaxE Software Engineering Project (Appendix E, Software Engineering Project (SEPR) Group Open Assessment)**  
**Game Screen Hierarchy**



The game screen hierarchy indicates the panels which are shown on the main game user interface. An explanation is contained in each box.

**EEP's TaxE Software Engineering Project (Appendix F, Software Engineering Project (SEPR) Group Open Assessment)**  
**Main Map GUI Annotated**



This is the main map GUI which has been annotated to provide a reference point for the Components and GUI Report. Another version of the annotated map is available in the User Manual.

**EEP's TaxE Software Engineering Project (Appendix G, Software Engineering Project (SEPR) Group Open Assessment)**

**Used Images**

All used image files are contained within the resource folder of the taxe-game.

The map was obtained from Wikipedia [1] for educational purposes.

The other images were taken from an open source (creative commons) website Freepik [2] and Pixabay [3].

## **References**

1. Wikipedia, "File:Europe satellite image location map.jpg". Internet: [http://commons.wikimedia.org/wiki/File:Europe\\_satellite\\_image\\_location\\_map.jpg](http://commons.wikimedia.org/wiki/File:Europe_satellite_image_location_map.jpg). Sept. 28th, 2008 [Dec. 2nd, 2014]
2. Freepik, "Graphic Resources for Everyone". Internet: <http://www.freepik.com/>. [Dec. 2nd, 2014].
3. Pixabay, "Free High Quality Images You Can Use Anywhere". Internet: <http://pixabay.com/en/> [Dec. 2nd, 2014]