

UI MOCKUP

Title Screen

Displayed on game start up. 1st button starts the game, linking to the in game state. 2nd button links to the instructions state. 3rd button closes the game. Buttons can be activated and selected with the mouse or the keyboard.



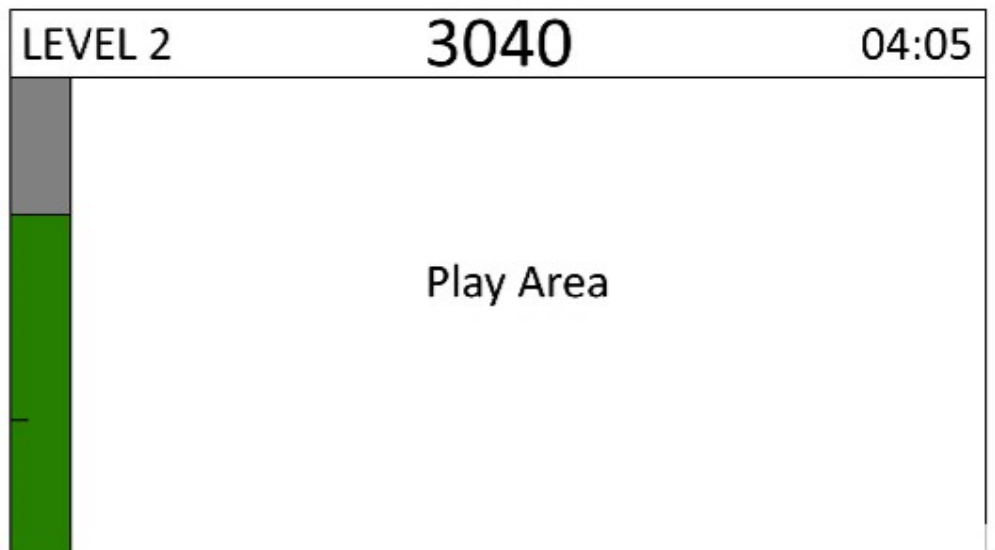
Instructions Menu

Displays how to play the game. 1st button links to the title menu. Can be accessed from in game by pressing escape, if done this way will have a button that will resume the in game state.



In game HUD

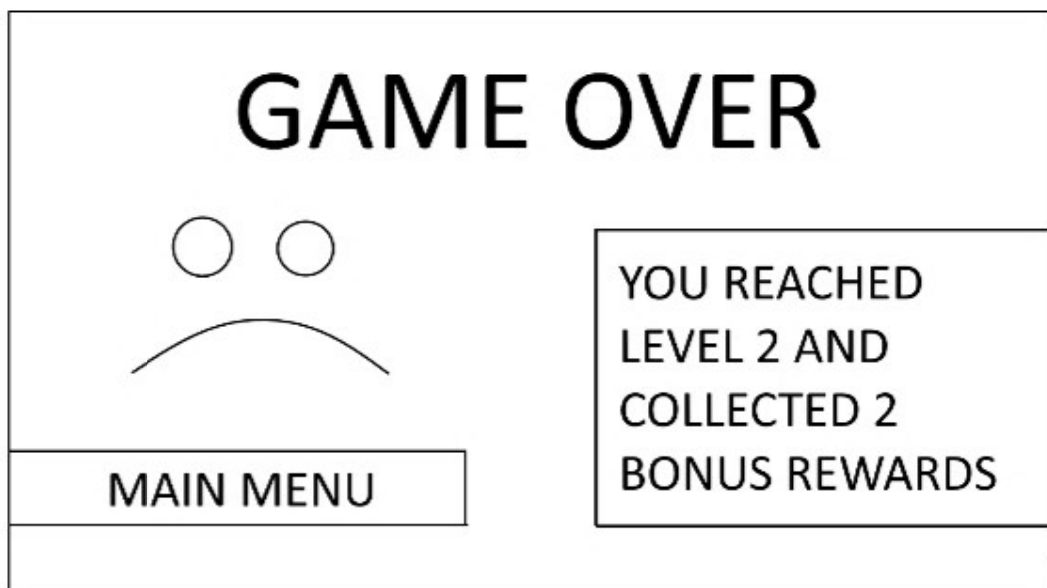
Displays the current level, score and a timer as well as a progress bar for the amount of basic rewards to collect to unlock the end of the level. Progress bar may be unnecessary if the entire level is visible at once in the play area instead of the camera scrolling with the player.



UI MOCKUP 2

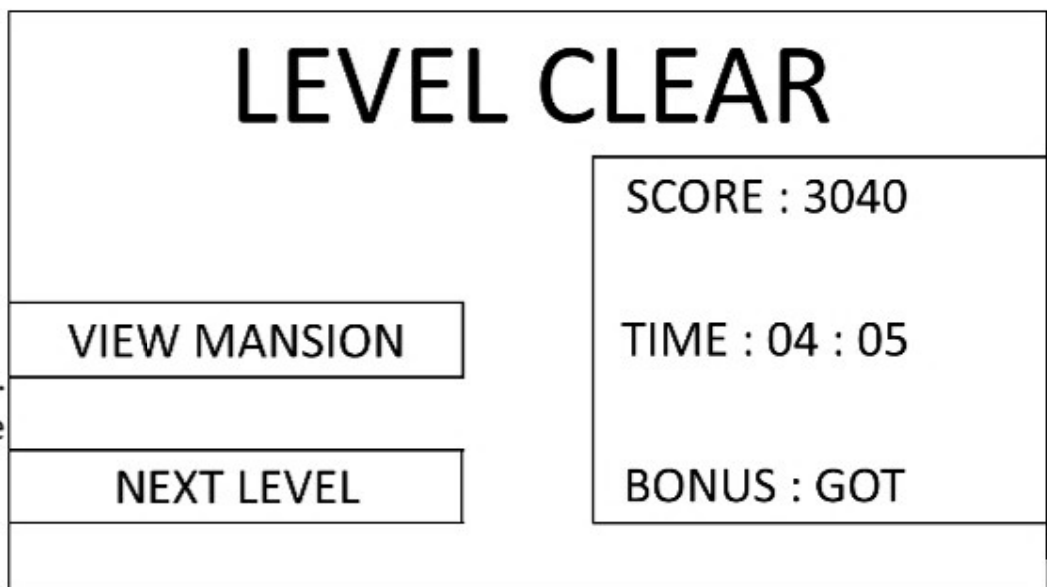
Game Over

Displays when the character is caught by a moving enemy or the score reaches 0. Displays the highest level reached and the amount of bonus rewards collected. Button links to the title screen.



End of Level

Displays when a level is completed. Shows the time taken in the level and the score in the level as well as if the bonus reward in the level was obtained. Buttons proceed to the next level or the mansion to view your bonus progress.



Garage / Mansion

A display case that shows off the bonus rewards you achieved. Possibly can change to viewing all cars at once from switching between cars. Possible to also view the mansion which upgrades every level. Buttons will view different cars or return to the menu that was used to reach this screen.

