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.

START GAME

HOW TO PLAY

EXIT



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.

HOW TO PLAY

Use the arrow keys or wasd to move.

Collect all regular rewards to unlock the end of the level

Avoid moving enemies that will make you lose if they catch you.

Avoid punishments that will lower your score.

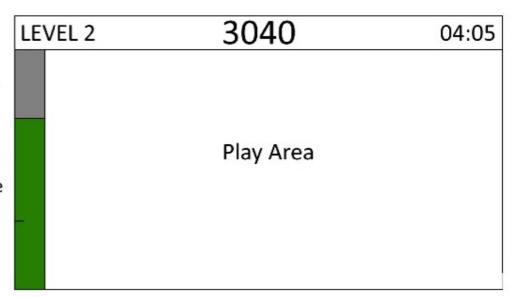
If the score reaches 0 you lose.

Collect bonus rewards to upgrade your car.

MAIN MENU

<u>In game HUD</u>

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.

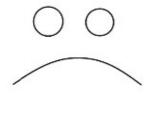


UI MOCKUP 2

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.

GAME OVER



MAIN MENU

VIEW MANSION

NEXT LEVEL

YOU REACHED LEVEL 2 AND COLLECTED 2 BONUS REWARDS

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.

LEVEL CLEAR

SCORE: 3040

TIME: 04:05

BONUS: GOT

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.

NEXT CAR

NEXT LEVEL

Buttons will view different

cars or return to the menu that was used to reach this screen.