User-Interface Mock-ups

Overall mock-up of game map.

Displaying in-game events: obtaining rewards and interactions with guard enemies.
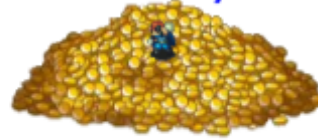
GAME OVER

Score: 95

Try Again?   Main Menu

Victory

Score: 95

Try Again?   Main Menu

Victory Screen

Game Over screen

Level Select

Easy   Medium   Hard   Random Maps

Additional Settings (examples)

☐ Added Guards   ☐ Sound FX

☐ Time Limit   ☐ Music

Level-select screen for the three pre-set maps/difficulties including additional settings/modes

Stationary:

Bribable Guard (Score high enough)   **Non-Bribable Guard** (Score insufficient)

Moving Guards   **Thief**

Displaying character sprites for movement within the game