**READ ME**

This program is the HUD for a sci-fi game set on Mars.

When the program is first opened you will see a background image of mars. Surrounding this image is the heads up display or HUD that would go with the game. Featured on this HUD are a Health meter, Oxygen level meter, armour level meter, a clock, a radar and a button to see a full sized map of the section of Mars you are on. On the screen is also a small red crosshair that follows the mouse movement.

Each time the program is run, the health, oxygen, and armour meters will all have been randomised. This is to show what it would look like at various points throughout the game. The numbers representing your health, armour and oxygen all change colour depending on how much of each stat you have left. For example, when you have full stats they will all be green, if they are middling the numbers turn orange and then if they are low the numbers will turn red. In the case of the health and oxygen meters, if either drops below 15, a warning sign will pop up above them which you can click to restore 25 health or 25% oxygen level.

In the top right hand corner of the HUD is a MAP button. Once clicked this will change the background image to an aerial view of Mars with a grid overlaid. On this map you will see two things. The first is a small red circle which represents the player’s position and also a small blue square which represents the location of the player’s objective. These will change location every time the program is restarted. This is all shown in a key under the map. Beside this key there is an exit button that will return you to the first screen with your crosshair, health, oxygen etc.

Link to YouTube demo: <https://www.youtube.com/watch?v=hZA7-8_dFRY>

Link to Github with code: https://github.com/SamMolloy/Assignment1