

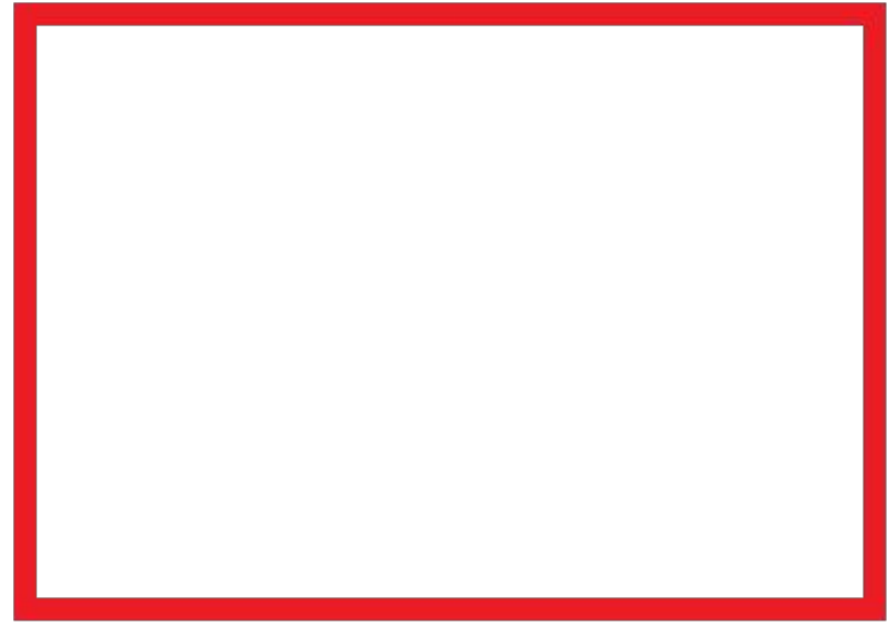
UI Final Project Paper Prototype:

Project Spec: 2D Strategy Game

Game Name: *"Robot Ruckus"*



Different Canvas Border Colour Based on who's go it is



Buttons Required for the Game:



Heal



Melee Attack

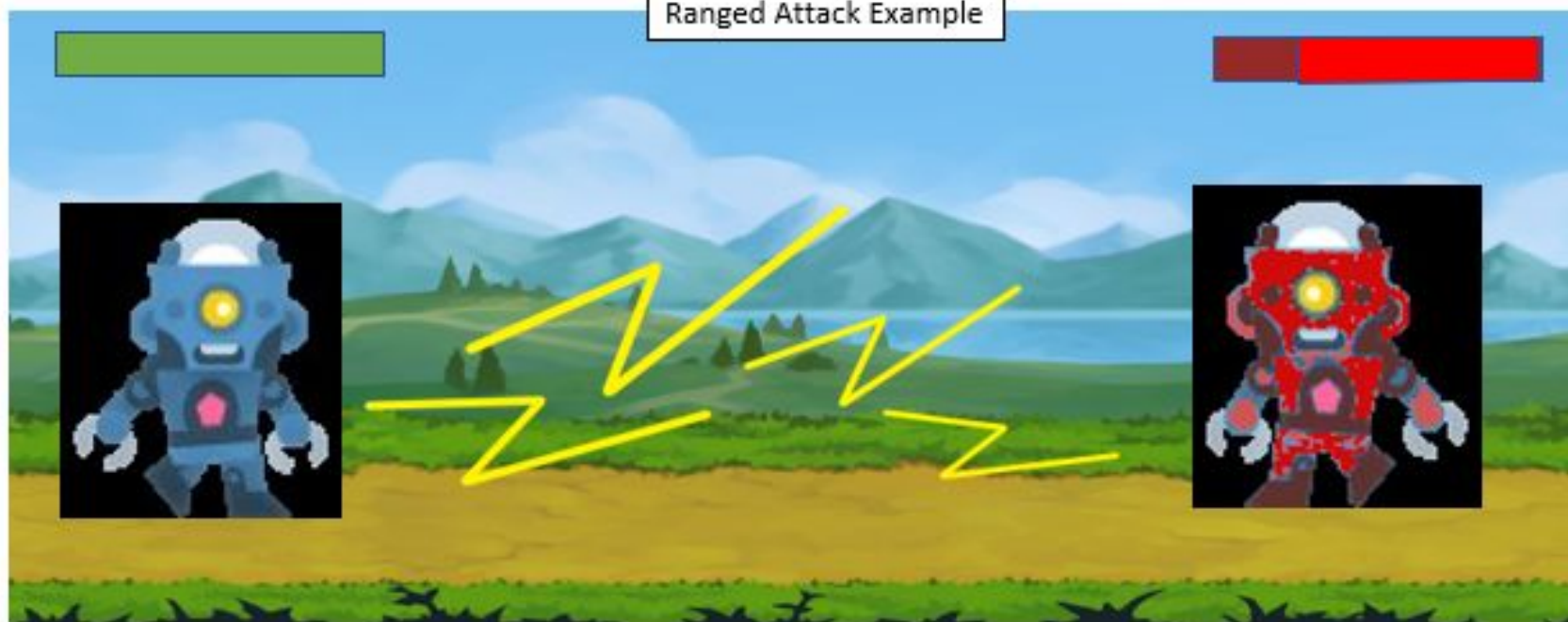


Ranged Attack



Lock-In

Ranged Attack Example



Enemy Chooses Heal Example



Boss Fight Example:





YOU WIN



YOU LOSE

