**Interface**

Interface is the main component that shows how players interact with the game. Interface of our game is seamless. Therefore, there is no object that make players feel announce. Player can play this game with clearly screen. There are three interfaces in our game.

The first interface is third person view. This view is the main view for our game. In third person view, player will see environment around their character. There are three actions that use this view. The first action is walking. Third person view is appropriate for walking. It make player easy to interact with many events. The second action is fighting. Players can fight with many opponents in many directions. The last action is simple event such as finding an item.

The second interface is first person view. Player will see only their hand and small area in front of them. This interface will be automatically used when player is in special and complex event. For special and complex event, players may have to indentify some specific object or invent special items.

The last interface is inventory. This interface will be showed when player want. It is not automatic. There are three types for inventory. First type is item. Player can see the item that they store. They can know how many items that they keep. Second type is clothes. This type will be used for changing the hat, clothes, gloves, boots, etc. Each clothes have effect to ability of character. The last type is skill. Players can adjust their skill in this interface. They can upgrade or learn many skills.

In conclusion, there are three interfaces for our game. First, it is third person view. It is the main interface that use for simple action. Second, it is first person view. It is used for special event. Last, it is inventory. This interface show all item, clothes, and skill that player kept.

\* Figure1.1) First interface, third person view

\* Figure1.2) Second interface, first person view

\* Figure1.3) Third interface, inventory view

*\*\*\*\*\* Pictures will be uploaded later. \*\*\*\*\**