# P6 – story board of UI

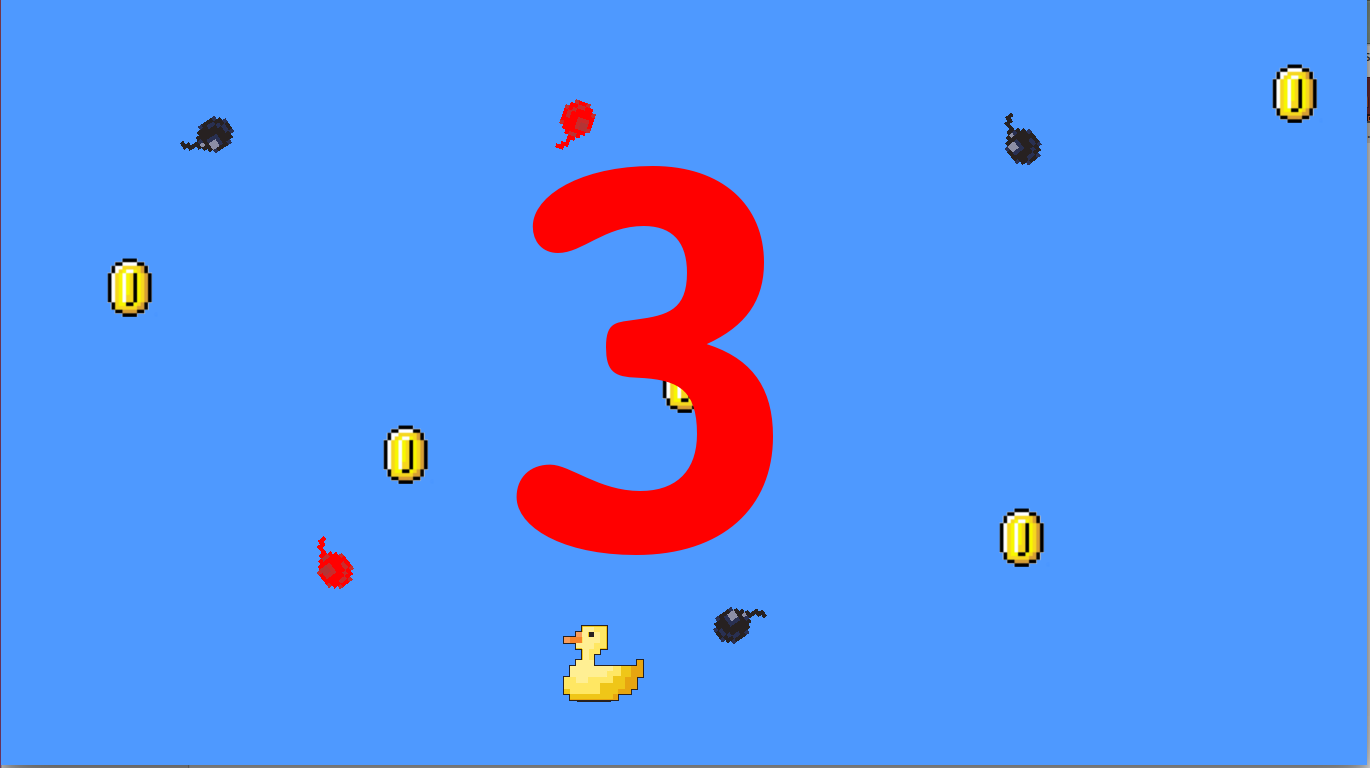
In this section I will be detailing the goals that I want my game to reach. This will include the title page, menu and the games different scenarios.

## Title Page

Above is my title page. I am also going to use it as the menu page for when players pause the game. The background shall be running a simulation of the game. This could either be in the form of a video of someone playing the game or it could be created live giving a more diverse result. The Title and menu pane will not interfere with the game mechanics (the bombs will not bounce off of the Title.

# Game scenarios

## Start-up

When the game begins all objects will be randomly generated. As shown above a countdown from 3 will begin to give the player some time to ready themselves for the beginning of the game. The Duck character will be generated in the centre of the screen but will instantly be placed in-line with the mouse x-coordinate. This Character can then be moved by the mouse. All other sprites will not be able to move until the countdown has finished, then the game will commence.

# Data Dictionary

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| --- | --- | --- | --- |
| Name | Purpose | Data Type | Reasoning |
| frame\_width  frame\_height | Store the width/height of the users screen. | Integer | Is a small enough data type that I am not worried about running the application on a computer with low amounts of RAM, big enough to store the largest/multi screen displays. |
| colour\_depth | Store the amount of colour bits required. | Integer | Small enough to keep RAM usage low, has the best compatibility with library programs without changing to a different data type. |
| frame\_resizeable  frame\_fullscreen | Stores whether the user wants the screen to be resizeable/full screen | Boolean | The answer is only going to be true/false and boolean is the best and smallest way to store this. |
| use\_opengl  use\_hardware | Stores whether the user wants the game to use their graphics card/openGL | Boolean | The answer is only going to be true/false and boolean is the best and smallest way to store this. |
| Background  sprites | Stores the sprite sheet and background going to be used. | Surface | Very good at adjusting the data to be minimal as well as adjustable (i.e. cutting sprites from the sprite sheet). It is also very good at interfacing with SDLdotNET (the graphics library I am using) |
| Video | Store the output to the user, comes from the combination of background, sprites and the physics engine. | Surface | Very good at adjusting the data to be minimal as well as adjustable (i.e. cutting sprites from the sprite sheet). It is also very good at interfacing with SDLdotNET (the graphics library I am using) |