* Purpose of the GUI
* Itemise UI events
* Flow charts illustrating GUI functionality and user interaction
* What tools and programming language will the GUI be built in
* Screenshot / Mock ups of GUI
* Illustrations / examples of animations being used
* OOP (object orientated programming) concepts used in GUI
* API features used in building GUI
* What open-source development tools could be used developing a GUI
* Potential legal issues concerning intellectual property, privacy and data

Design Brief  
You are to design main menu system for a browser-based game that runs both on web and mobile apps.

* The game is a sci-fi action-adventure game about hacker's vs robots.
* The game has a strong colour theme that revolves around ‘seafoam green’ #93E9BE.
* GUI must be usable with a keyboard, mouse and phone screen independently from each other
* The menu system must include the following
  + Start new game and continue game
  + Load, delete and copy save files
  + Adjust sound for in-game, music and master
  + Adjust graphic resolution and gamma levels
  + View credits
  + Quit
  + Player enters character name when starting a new game
  + An email form to contact developers
* Any other features you feel need to implemented feel free to include