

MIDTERM PROJECT MOCKUPS

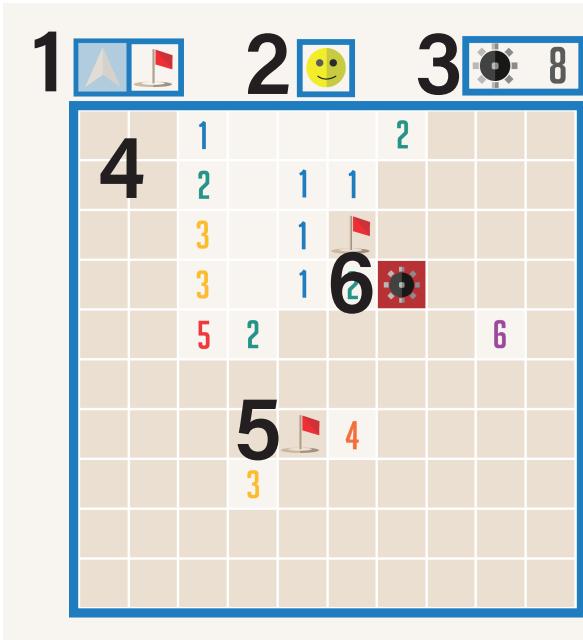
STEPHEN GAGNÉ
40899742

WEB PRODUCTION
MTM6330
SUBMITTED TO ROBERT MCKENNEY
09/26/2018

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1. UI OVERVIEW



LEGEND

1. Toggle Cursor/Flag
2. Win/Loss Icon
3. Number of Mines Remaining
4. Primary Gameplay Area
5. Flag
6. Mine

N.B. The numbers in the cells indicate the total number of mines touched by that cell. This is generated at the start of each game.

RULES FOR GAMEPLAY

Clicking on a blank square reveals what is underneath.

If a player clicks on a mine, the game ends immediately and they are given the option to start a new game.

Tagging a square with a flag prevents the player from clicking on it.

There will be a number of flags equal to the total number of mines provided

2. MOBILE LAYOUTS



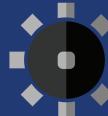
MINESWEeper

START A GAME
CHOOSE A LEVEL

BEGINNER
INTERMEDIATE
EXPERT

MINESWEPER BY STEPHEN GAGNE - 2018

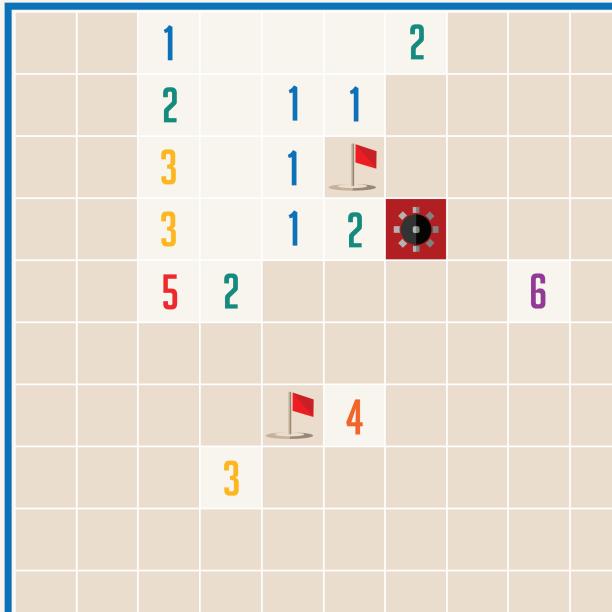
LOADING PAGE



MINESWEeper



8



DIFFICULTY

RESET GAME

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GAMEPLAY



MINESWEeper



8

GAME OVER
NEW GAME?

BEGINNER
INTERMEDIATE
EXPERT



DIFFICULTY

RESET GAME

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GAME OVER

3. DESKTOP - LOADING PAGE



The image shows a desktop application window for Minesweeper. At the top left is a black sunburst icon followed by the word "MINESWEEPER" in white, all-caps, sans-serif font. The main area is a light beige rectangle containing the text "START A GAME" and "CHOOSE A LEVEL". Below this is a vertical stack of four blue rectangular buttons, each with white text: "BEGINNER", "INTERMEDIATE", "EXPERT", and "CUSTOM". At the bottom of the window is a dark blue footer bar with the text "MINESWEEPER BY STEPHEN GAGNE - 2018" in white, all-caps, sans-serif font.

MINESWEEPER

START A GAME
CHOOSE A LEVEL

BEGINNER
INTERMEDIATE
EXPERT
CUSTOM

MINESWEEPER BY STEPHEN GAGNE - 2018

4. DESKTOP - GAMEPLAY

MINESWEEPER

RESET GAME

BEGINNER

INTERMEDIATE

EXPERT

CUSTOM

1			2						
2		1	1						
3		1		1	2				
3		1		2		8			
5	2						6		

MINESWEEPER BY STEPHEN GAGNE - 2018

5. DESKTOP - GAME OVER



MINESWEeper by Stephen Gagne - 2018

6. STYLE ELEMENTS

GRAPHICS

PRIMARY GAMEPLAY



MINE



FLAG

FONT STACK

HEADINGS - PRIMARY FONT

BIG NOODLE TITLING

COLOUR PALETTE

UI



HEX
233B74



HEX
EADDCE



HEX
1072BA



HEX
F7F2EC

GAME OUTCOME ICONS



NEUTRAL



WIN



LOSS

SECONDARY FONT - IF NEEDED

BEVAS NEUE BOOK

NUMBERS



1 HEX
1072BA



2 HEX
078A7E



3 HEX
FDB71E



4 HEX
F26739



5 HEX
EE2D2E



6 HEX
943B96