

UNSW COMP2511 F09B\_ECHO

# Loop Mania

The Low-Fidelity User Interface Design

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## Game Home Page

### User Interface:

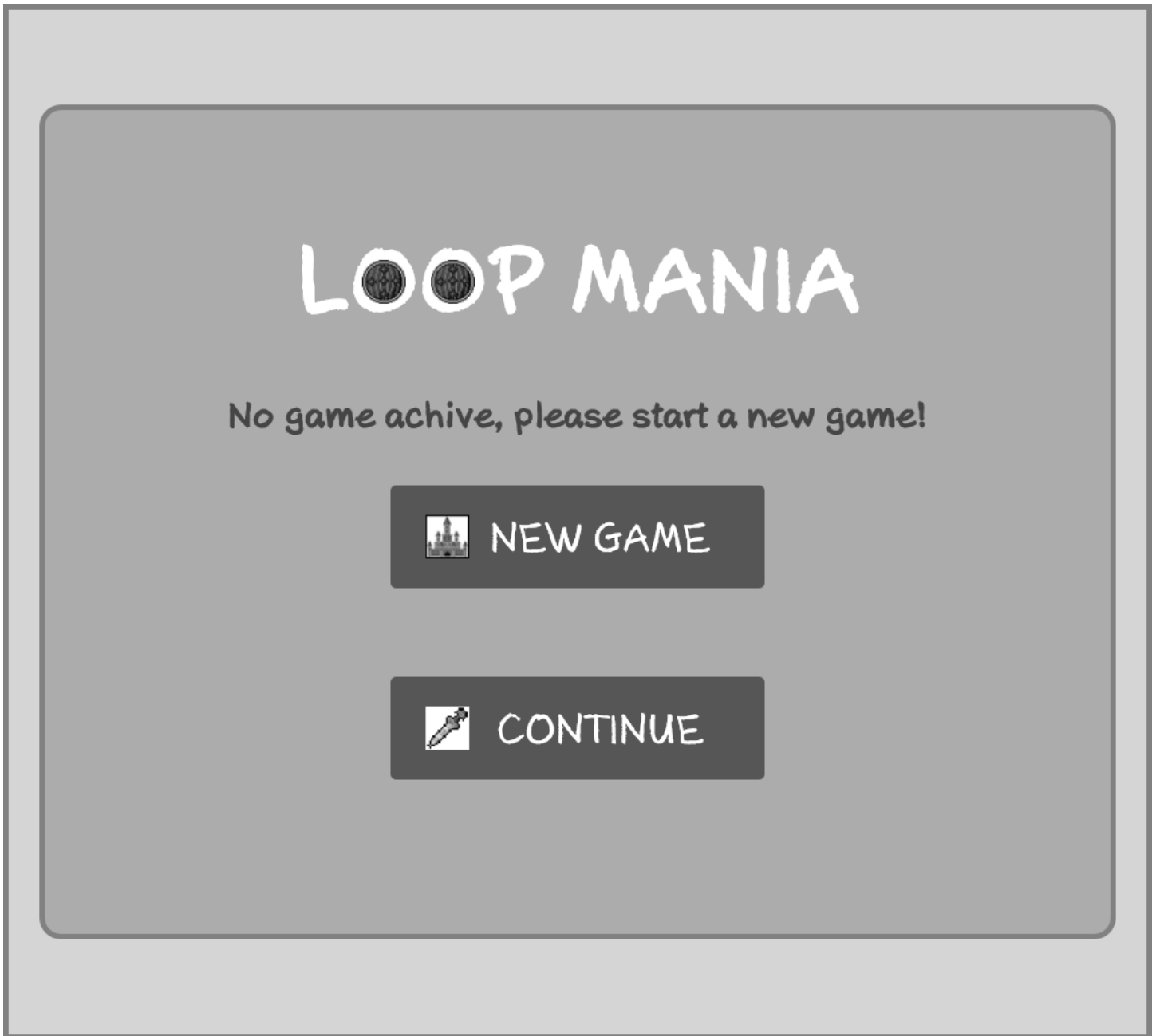


### User Interaction:

- When the user click the "NEW GAME" button, the application will jump to the Game Mode Page.
- When the user click the "CONTINUE" button, the application will load the last battle record.

## Game Home Page - error

### User Interface:

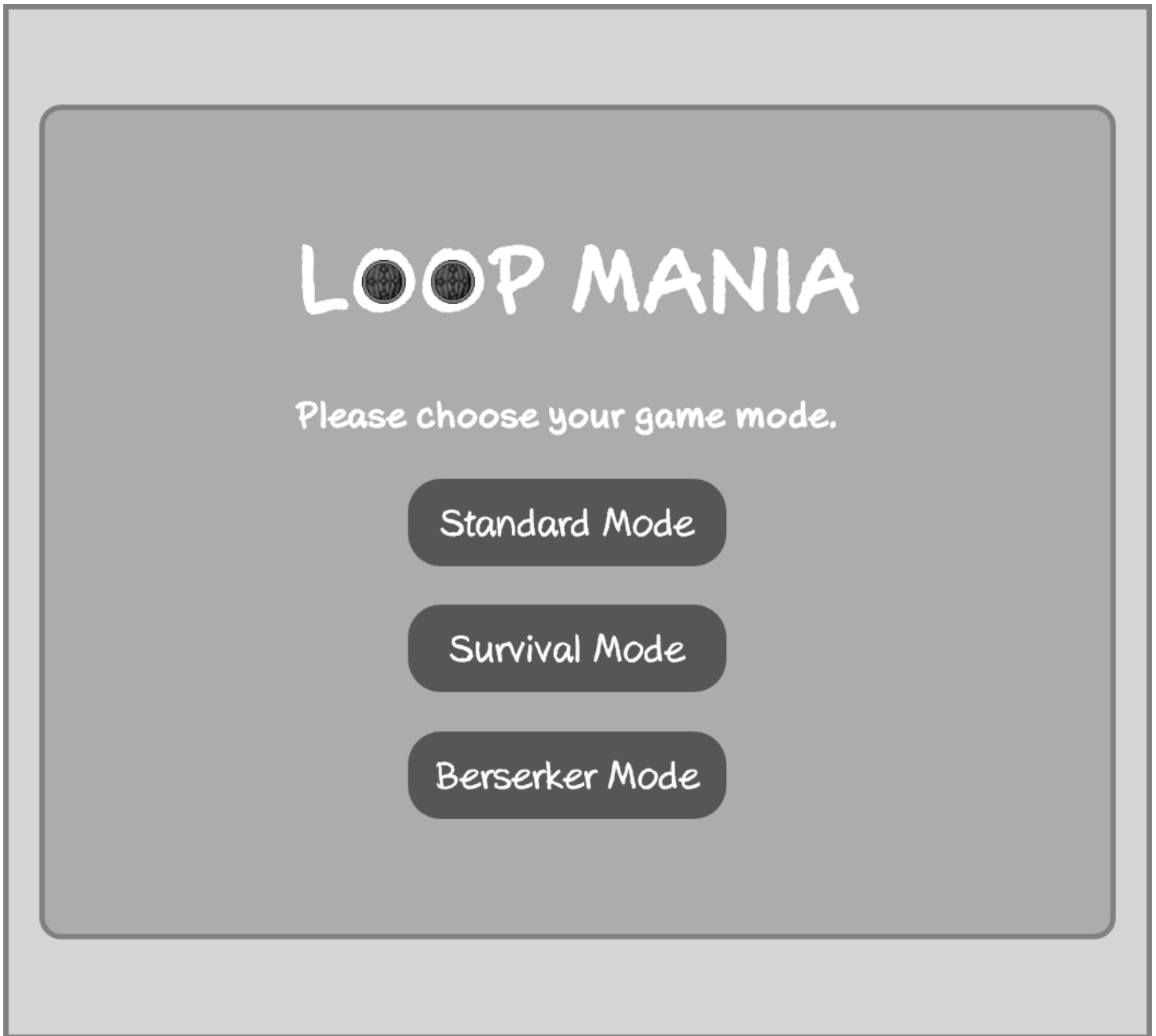


### User Interaction:

- If there is no previous game record, When the user click the "CONTINUE" button, the application will show a notice under the "LOOP MANIA" title.

## Game Mode Page

### User Interface:



### User Interaction:

- When the user click the “NEW GAME” button, the application will jump to the Game Mode Page.
- There are three buttons with a guide sentence, each of them stands for a game mode.
- Click a specific button and the game will start at the particular mode.

# Battle Page

## User Interface:

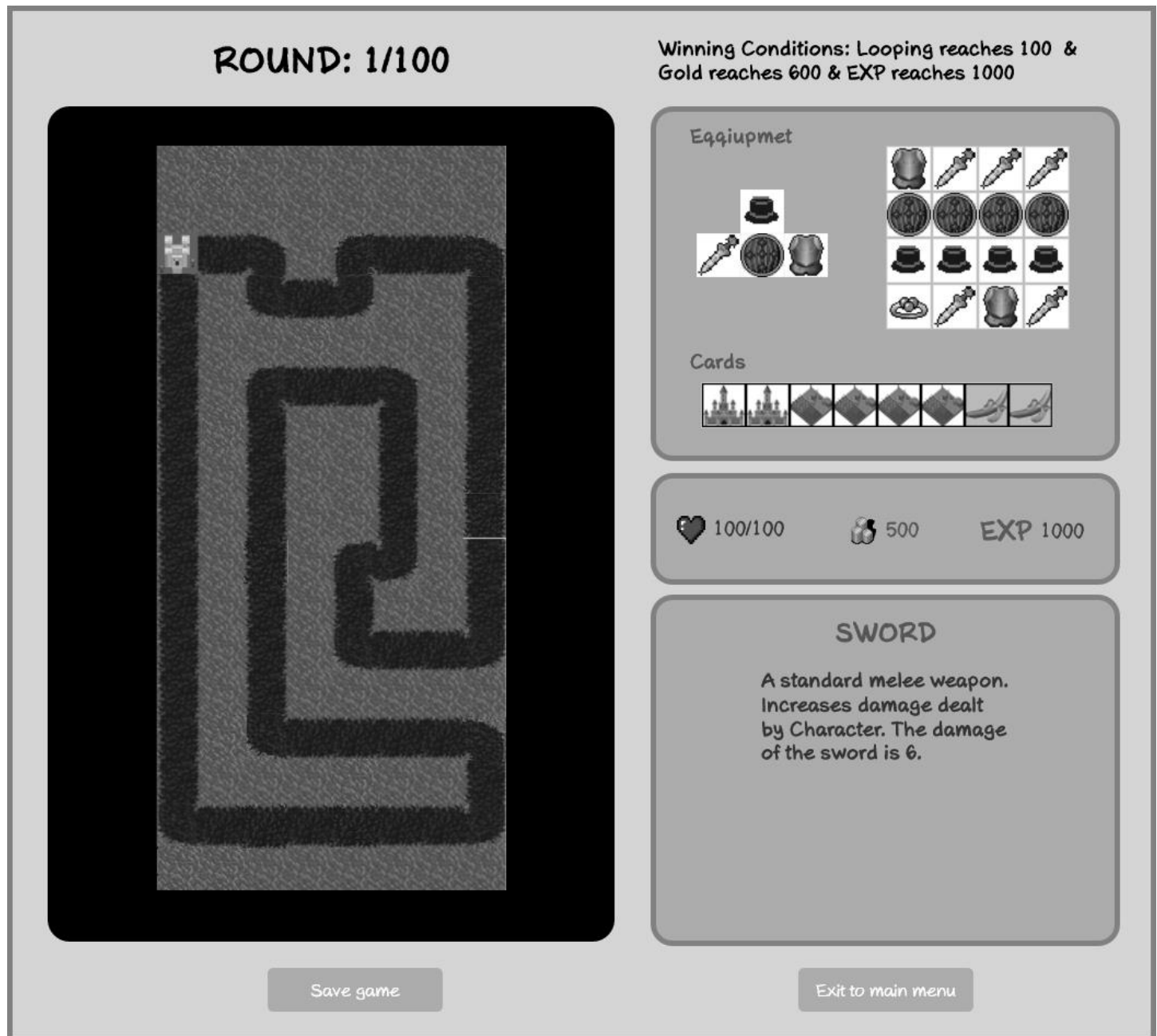


## User Interaction:

- There is a map interface on the left side, provide the information of the loop battle in real time.
- There are three panels on the right side, the top panel contains the equipped inventory, the unequipped inventory and a card pool; the middle one includes the value of HP, gold and EXP; the bottom panel named "STATS" provides statistics of the current damage, defence value, and number of allies(with allied soldier icons).
- There is a "Winning Condition" at the right top of the interface, informing the player that they have to achieve one or more particular goals to get a victory. The conditions are described in one sentence.
- There are two button at the bottom of the interface, "Save game" stands for save the current battle during the game, and "Exit to the main menu" refers to auto save the game and back to the main menu.
- When press the Spacebar on the keyboard, the battle will be stopped, and a "Pause" with a light icon will appear at the bottom middle of the battle page. When the user press the Spacebar again, the game will continue.

# Equipment Information Interface

## User Interface:

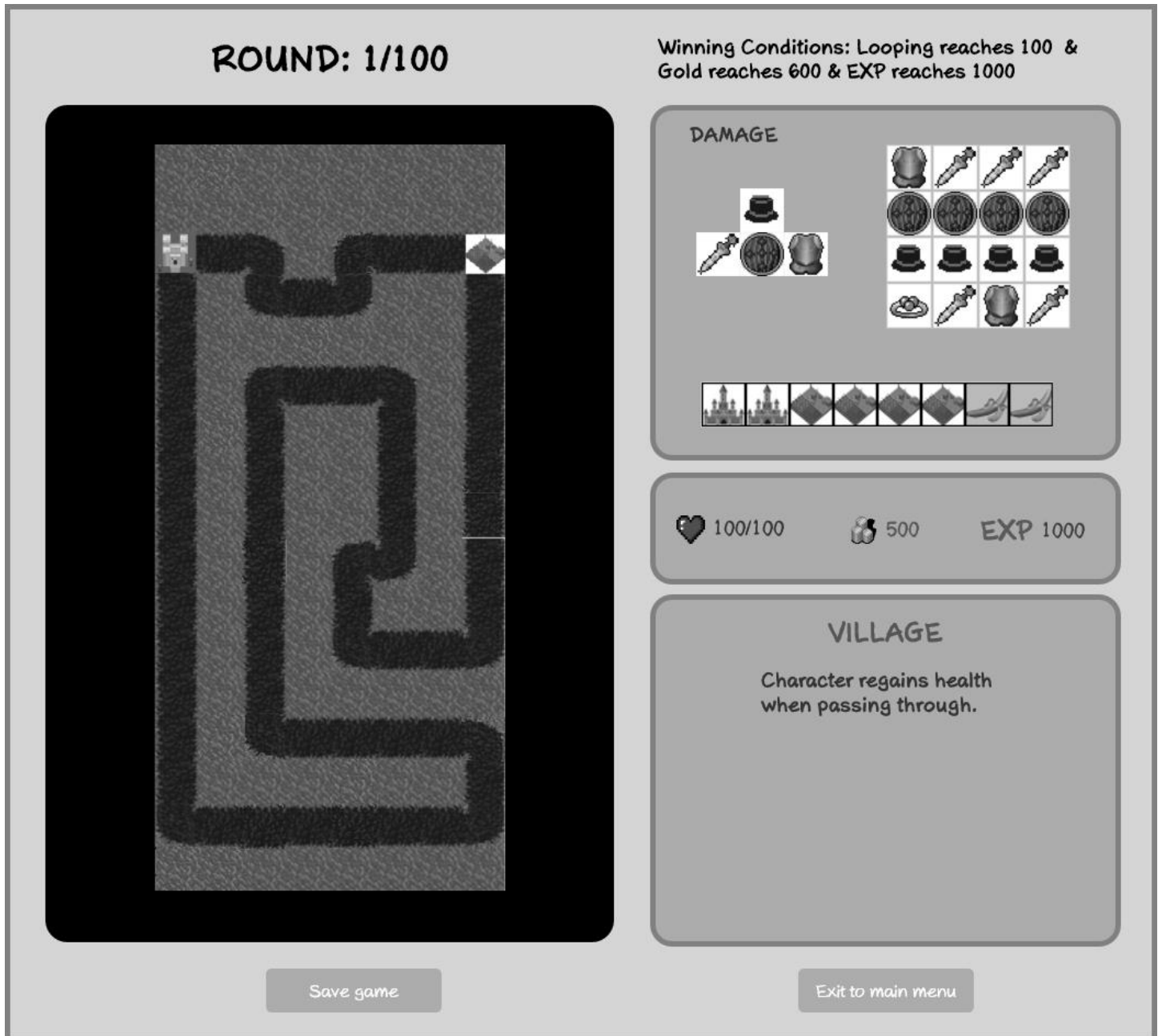


## User Interaction:

- When the cursor is hovering over the slot of the equipment, the relevant description of the equipment will be displayed at the left bottom, just the place that “STATS” panel was displayed.
- The panel will change back to the “STATS” panel after move the cursor off the slots.

# Card Information Interface

## User Interface:



## User Interaction:

- When the cursor is hovering over the a single card, the relevant description of the card will be displayed at the left bottom, just the place that “STATS” panel was displayed.
- The panel will change back to the “STATS” panel after move the cursor off the slots.



# Battle Victory Interface

## User Interface:



## User Interaction:

- When the character encounters enemies, they will start a fight. There is no battle animation, but a result will be provided. The battle result for character is either Defeat or Victory.
- If the character receives a victory, a pop-up window will show up and provide battle details in one sentence, a "VICTORY" will also displayed at the top middle of the interface. Players can continue game by clicking the "Continue" button; If the character is defeated, the application will lead players to the Defeat Page.

## Store Buying Interface

### User Interface:



### User Interaction:

- When the character arrives at the Hero's Castle, a Shop Page will appear as a pop-up window. Users are informed that they can buy / sell by clicking the image of these items. There is a relatively simple page that allow the character to buy items, displaying the items with a clear price.
- There are two buttons at the bottom, "To Sell" button lead users to the Store Selling Page, and click the "Close" button can close the shop page therefore the character can continue looping.

## Store Selling Page

### User Interface:

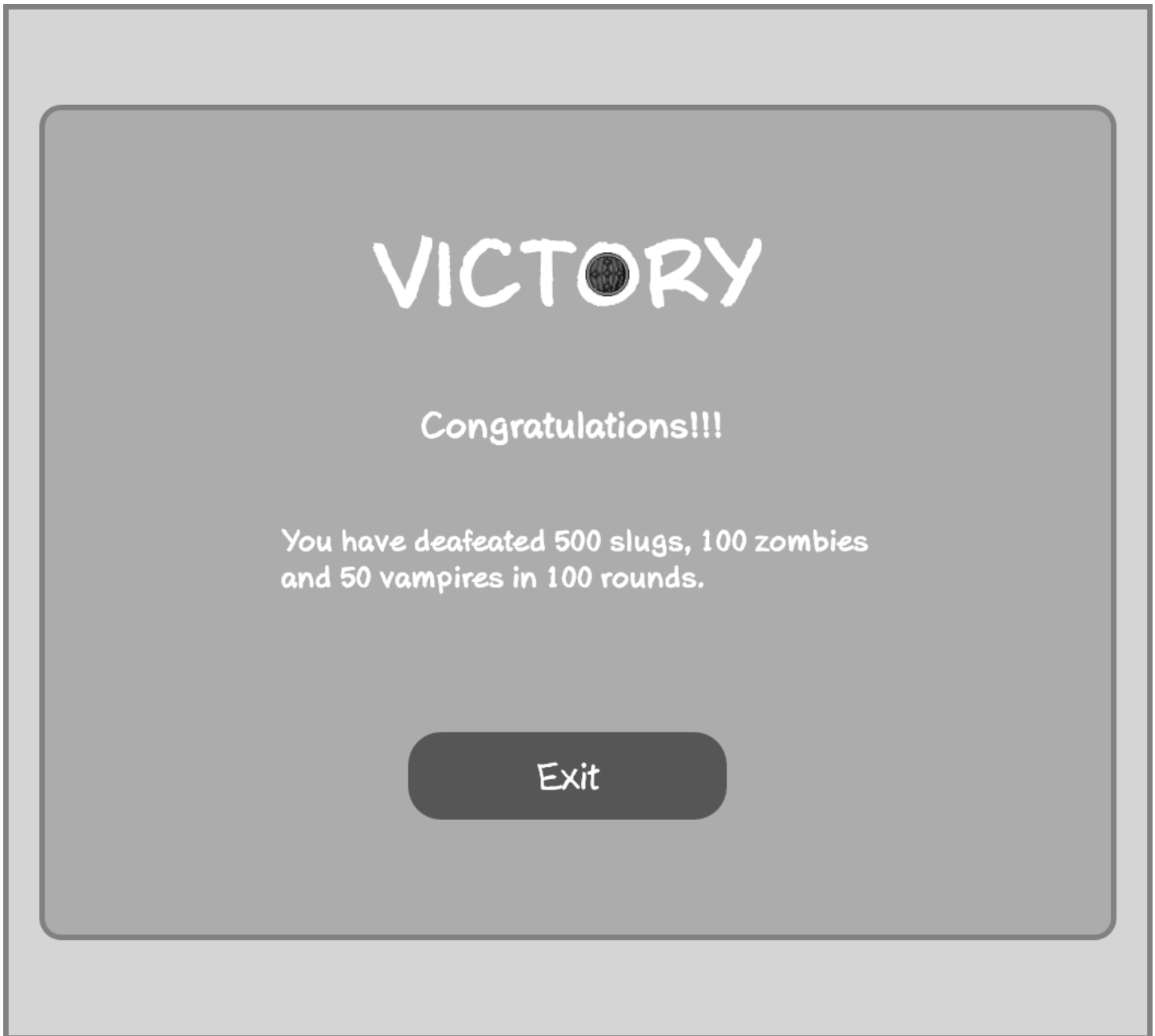


### User Interaction:

- When the character arrives at the Hero's Castle, a Shop Page will appear as a pop-up window. Users are informed that they can buy / sell by clicking the image of these items. There is a relatively simple page that allow the character to sell the items they have in the inventories form.
- There are two buttons at the bottom, "To Buy" button lead users to the Store Buying Page, and click the "Close" button can close the shop page therefore the character can continue looping.

## Victory Page

### User Interface:

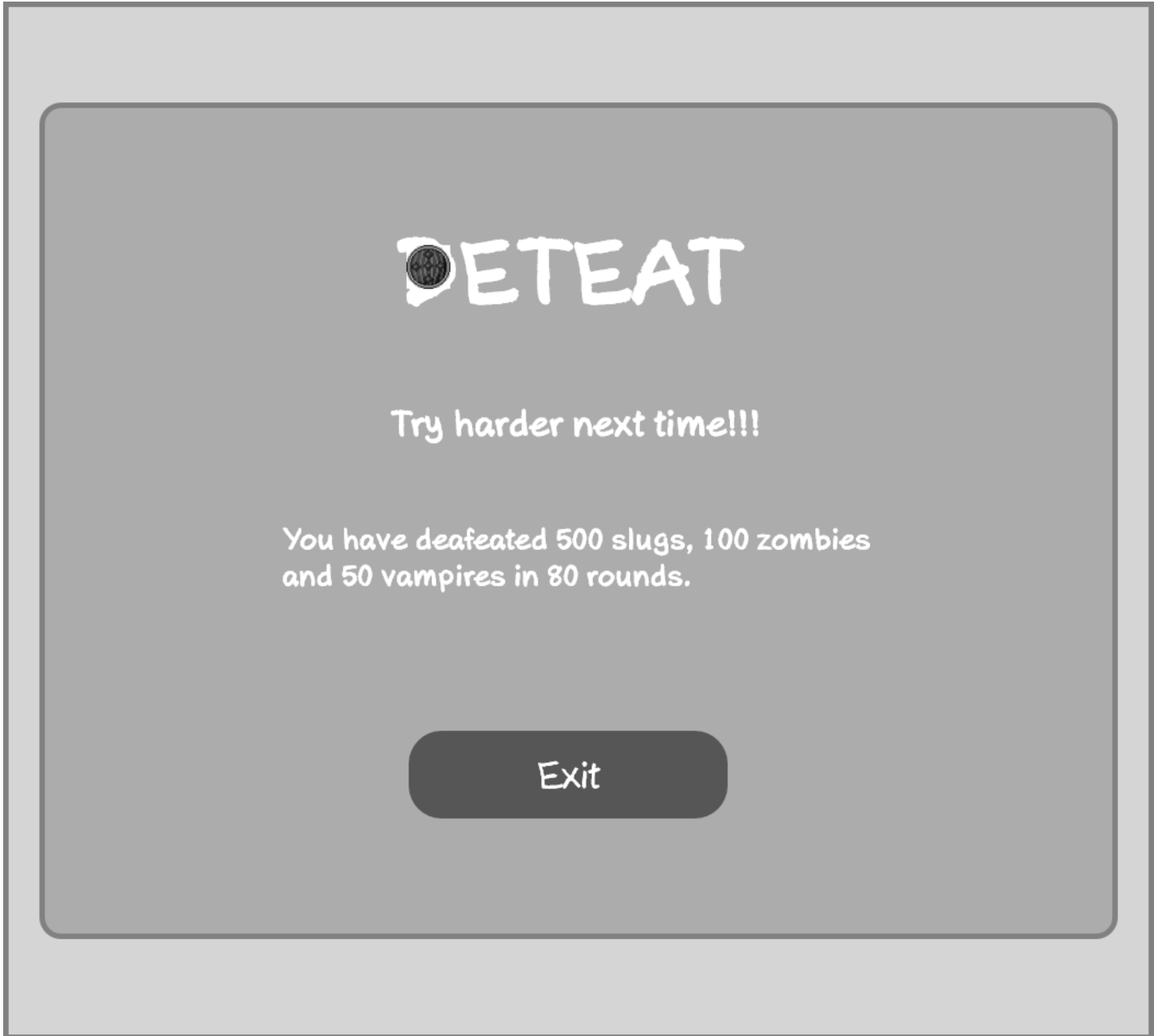


### User Interaction:

- When the character eventually wins a game, user will exit the game immediately, and a Victory Page will show up.
- The Victory Page include a “VICTORY” status, a piece of interactive words, a sentence contain the record statistics(how many enemies have you defeated), and an “Exit” which lead users back to the Home Page.

## Defeat Page

### User Interface:



### User Interaction:

- When the character eventually wins a game, user will exit the game immediately, and a Victory Page will show up.
- The Victory Page include a “VICTORY” status, a piece of interactive words, a sentence contain the record statistics(how many enemies have you defeated), and an “Exit” which lead users back to the Home Page.