

Create a 1024x768px low-fidelity wireframe of a character equip screen for a PC game with the following elements:

- 8 equipment slots (head, chest, arms, legs, item 1, item 2, main weapon, secondary weapon)
- A representation of the character's 5 stats (damage, accuracy, evasion, defense, health)
- A place for the character's passive skill description (200 character limit)
- A way to see what other menu screens the player can access (skill tree, inventory, quests, map)
- A settings button
- An exit button
- Some kind of character representation
- Character name
- Character level
- Current Xp total and how much they need to level

The equipment could be anything from guns to swords to super powers; whatever you'd like them to be. Use whatever program you feel most comfortable in using though we recommend using Flash. Please make up your own text for titles but any description text you need can be filled with dummy text. It is recommended that you do your mock-up entirely in greyscale, however if you feel comfortable using color you may use color as it applies to the functionality of the UX, not for aesthetic reasons.

This is a good resource for dummy text: <http://www.blindtextgenerator.com/lorem-ipsum>

Your 1024x768px png submission should be submitted to Moodle by the end of the lab period. If for some reason, you cannot finish by the end of lab, submissions can still be made for up to 3 hours after the end of lab before submissions are locked.