Feature doc: UI

# Executive Summary –

## Goals:

* + The UI has to display vital information to enable the player to make quick decisions.

## High Level Summary:

* + The player has to be shown his different stats, like health, armor, and ammo.
  + The player has to see a reticule displaying where he is aiming and which weapon he is aiming with
  + Each stats displayed needs to be displayed in a way that attracts the player’s view if necessary, and with a different color scheme so that they are instantly recognizable and understandable.

# Feature breakdown –

## Controls:

* + The player does not control the UI, but some actions of the player indirectly influence the UI (like changing weapons, which changes the aiming reticle, or picking up ammo which increases the ammo count).

## Mechanics:

* + The health and armor is represented by a progressive bar.
  + Each ammo type is represented by exact numbers.

## Visuals:

* + Each stats has a different color, which is:
    - Health = green
    - Armor = grey
    - Crystal ammo = Cyan
    - Lava ammo = Red

## Sound Effects:

* + None

## Challenge & Connections:

* + Display each values correctly

## Backstory:

## None ?

Flags: