# Screen Mockups

All the screen mocks up are done in **1334 x 750 resolution** at **a 16:9 aspect ratio**. Our game will also be locked in the **landscape view**. Any art or colors used is purely for concept representation and not an indication thematic direction.

## Opening Screen

This screen will be the screen that players will land on **after** their first game launch. On the first game launch players could be put straight into the game.

**[2]**

**[1]**

**[3]**

[1] Game Title

* The game title will be displayed at the top of the screen.
* When the main game loads in the title could fade out the camera pan in past it.

[2] Background

* The background will be a zoomed-out view of our player’s world. Once the player starts playing it could pan in and make objects interactable.

[3] Enter Button

* This could be animated indicating the player should press here at which point the game will start.
* The could be optional, instead on the game load the title screen will pop up then it will automatically be removed.

## Overworld Screens

The overworld is the metagame progression of our game. The overworld will contain an upgradable environment for the player to interact with.

### Default Overworld Screen

This screen will be the default view on the world when nothing is selected.

### Default Overworld Screen

## Factory Screens

The factory view contains core gameplay of our game. This will be where the player builds and improves their production lines.

# Player Flow

**Entry Point**

**Default Overworld Screen**

**Opening Screen**