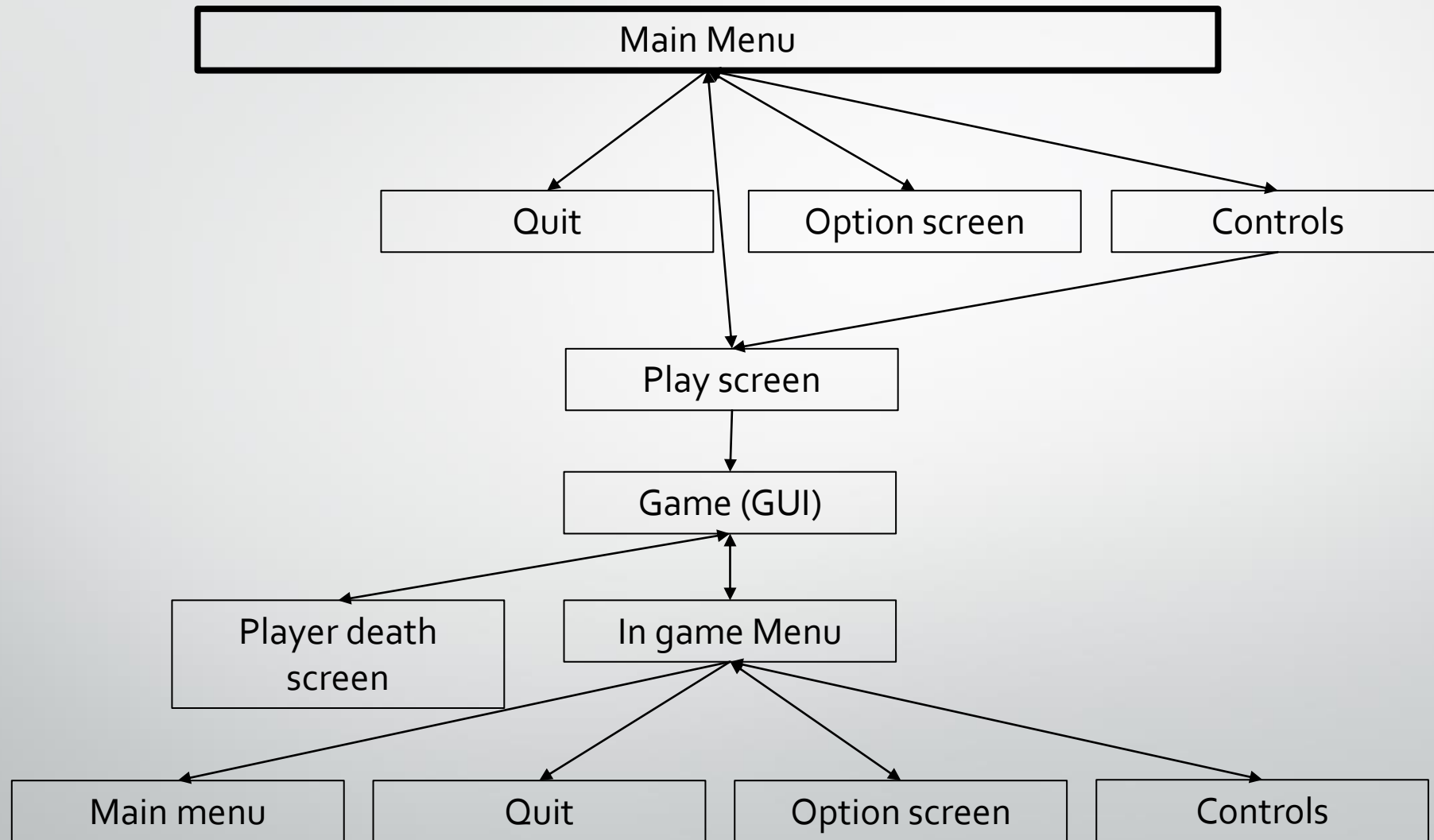# UI Lo-Fi Prototypes

Screen Links

Main Menu 1

Game name: Not interactable

Background image of in game level : Not interactable

Play button : clickable

Hover effect change colour
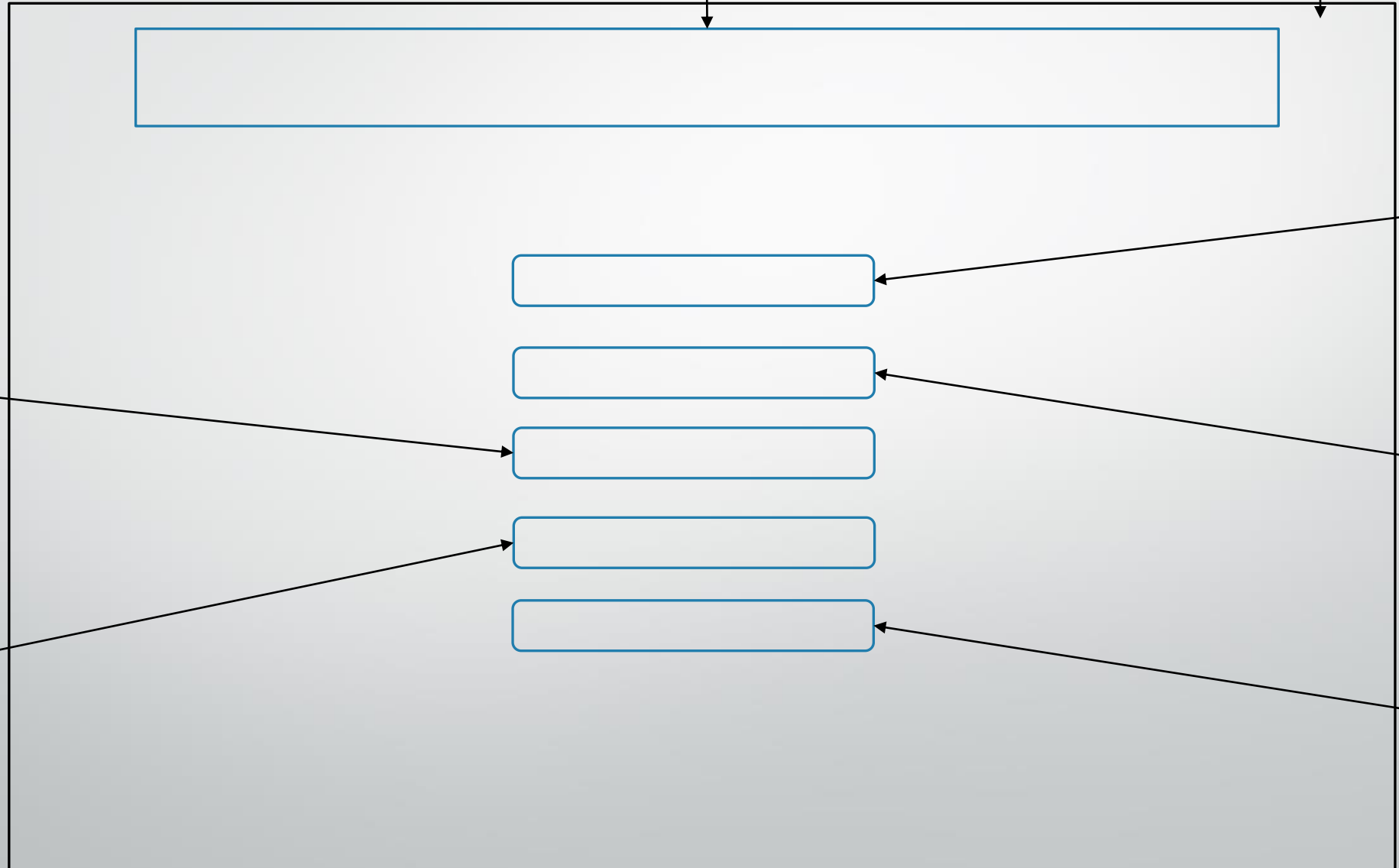
Control button: clickable

Hover effect change colour

Option button : clickable
Hover effect change colour

Quit button : clickable

Hover effect change colour

Load saved game : clickable
Hover effect change colour

Main Menu 2

Game name : Not interactable

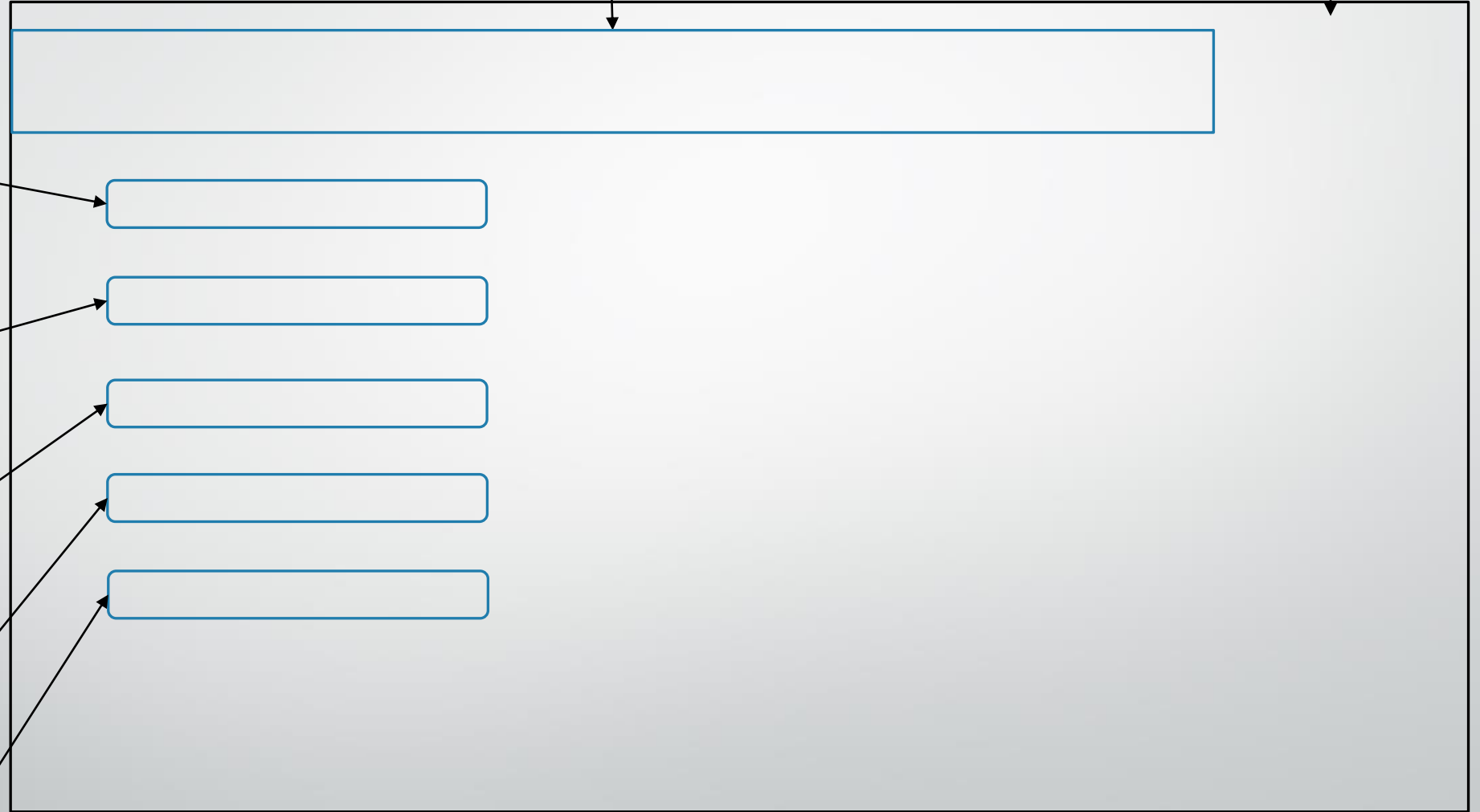Background – images from game : Not interactable

Play button : clickable hover effect grown in size

Option button : clickable hover effect grown in size

Control button : clickable hover effect grown in size

Quit button. : clickable hover effect grown in size

Load saved game : clickable. hover effect grown in size
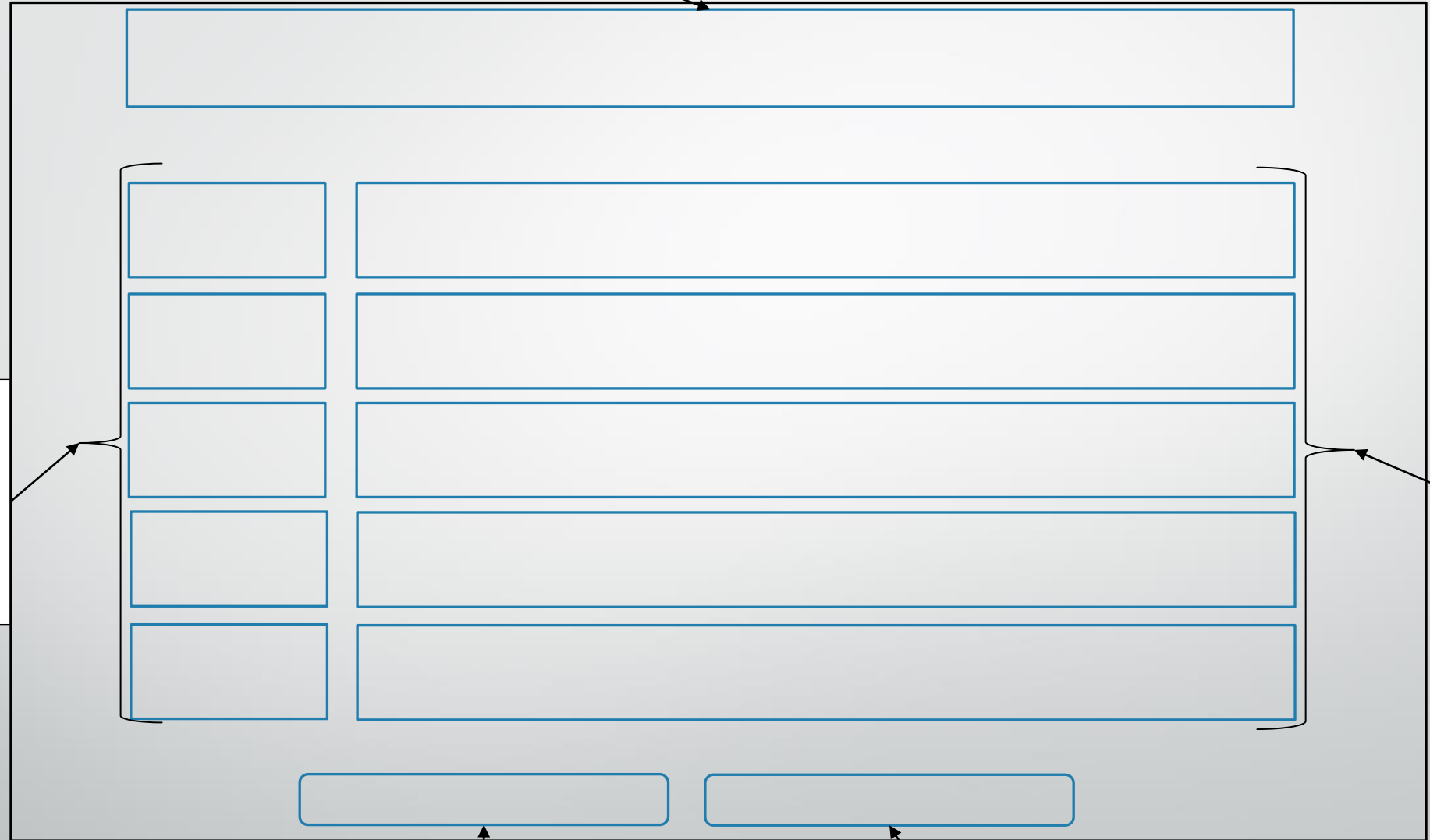
Control screen 1

Controls text : Not interactable

Image of key/button related to control. : Not interactable

Game controls : Not interactable

Play button. : clickable
Hover effect change colour

Return button. : clickable
Hover effect change colour

Play screen 1

Level selection text :
Not interactable

Level 3
selection :
clickable

Hover
effect
boarder
around
option
apereas

Level 1
selection :
clickable

Hover
effect
boarder
around
option
apereas

Level 4
selection
:
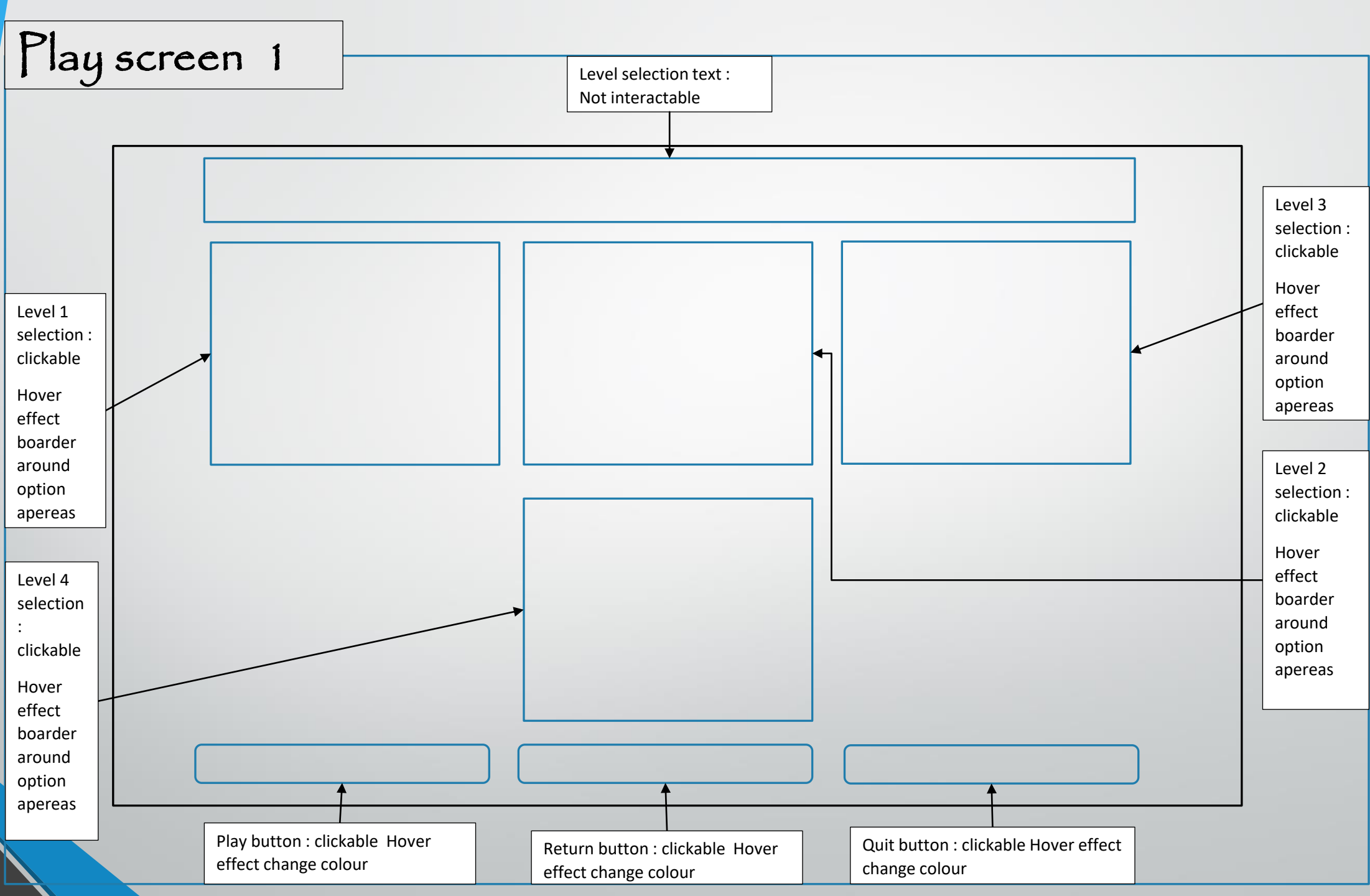clickable

Hover
effect
boarder
around
option
apereas

Level 2
selection :
clickable

Hover
effect
boarder
around
option
apereas

Play button : clickable Hover
effect change colour

Return button : clickable Hover
effect change colour

Quit button : clickable Hover effect
change colour

Play screen 2

Level selection text : Not interactable

Level 2 selection : clickable

Hover effect boarder around option apereas

Level 1 selection : clickable

Hover effect boarder around option apereas

Quit button. : clickable Hover effect change colour

Play button. : clickable Hover effect change colour

Return button. : clickable Hover effect change colour

Level 3 selection : clickable   Hover effect boarder around option apereas

Level 4 selection : clickable   Hover effect boarder around option apereas
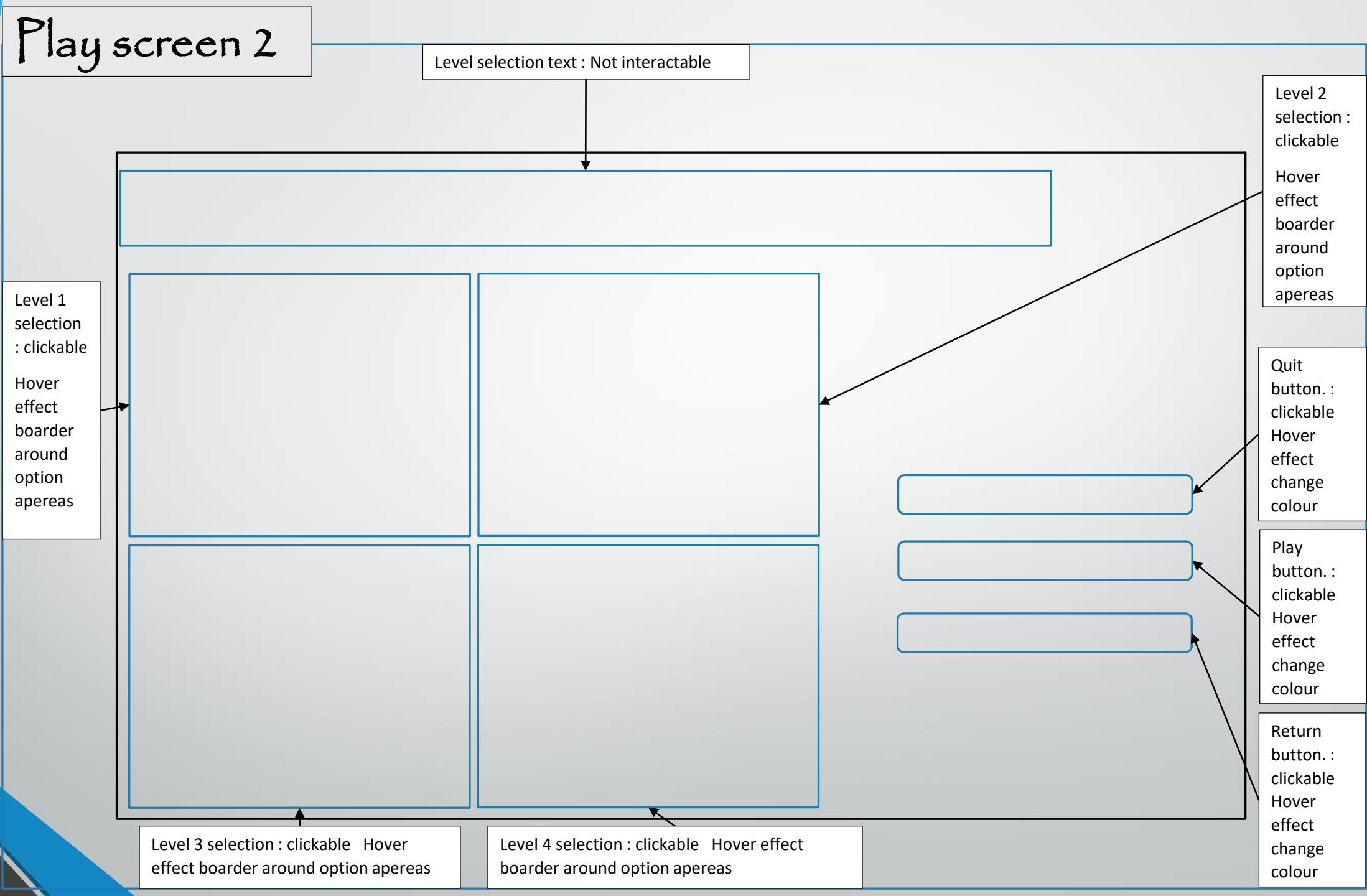
User interface 1

Player health : Not interactable . Value decreasing right to left can't go below 0

Player Avatar Image

Player Stamin / secondary resource Value decreasing right to left can't go below 0

Weapon / ability image and key to select it

Not interactable

Update when acquiring new skill

Current objective / map : clickable Updates every frame

Ammunition info counter can increase or decrees can't go below 0

Active weapon icon can change
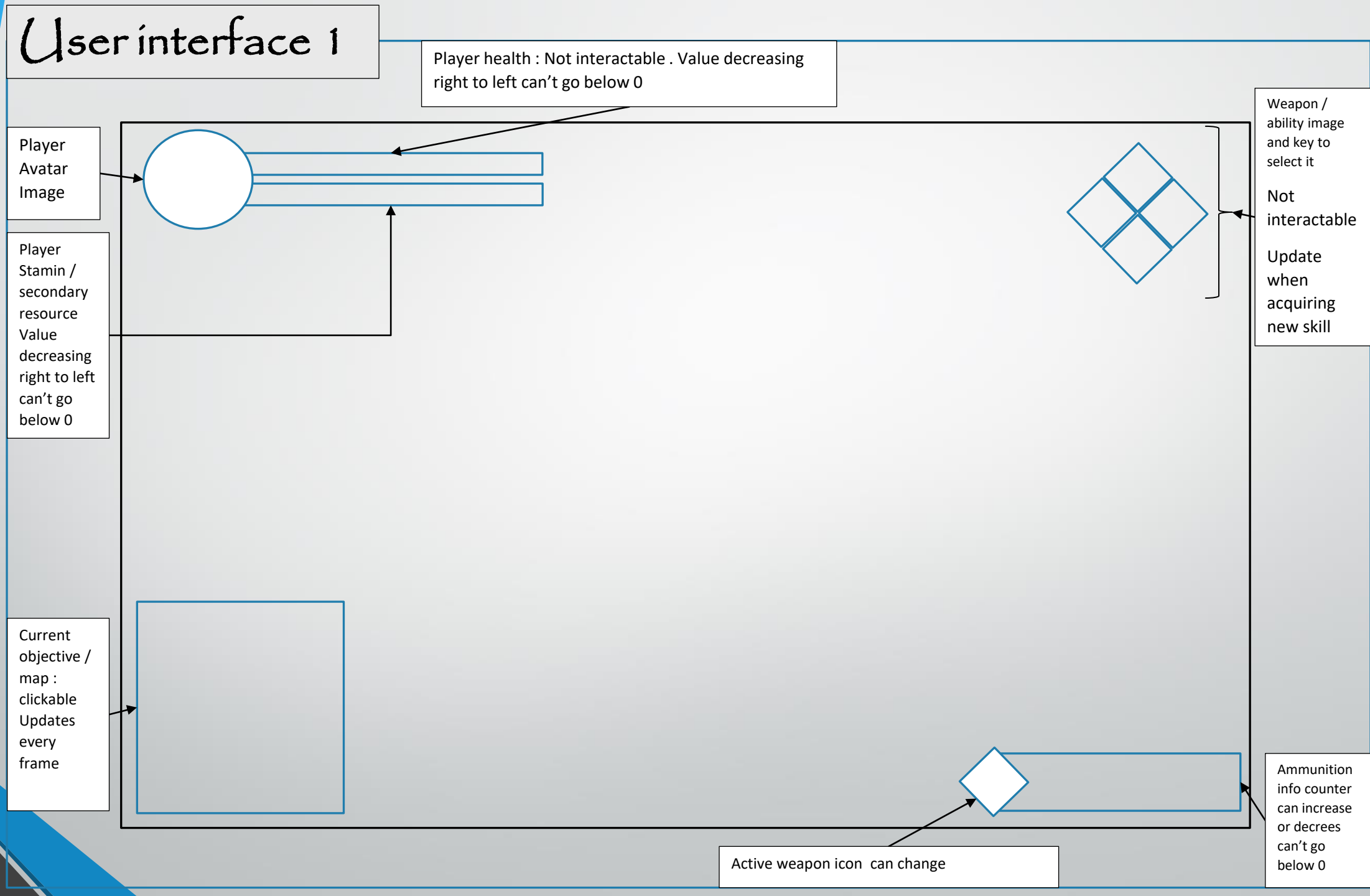
User interface 2

Current objective / map : clickable Updates every frame

Player Stamin / secondary resource : Not interactable Value decreasing right to left can't go below 0
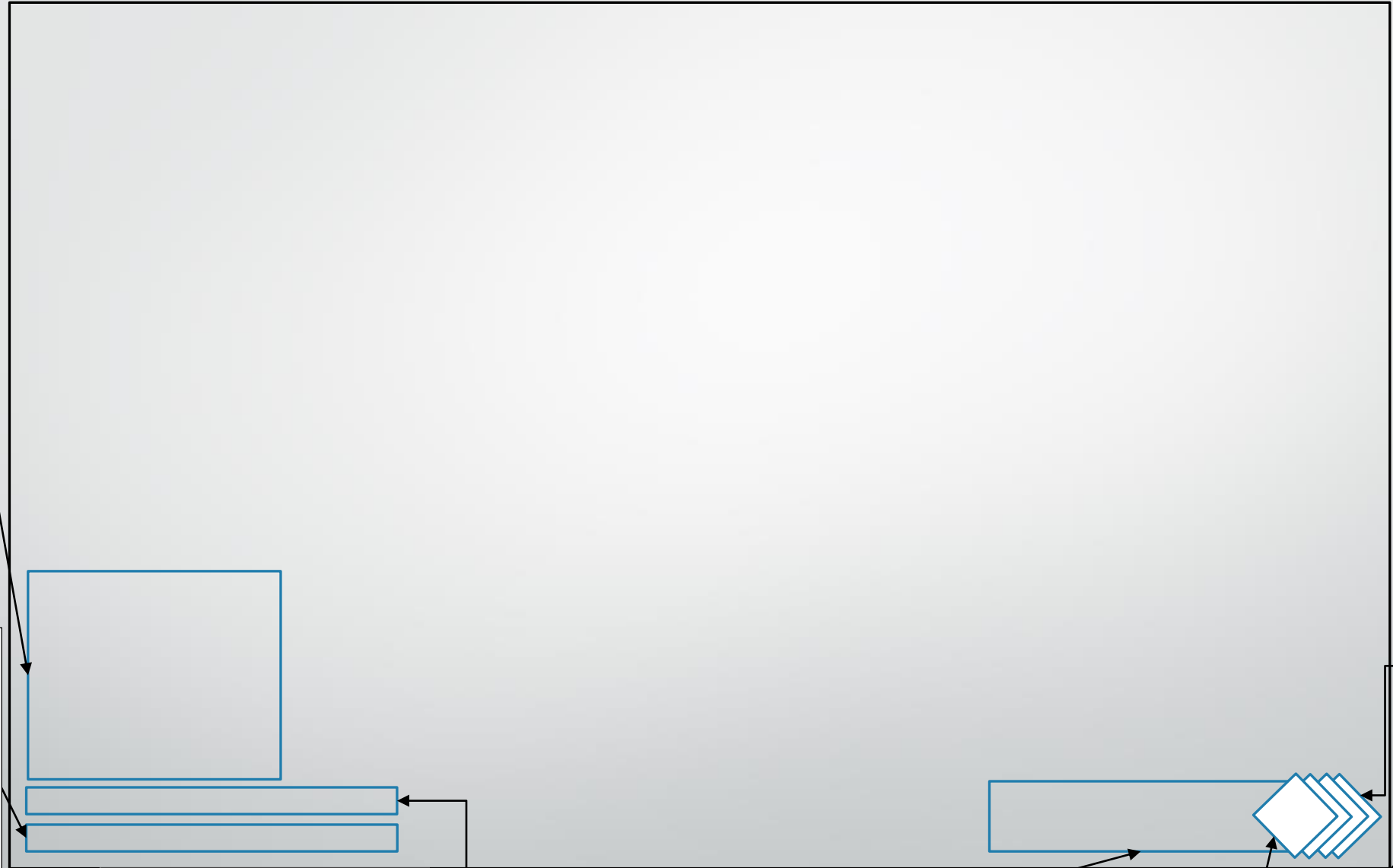
Player health : Not interactable Value decreasing right to left can't go below 0

Ammunition info counter can increase or decrees can't go below 0

Active weapon icon

Inactive weapon icons

Icons shuffle around depending on one in use

User interface 3

Ammunition info counter can increase or decrees can't go below 0

Active weapon icon . Image changes

Player Stamin / secondary resource : Not interactable Value decreasing right to left can't go below 0

Current objective / map : clickable

Updates every frame

Player health : Not interactable Value decreasing right to left can't go below 0

Option screen 1

Setting/ Option text : Not interactable

Return to menu option : clickable Hover effect change colour

Graphics options : Not interactable

Control options : Not interactable

Sound options : Not interactable

Sliders tick boxes for any options

Sliders tick boxes for any options

Sliders tick boxes for any options
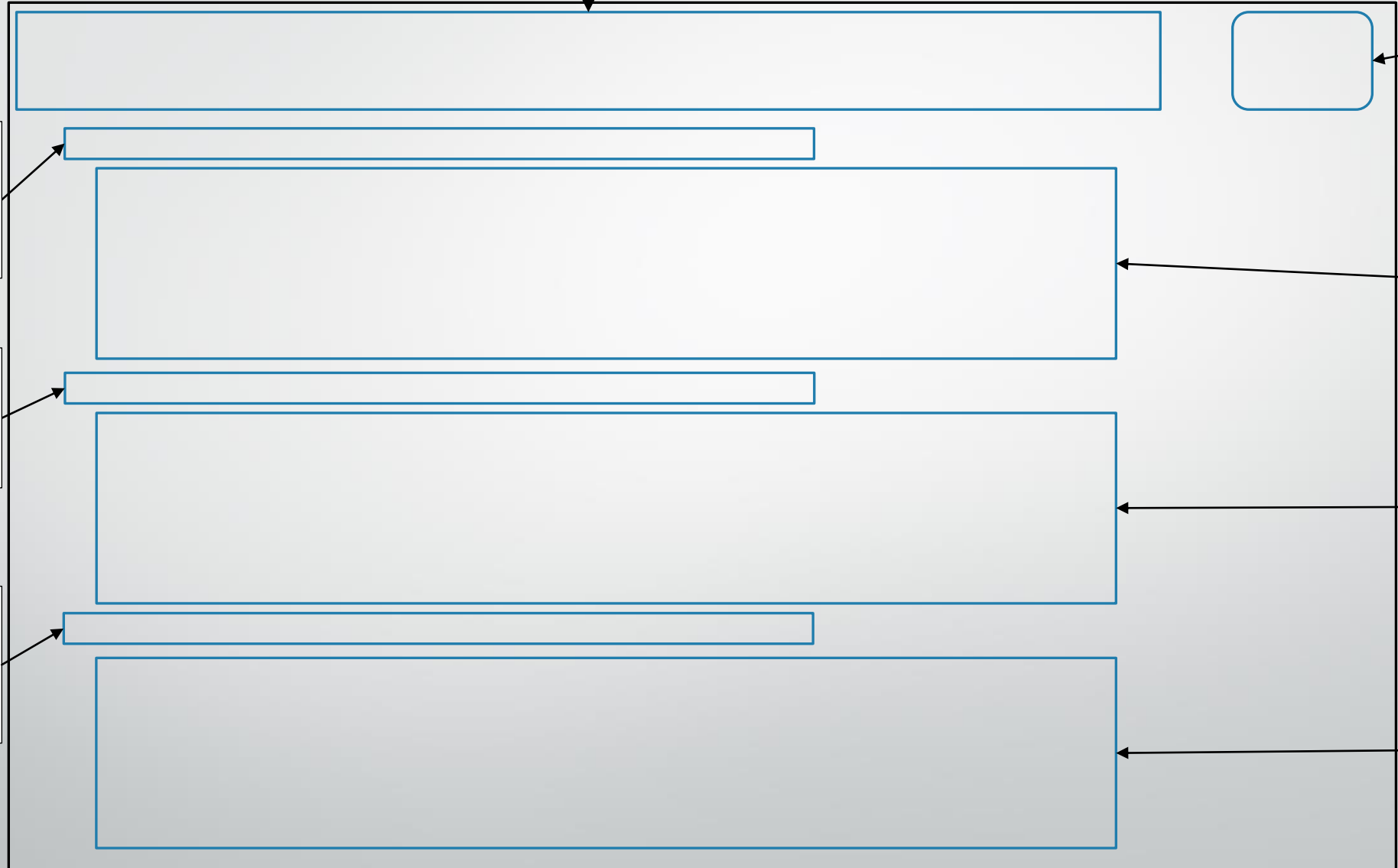
In game menu 1
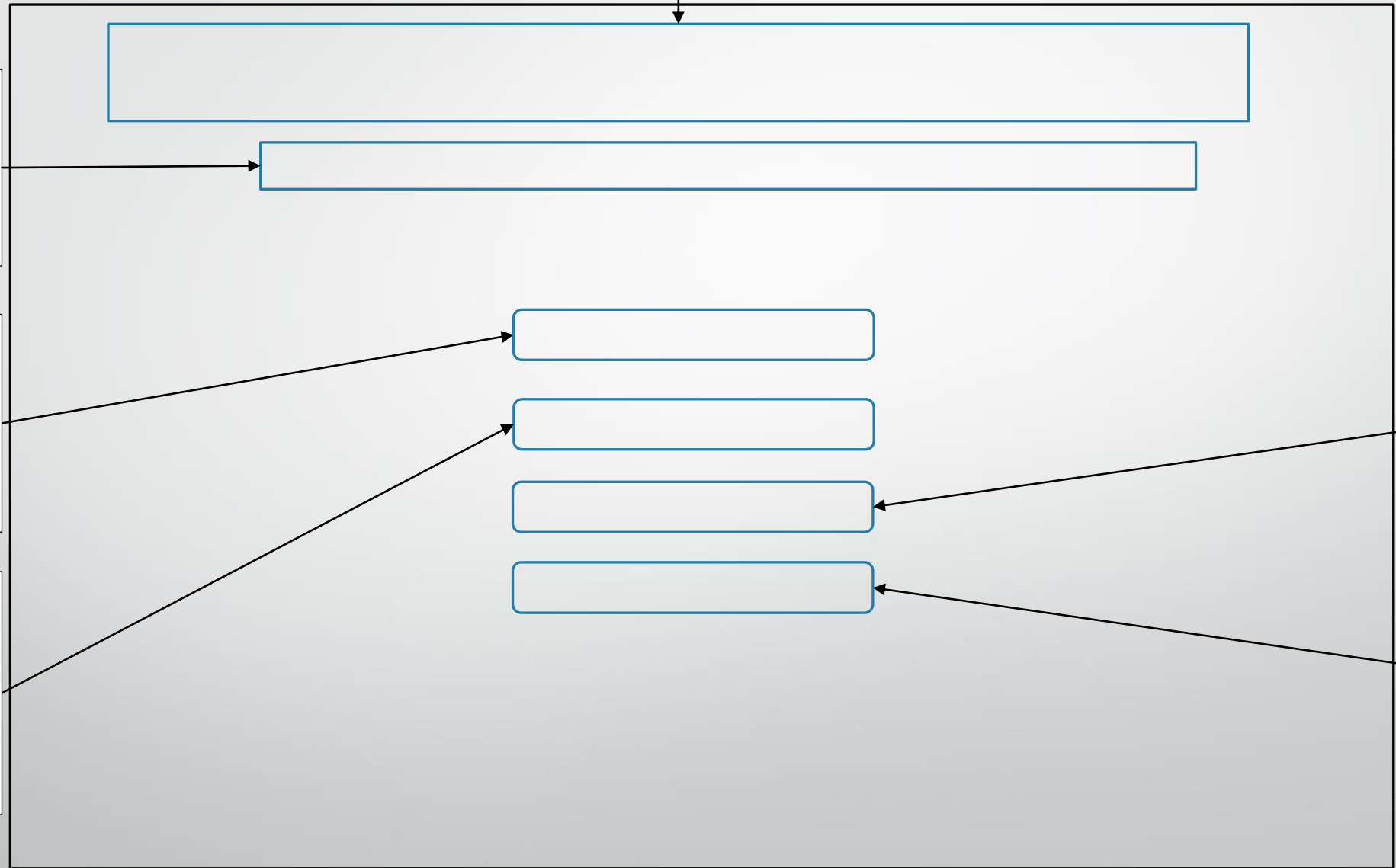
Menu : Not interactable

Game paused test: Not interactable

Return to game : clickable Hover effect change colour

Save game: clickable Hover effect change colour

Save and quit : clickable Hover effect change colour

quit : clickable Hover effect change colour

In game Menu 2
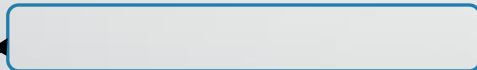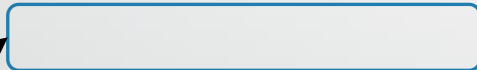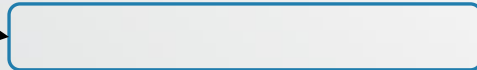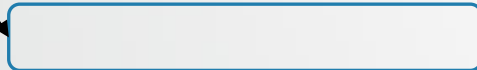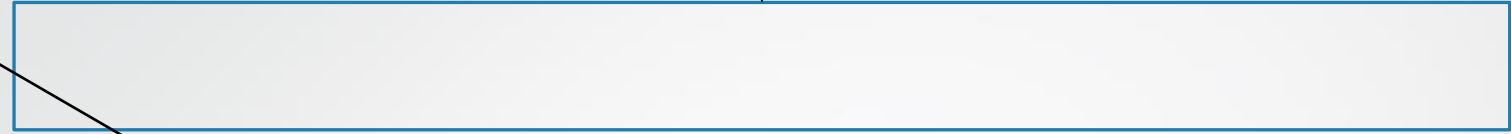
Menu : Not interactable

Game paused test: Not interactable

Return to game. : clickable Hover effect change colour and size

Save game: clickable Hover effect change colour and size

Save and quit : clickable Hover effect change colour and size

quit : clickable Hover effect change colour and size

Death screen

Game over / you have died : Not interactable

Player avatar image : Not interactable

Quit button : clickable Hover effect change colour and size

Reload from last check point button : clickable Hover effect change colour and size