

ALIEN GAME GUI DOCUMENTATION

Welcome to the Alien Game GUI documentation. This document defines the Alien Game GUI interface design and includes some GUI tests.

Here is the first view during first run of the application.

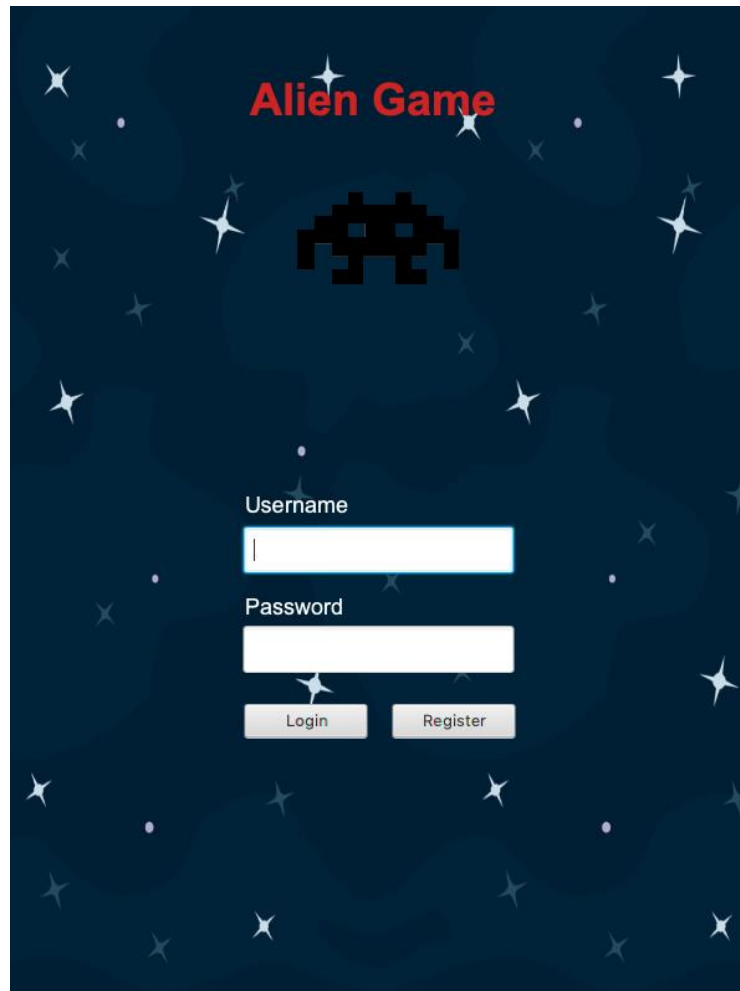
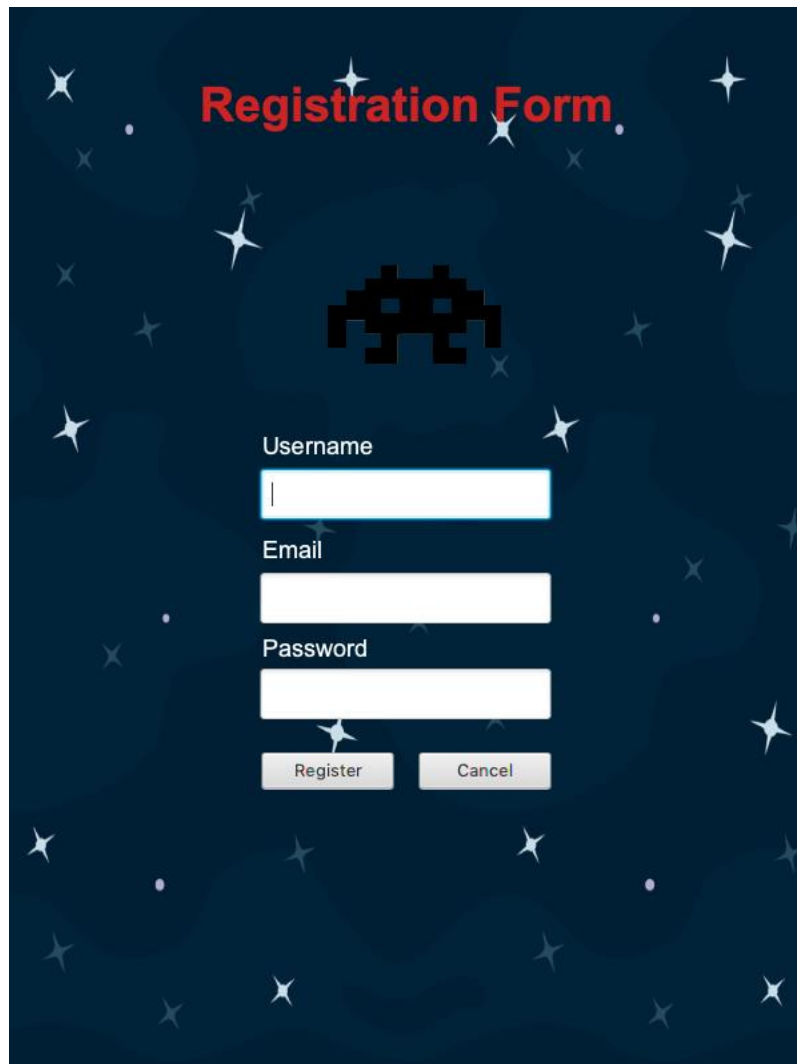


Figure 1: Log in Page

Log in page should be loaded onto the background of Alien Game in the first run. There are two input blanks in this scene. First input takes username of the user and second takes the password of the user. Both are string type. In case of not matching information, application returns 'No Player Found!' to the user. After an user who has an account already filled the account information, s/he should see the main menu on the screen.

If an user does not have an account, s/he should register himself by clicking 'Register' button.

The image shows a registration form titled "Registration Form" in red text at the top. The background is a dark blue space-themed pattern with white stars and a pixelated alien spaceship in the center. Below the title, there are three input fields labeled "Username", "Email", and "Password". At the bottom, there are two buttons: "Register" and "Cancel".

Registration Form

Username

Email

Password

Figure 2: Registration Page

The user should see the register page after clicking the 'Register' button. This scene has three blanks to get inputs which are 'Username', 'Email' and 'Password'. User is responsible for those inputs. 'Username' has no restriction. However, 'Password' should contain five characters at least and 'Email' should contain only one '@' character. After filling those inputs, user should be able to register by clicking 'Register' button and registration is completed. If s/he wants go back, 'Cancel' button redirects him to the log in page. For the new registered user, s/he should log in the application from log in page.

Now, user should see the main menu scene.

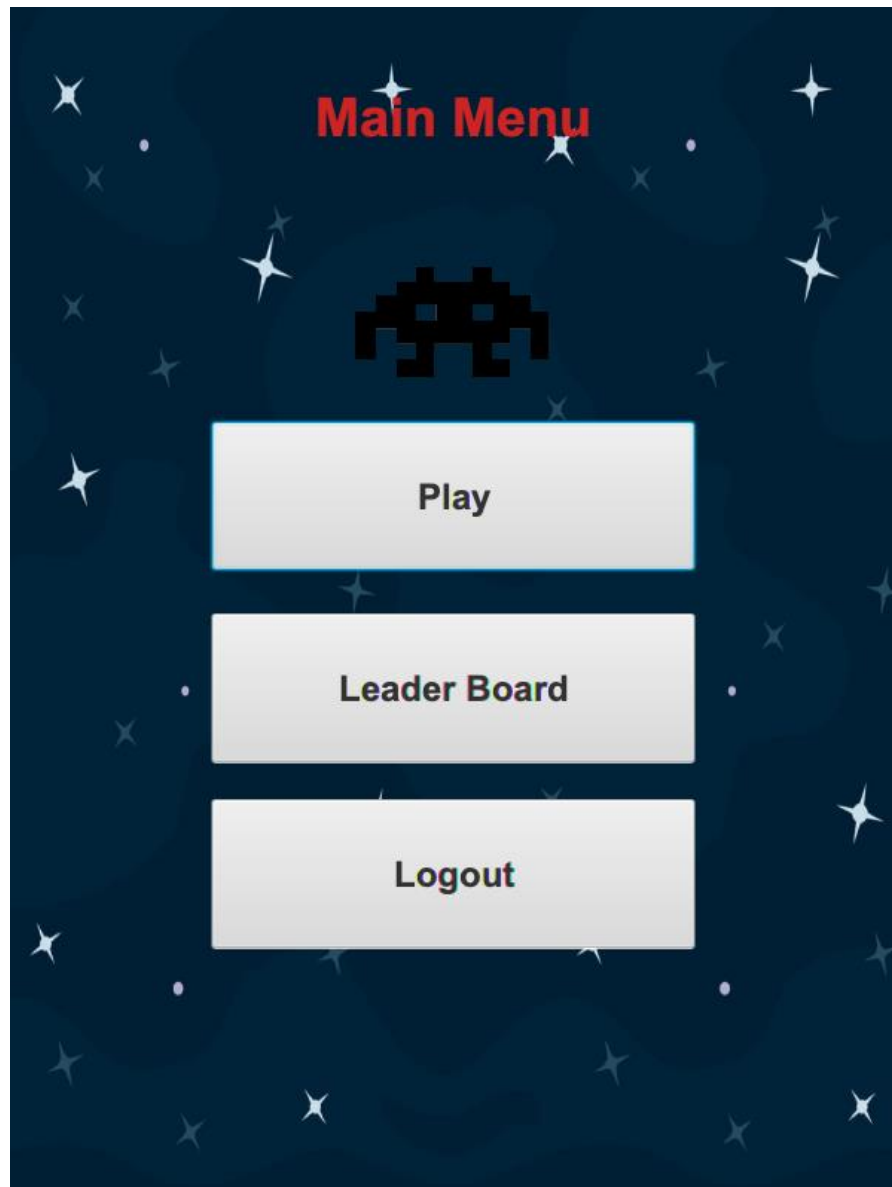


Figure 3: Main Menu

There are three buttons on this scene. 'Play' is to play, 'Leaderboard' is to go to leaderboard screen and 'Logout' is to log out the user. Game starts at once if 'Play' button is clicked.

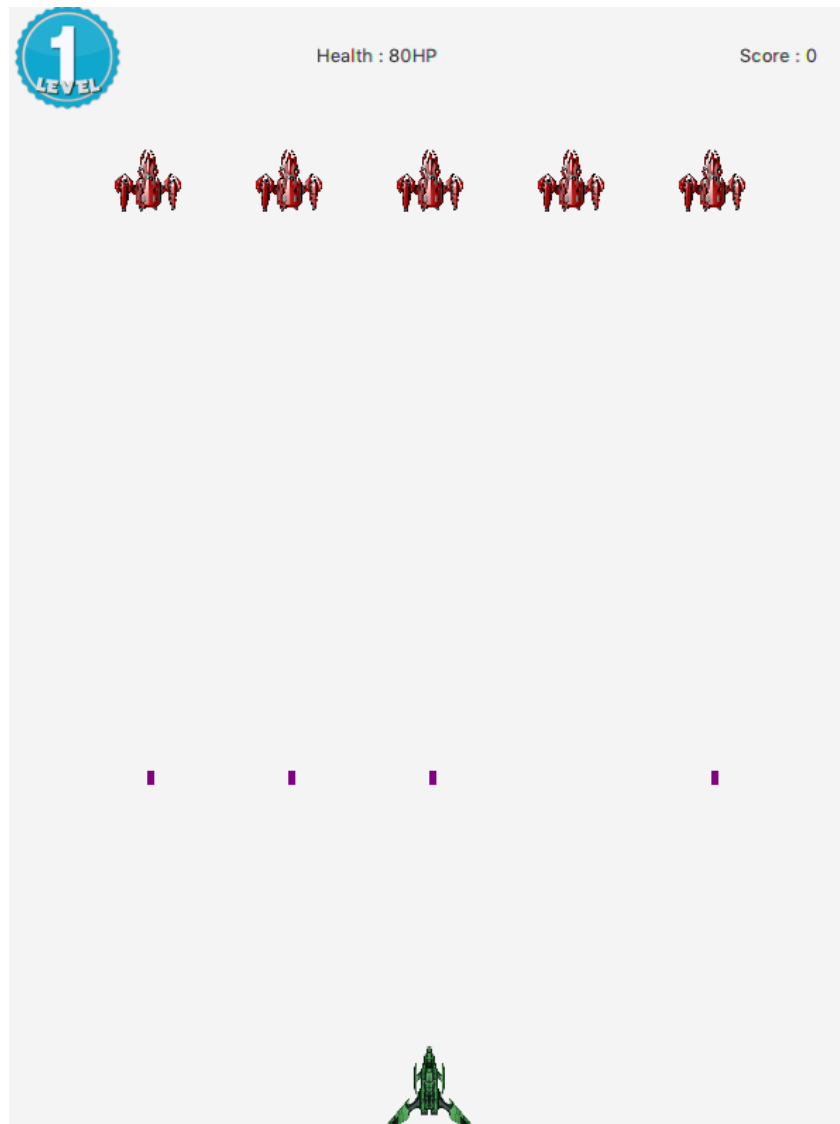


Figure 4: Level 1

As it can be seen in the upper left of the window, game starts with level 1. There are 3 levels in the game. Health is given at the upper middle and the score is given in the upper right. According to the game rules, every enemy killed increase the score by 10 points and every shot user got decreases the health by 20. Initial health is 100. Enemies can be killed with one shot and there are 5 enemies in the level 1, 11 enemies in the level 2 and 16 enemies in the level 3. Next level can be passed by killing all enemies.

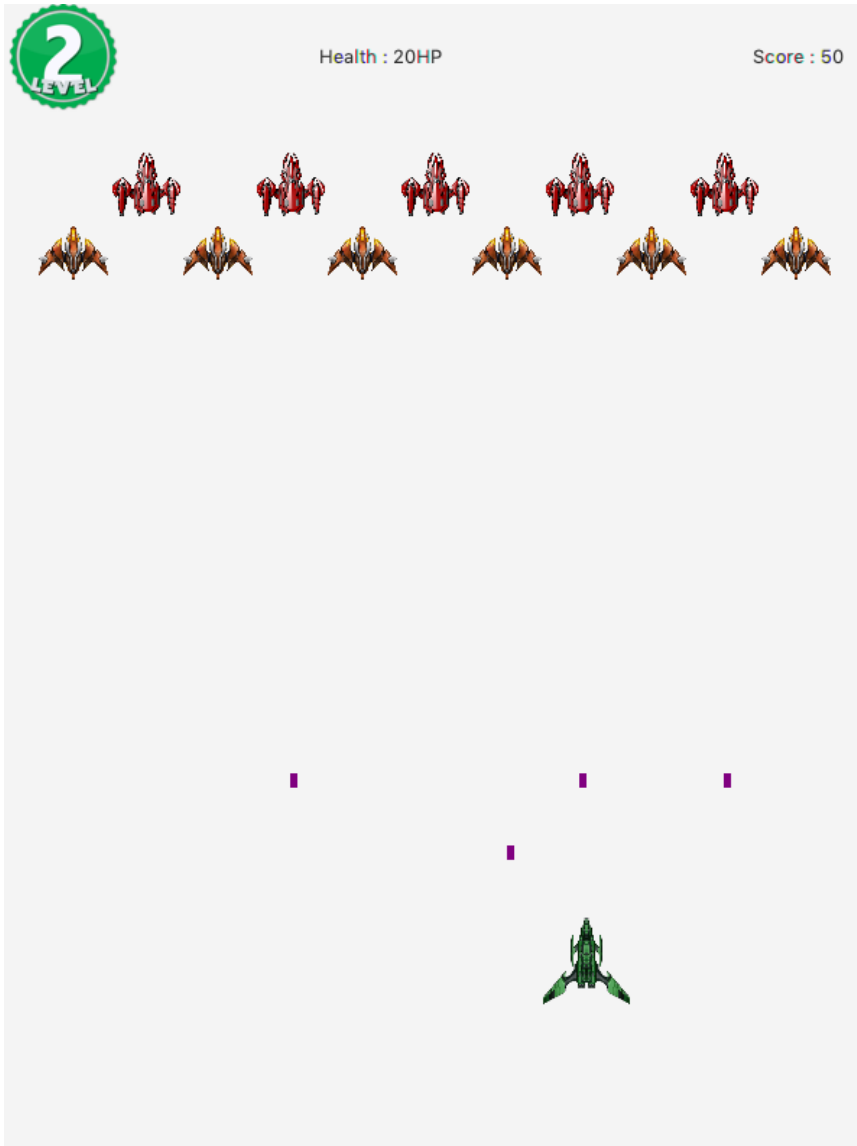


Figure 5: Level 2

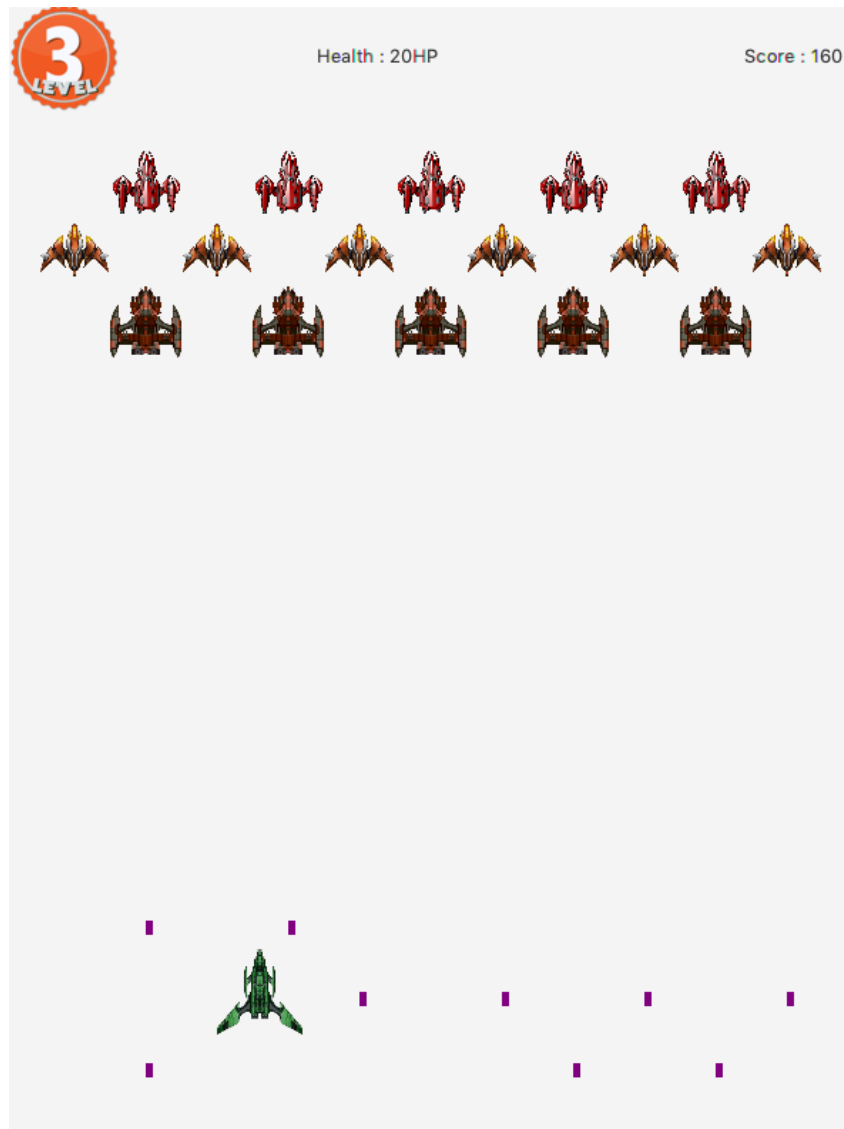


Figure 6: Level 3

The game can be ended in two ways. First, all enemies are killed. Second, health is down to zero. After game over, user's score is shown in the new opening window in both ways. If this game is first for the user, score will be saved to the database to show in the leaderboard. If this user has already played the game before and the score is highest score for that user, it will be saved again to show in the leaderboard. Otherwise, no operation is done for that score. After the game is ended, application redirects the user to the main menu.

If the user clicked the 'Leader board' button in the main menu, the highest score for each player is shown. There should be two tables on leader board screen. First is for weekly and second is for all time highest scores.



Figure 7: Leader Board

The players with higher score are given above in the tables default. This can be changed by clicking 'score'. Also, it can be sorted alphabetical order by clicking 'User Name'. This tables are updated instantly after a new record.