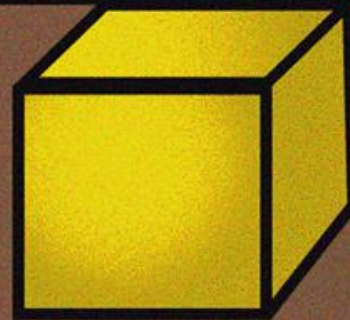




ZEETECH

Interface Showcase



**MAIN DESIGN
FEATURES:
FRONT-END**



Popular Releases

See more

Game Pic

Game Pic

Game Pic

Game Pic

Recommended for you

See more

Game Pic

Game Pic

Game Pic

Game Pic

Mystery

See more

Game Pic

Game Pic

Game Pic

Game Pic



Popular Releases

See more

Game Pic

Game Pic

Recommend

See more

Game Pic

Game Pic

Mystery

See more

Game Pic

Game Pic

Game Pic

Game Pic

Please sign-up to continue

Username

Email

Re-enter email

Password

Re-enter password

☐

Receive our weekly news and updates

Sign me up!

You have an account?



Popular Releases

See more

Game Pic

Game Pic

Recommend

See more

Game Pic

Game Pic

Mystery

See more

Game Pic

Game Pic

Game Pic

Game Pic



Login

Username

Password

Log in With



Create new account



Clue



You suddenly awake in a mansion in middle of nowhere and must seek away out. Take control of 3 different characters and discover the mysteries lie within the mansion

Genre: Mystery, Murder, Puzzle

Number of times played: N/A

Requirement to pass:

80% Completion

15/20 Question Answered

1000 Points

Play



Now Playing: Clue

F11 to Toggle Fullscreen





Achievements

Clue



Most Recent

In my restless dreams
Unlocked 1/23



+14

[View All Achievements](#)

Teeworlds

Locked



+25

[View All Achievements](#)



Clue: Achievements

1 of 23 Unlocked



In my restless dreams

Begin act 1

Unlocked 20/08/2016



Oooh Shiny.....

Find the first hidden token



Knoooooowleedge

Solve a puzzle



Is jus game

Die for the first time



Social Experiment

Trick Tim to find the hidden passage



Forums

Top Threads

Topic	Created by	Posts	Last Post
How to blend	Vmaxx	30k	10/05/16
How could i make the char kill himself	Metafalls	420	20/04/16
FRick off	SuperPenguin	350	19/04/16
Blue or red pill(MATTERX)	Furfac	301	03/04/16
Memes?	Pepsgreen	222	22/03/16
Need some help pls!	GamerGurl	124	03/03/16
Good ending/ Bad ending	RealGamerGu..	90	01/03/16

[See all threads](#)

Newest Threads

Topic	Created by	Posts	Last Post
Just end mylef	TzarMoraie	8	11/10/16
Achievements?!?!?!?!?!?	SkepticFrog	1	09/10/16
Any Guides yet?	wataru32	1	07/10/16
Song name?	ladiesman217	1	06/10/16
Newbie here	anonymous	1	05/10/16
question no 4	uniguy	1	02/10/16
can't play fullscreen!	JoJo	1	01/10/16

[See all threads](#)

Funny Threads

Topic	Created by	Posts	Last Post
-------	------------	-------	-----------



Just end mylef

Forum >> Newest Post >> **Jus end mylef**

TzarMoraie

Is a pretty gud module fam

TzarMoraie

Same tbh

TzarMoraie

Same tbh

TzarMoraie

Same tbh

TzarMoraie

Same tbh



Leaderboards

Clue

Game Pic

Online ID

SkepticFrog

Highest Score

5560

Teeworlds

Game Pic

Online ID

Metafalls

Highest Score

4343

Sunless Sea

Game Pic

Online ID

Metafalls

Highest Score

2342

Haunted 64

Online ID

Highest Score



Clue: Leaderboards

Global Stats 

Rank	Online ID	Score
1	SkepticFrog	5560
2	DesuxMachina	5034
3	JDH07	4991
4	.nebulla	4897
5	PapaJuns	4895
6	xDxDxD	4887
7	cuccboi	4200
8	Dnutz	3911



Global Stats ▾

Main menu

Library

My modules

Achievements

Leaderboards

Forums



Online ID

Score

SkepticFrog

5560

DesuxMachina

5034

JDH07

4991

nebulla

4897

5

PapaJuns

4895

6

xDxDxD

4887

7

cuccboi

4200

8

Dnutz

3911

**MAIN DESIGN
FEATURES:
BACK-END**



Welcome



Search

Recent Files

Project1



Import Scene

Exit

Menu Editor

Project1



Add New Module

File Edit Insert Animations Effects View Tools Help

Project1

Scenes



Scene Content

- Scene1
 - button
 - background.png

Scene1

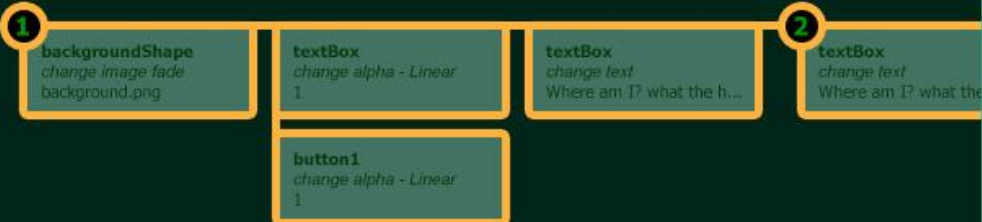
Diagram



Frame 1



Sequence



Properties

Name button

x 300.5 w 1

y 210.13 h 1

rotation 0

Tint color 

alpha 1

Components

Add Component

Events

Clicked

Add Script

File Edit Insert Animations Effects View Tools Help

Project1

Scenes

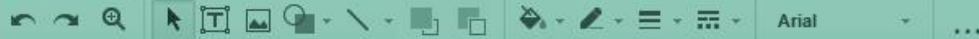


Scene Content

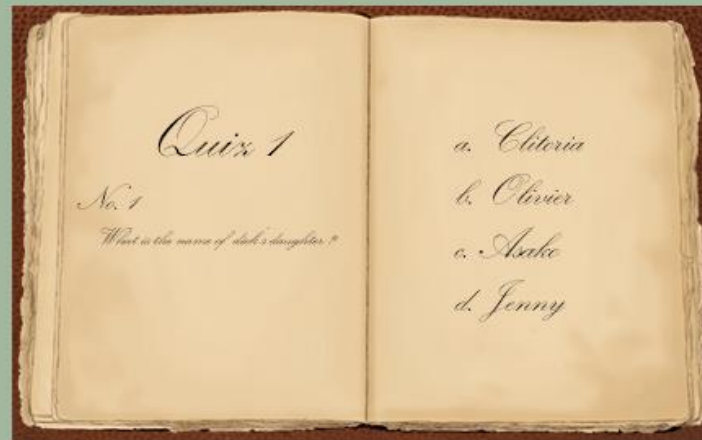
- Quiz1
 - button4
 - button3
 - button2
 - button1
 - textbox1
 - shape1
 - journalbook.png

Quiz1

Diagram



Frame 21



Sequence



Properties

▼ About

Name **Project1**
Version **1.0.0**
Description
Author **Matthew**

▼ Project Settings

First Layout **(default)**
Use loader layout **no**
Use pixel rounding **off**
Preview effects **yes**
Window size **1024, 768**

► Configuration Settings

▼ Layout Settings

Name **Quiz1**
Active scene **2**
Sequence sheet **1**
Diagram sheet **1**
Unbounded scrolling **no**
Background Color **white**

File Edit Insert Animations Effects View Tools Help

Project1

Scenes

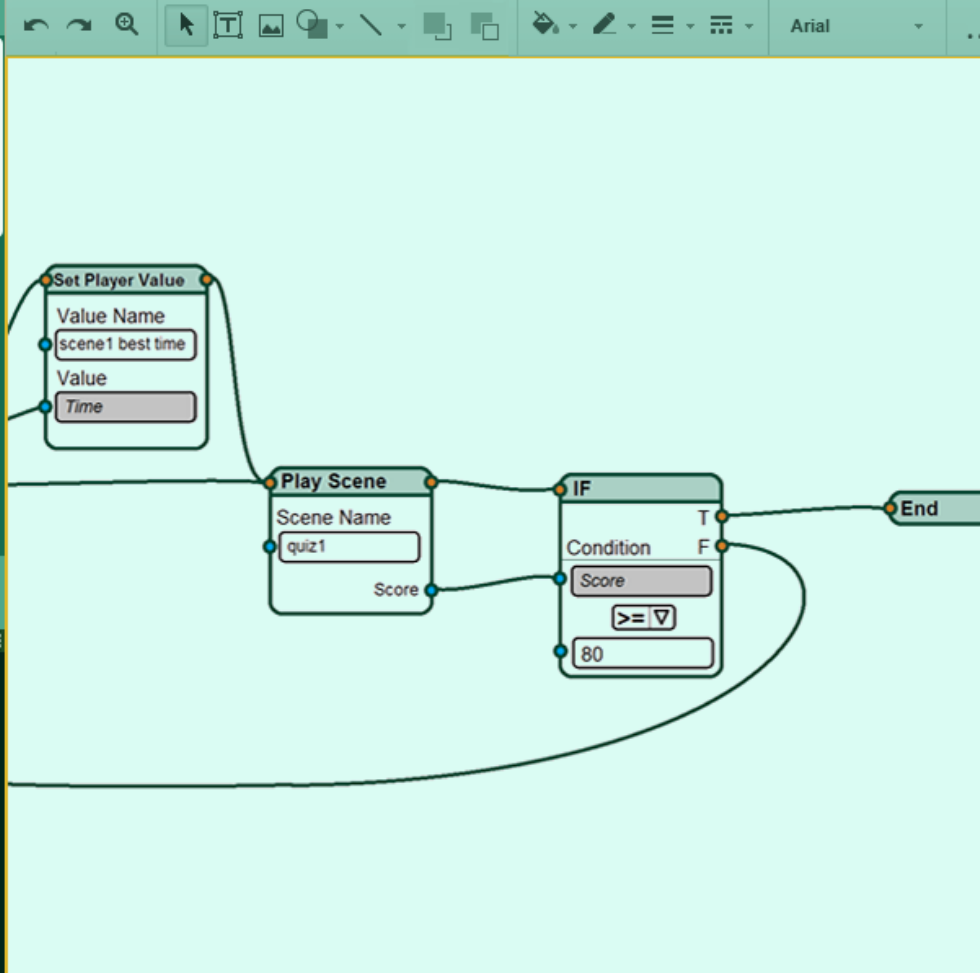


Scene Content

- Scene1
 - button
 - background.png

Scene1

Diagram



Properties

▼ About

Name **Project1**
Version **1.0.0**
Description
Author **Matthew**

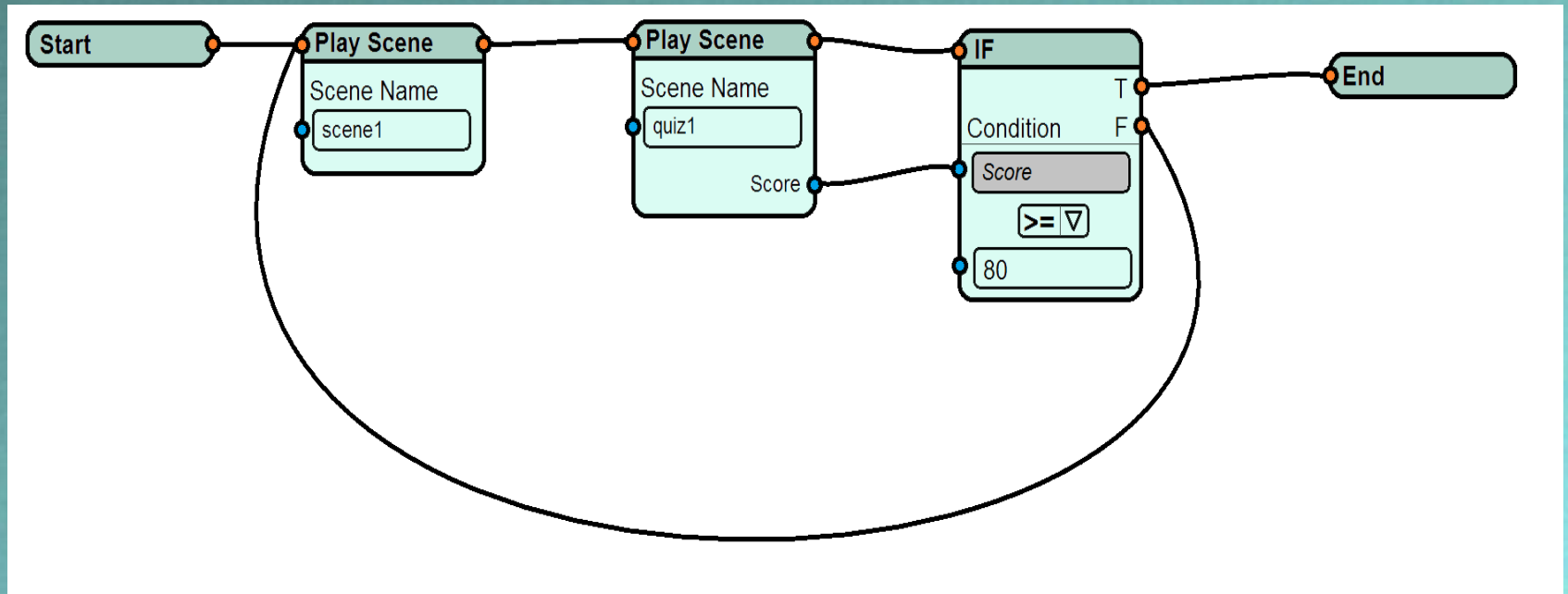
▼ Project Settings

First Layout **(default)**
Use loader layout **no**
Use pixel rounding **off**
Preview effects **yes**
Window size **1024, 768**

► Configuration Settings

▼ Layout Settings

Name **Diagram**
Active scene **1**
Sequence sheet **1**
Diagram sheet **1**
Unbounded scrolling **no**
Background Color



STORYBOARD

John Doe – online student

Wants to play a module

John navigates to
ithertz.cu.cc

Will John be able
to enter the URL
or search engine?

John selects the see
more button in the
most popular category

The menu will show
the module separated
by genre and provides
an option to see more
of the modules of that
genre

Alternatively, the user
can click on the header
of the genre to make
the system show the
list of modules instead
of see more button

John selects a
particular module that
he is interested in

What kind of modules
does John is
interested in, by
genre, images?

The menu shows
rows of the modules
that fits that category

The list to show the
modules in a certain
category might be
limited and instead
the menu provides a
next and previous
button in the bottom

John reads the
description about
the module and
clicks play

The menu here
will provide the
enlarged module
thumbnail, small
description of the
module, number
of times played,
and requirement
to pass

John is required to
sign in or log in
before playing

When should John be
able to log in or sign
in to the web
application?

The web application
will prompt this
option to the user if
they are not sign in or
log in when accessing
this feature in order
to keep track of user
stats

John is then
redirected to the
module and play

The cursor of the
game and web
application changes
to indicate what the
user can interact in
the current mouse
position

The in-game menu
can be toggled to full
screen

Jane Doe – Graphic design student

Editing a module

Jane Logs in her editor account on ithertz.cu.cc

She selects the project she's been working on & load it

Jane selects the background image and change it

Jane then edited some dialogues to better fit her new ideas

Happy with the changes, Jane saved the project and test run it to see how it feels

We can use cookies to save his login session so that Jane wouldn't have to enter her credentials every time

Projects will be ordered by last edited for ease of use

What should be the default cropping method?

Text should be updated in the viewport as they are edited so that Jane knows when to break the line

The test run will be on another tab/window as not to disturb her workflow

We could potentially eliminate this step by having Jane directly sent to her latest edited project after he logs in

Raw images are large, should upload extensions be limited to conserve bandwidth and storage cost?

We might want to include emojis characters as they are really popular lately

Jane shouldn't have to save the project manually every time she wants to test the project

OVERALL INTERFACE DESIGN



Welcome



Recent Files

Project1



Import Scene

[Exit](#)

Powered by IT Hertz

≡ Menu

[Sign up](#) [Log in](#)

Powered by IT Hertz

≡ Menu

[Sign up](#) [Log in](#)[Main menu](#)[Library](#)[My modules](#)[Achievements](#)[Leaderboards](#)[Forums](#)

Thank you!

Any questions?