

COMP361 ColtExpress User Interface Sketch (Milestone 1)

Group

- Hexanome-09
- Java/2D

Team Members

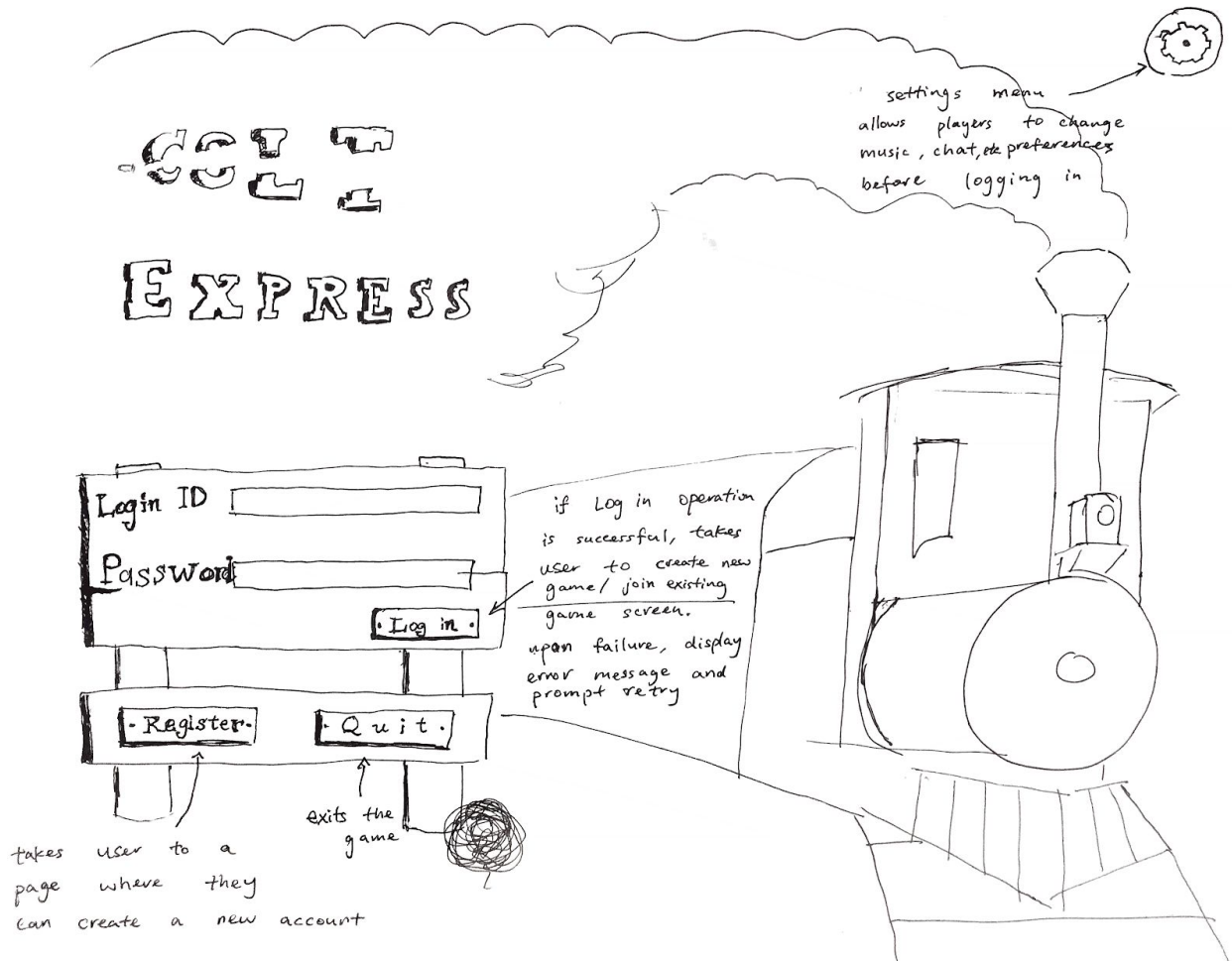
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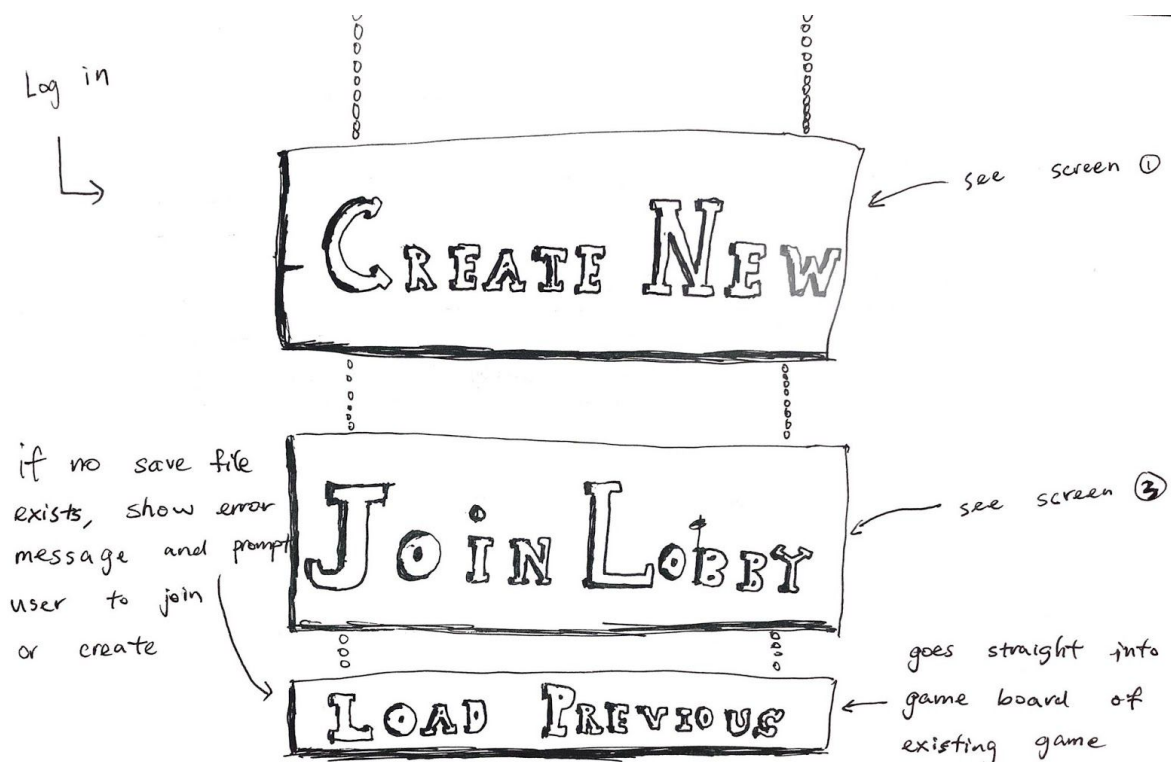
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Login

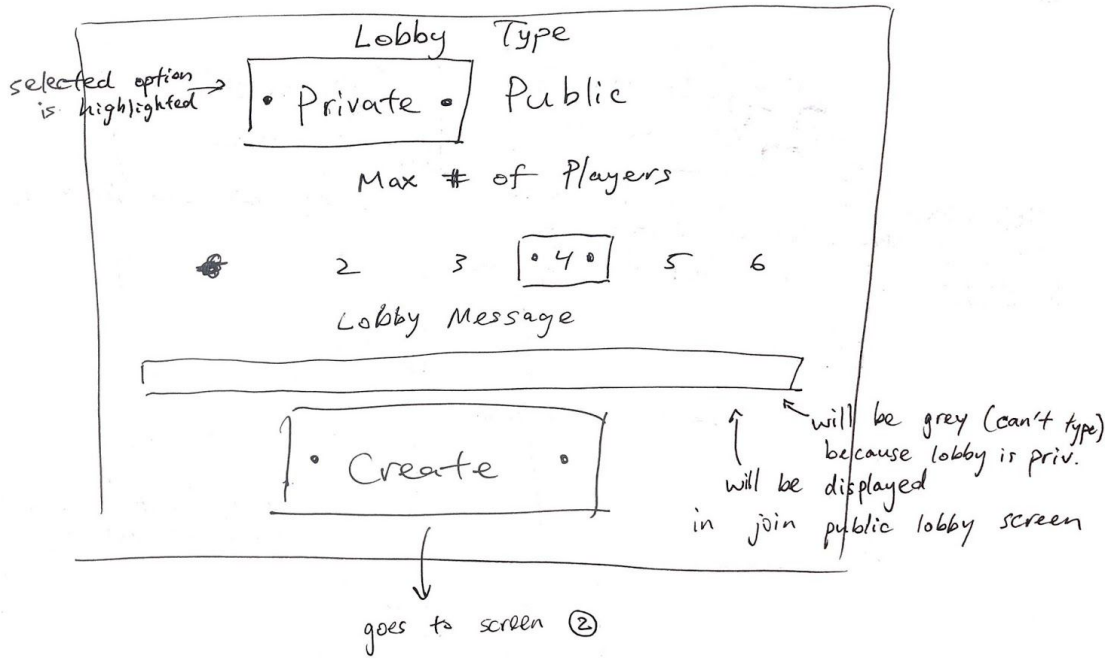
Login Screen:



Create New Lobby / Join Existing Lobby / Load Previous Lobby

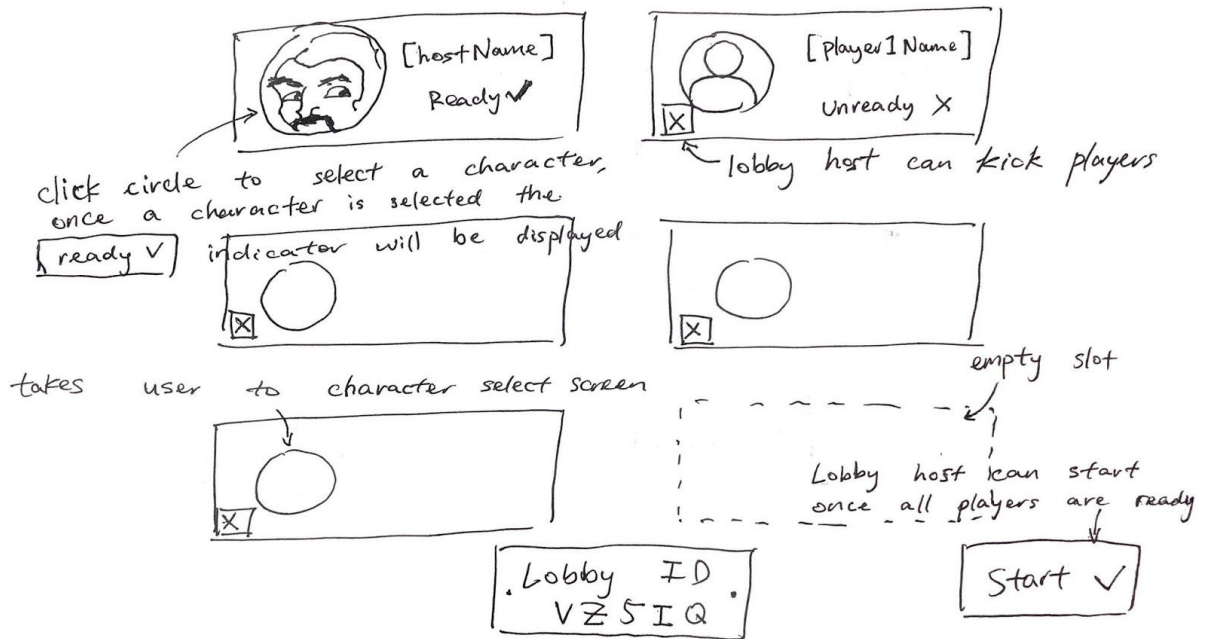


①



*Lobby host POV

②



You must pick a character
mouseover to see what each character can do!



Belle
character
description

and this character
will look like

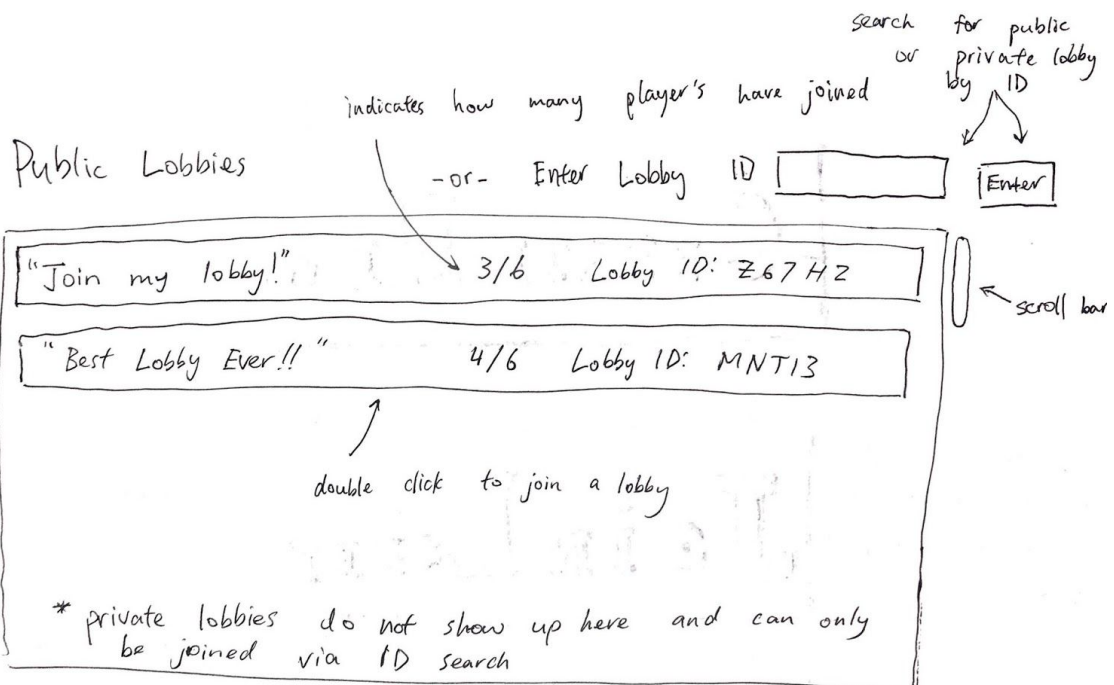
on the train

chat

EXIT

- In the lobby screen (diagram 2), a user can click their portrait to choose/change their character as depicted above.

③





Main Game

Main Game Board / Game State:



The Confirm button :
Once a user selects their card (either to play it or to discard it), this button will be activated. A user can then click on it to confirm his/her move.

Before a game starts, a player can choose between their horse and their character by clicking on the  or  of their colour. (i.e. Belle is pink).

A user may click on the Shotgun pawn to punch him. The pawn disappears after being clicked.

The Stagecoach will only be highlighted as such :



When a horse-riding user can jump onto it

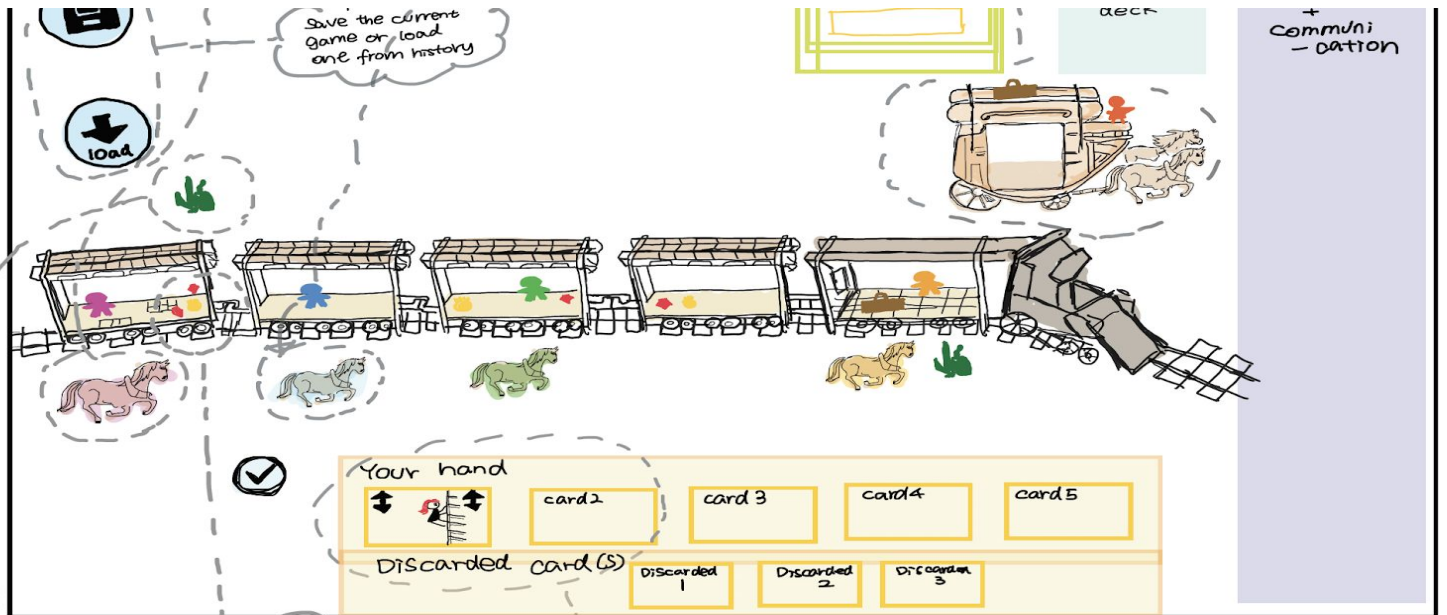
when a user plays their Horse card they will be able to move their character onto the horse, move forward/backward and select the train to jump back onto the train

A user can save the current game or load ...

Round card

Common deck

User status + communi cation

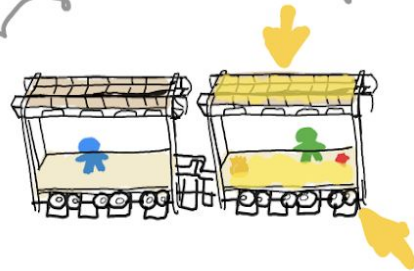


strongbox (\$1000)

A user can click on the above game units to collect his/her loot

Some static game units are added to the UI to make the game more visually appealing

sketch for a user's hand)



When a user needs to take an action (i.e. move to a different carriage or to the roof) the available options will be highlighted as shown in the drawing above.

A user can click on the highlighted part (either roof or inside the carriage) to move his/her character there.

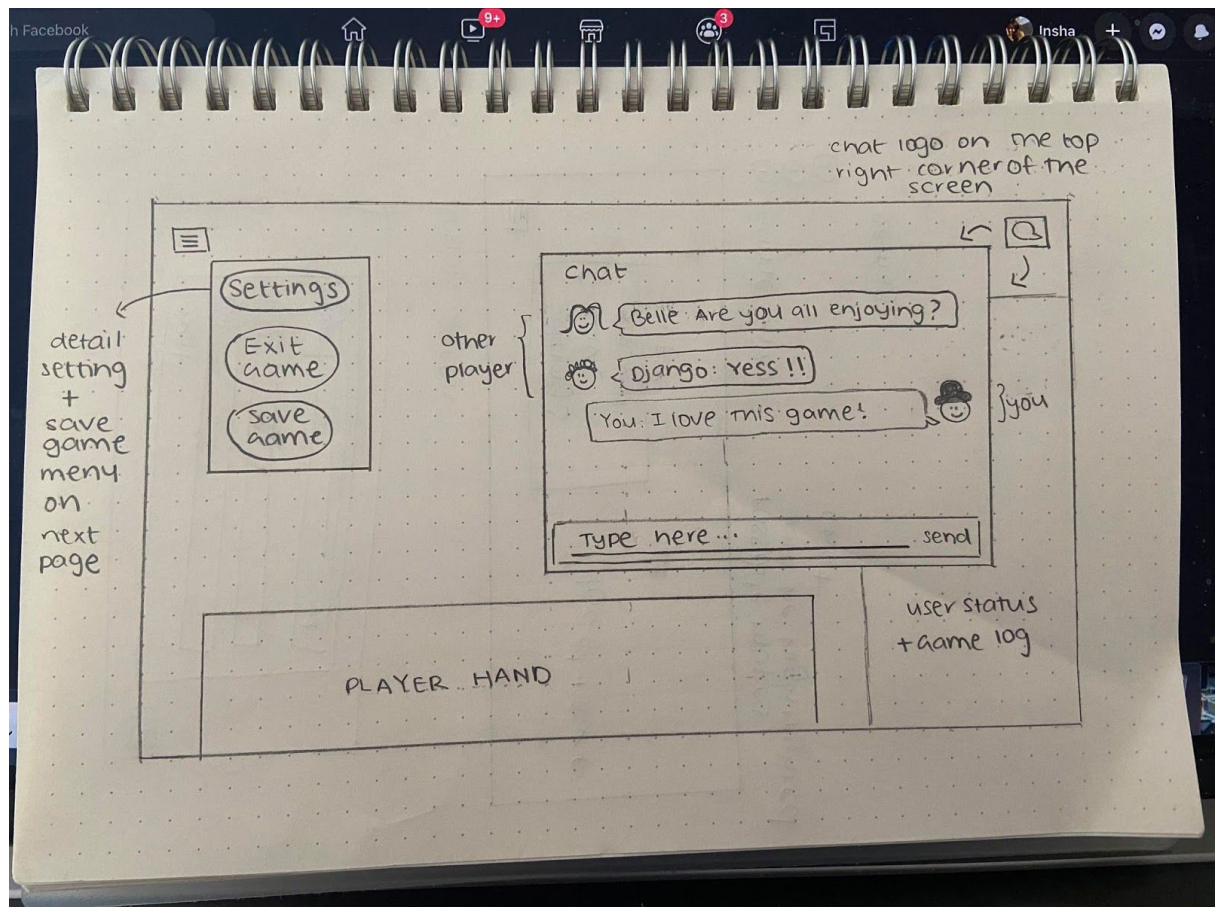
When a user needs to attack another user's character, the available characters' tokens will be highlighted.

Game State / User Status



- During Gameplay, each player plays each individual card based on the round card format, and then subsequently placed in the common deck.
- Once all the characters have played their cards, the scheming phase begins and the cards reveal themselves.
- Each card reveals triggers bandit movement and any shooting or looting scenario on the main game board.

Game State / Chat / Location of Settings



- In the main game screen, the user can click their top right corner to chat with other players and the top left gear icon to access settings and the save game menu.

Save Current Game + Settings Menu

save game

Name: _____

Description: _____

save & Exit

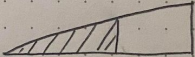
in settings menu, we can adjust various settings

↓

settings

Vol. 0 100

Sfx 0 100

☀️ 

Enjoying the game?

RATE US!

Paused Game Screen

we can access save + settings menu from the pause screen as well.

GAME PAUSED!

Settings

save & Quit

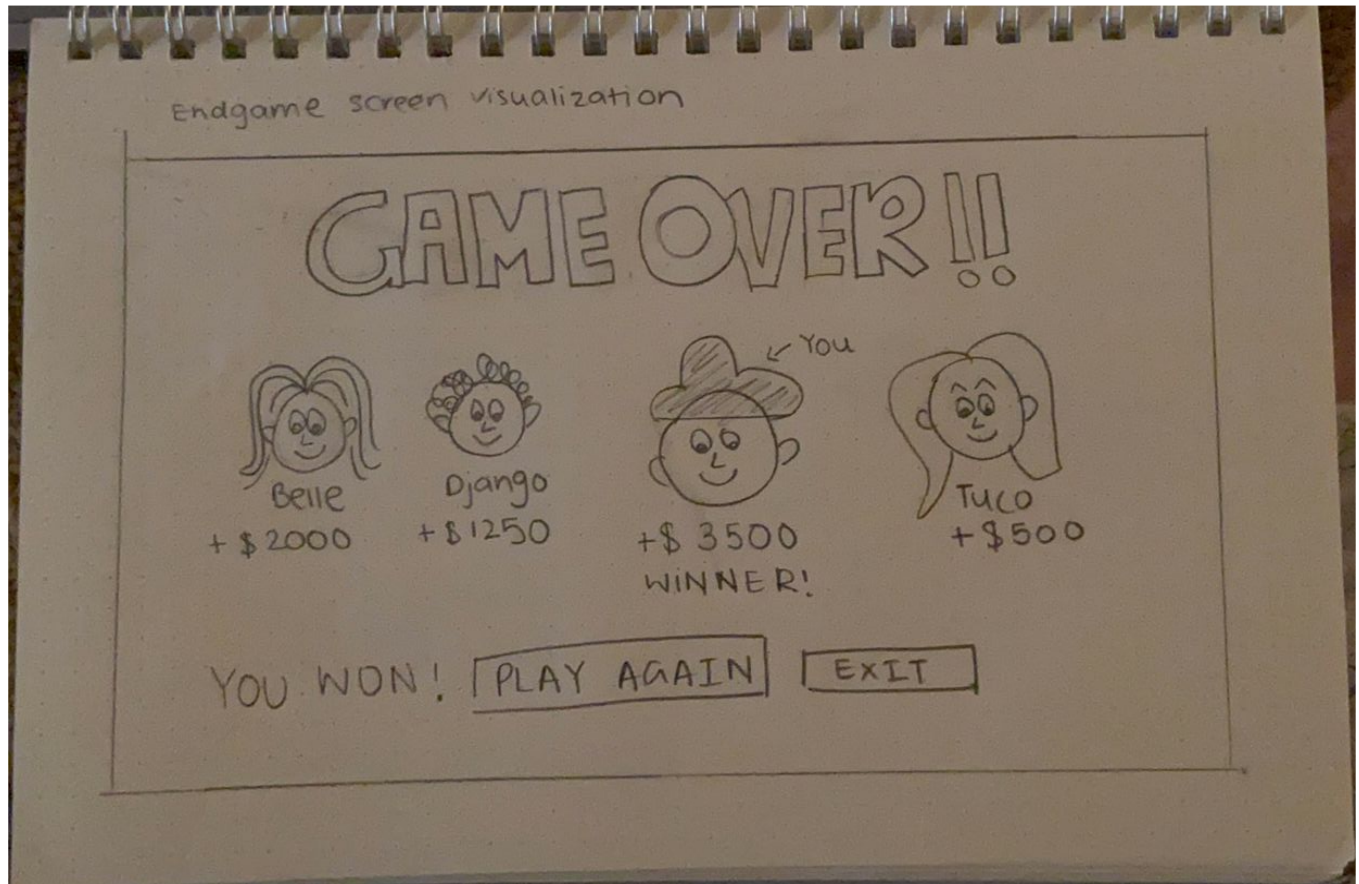
Exit Game

Return to Game

Return to Main Menu

game
screen
is faded
out!

End Game Screen



- In the end game screen, all users are able to see who has won the game and everyone's loot. They may choose to play again by returning to the main game lobby screen or to exit the game by clicking on the buttons shown.