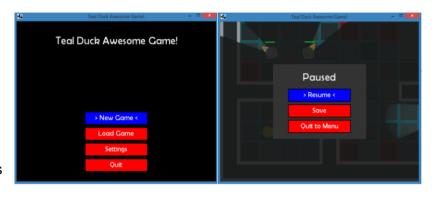## GUI Report

The GUI design was based on the requirements to fit the user's need. Note that not all the GUI features have been implemented at this stage but it gives a clear idea of what needs to be done. Also some menu features in the requirements such as UR1.8 and UR1.9 which refer to sound and achievements are optional so are not featured yet.

## Menus

The game menus allows the user to easily navigate the different options which satisfy UR1.1. There are only four buttons so it does not overwhelm the player.

They are clearly labelled with different colour when selected to make it easy to see. It can be navigated using the mouse, and common key bindings for those familiar with games. There is a back button so the user can navigate back from the submenus.  The game can also be paused so that the player can take a break and access options. Future implementations include an instructions button, which will show an instructions screen to the user.

## Gameplay

The user plays as the duck character and is able to move using common key bindings as well to make it pick up and play. The user is able to see the their health (FR6.1), ammo, score (FR11.1) and sprint stamina(FR6.2) to keep track of their characters status . This is to help the user see how well they are doing and offer some strategic planning for example, when to preserve ammo. This clear layout should help satisfy NFR1, making it easy to understand what the player can do in the game. The duck character is also a different colour to the enemies so that the player can differentiate them. The enemies have their own health bars so the player can see how many attacks are needed to defeat the enemy. Pickups for health and ammo are the same shape as the health/ammo icons so the player can see how what the pickups do straight away.

## Level Complete/Game Over

When the player dies they can navigate back to the main menu or when they have completed a level they can continue, or save and quit the game. This allows the user to keep playing or the chance to stop when they want to.