GALAXY ATTACK
GUI DESIGN DOCUMENT

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Table of Contents

Table of Figures

1.INTRODUCTION

1.1 Purpose

This document is the Graphical User Interface Design Document for the Galaxy Attack Game. The purpose of this document is to present the design approach for the graphical interface of the game.

2.GUI DESIGN
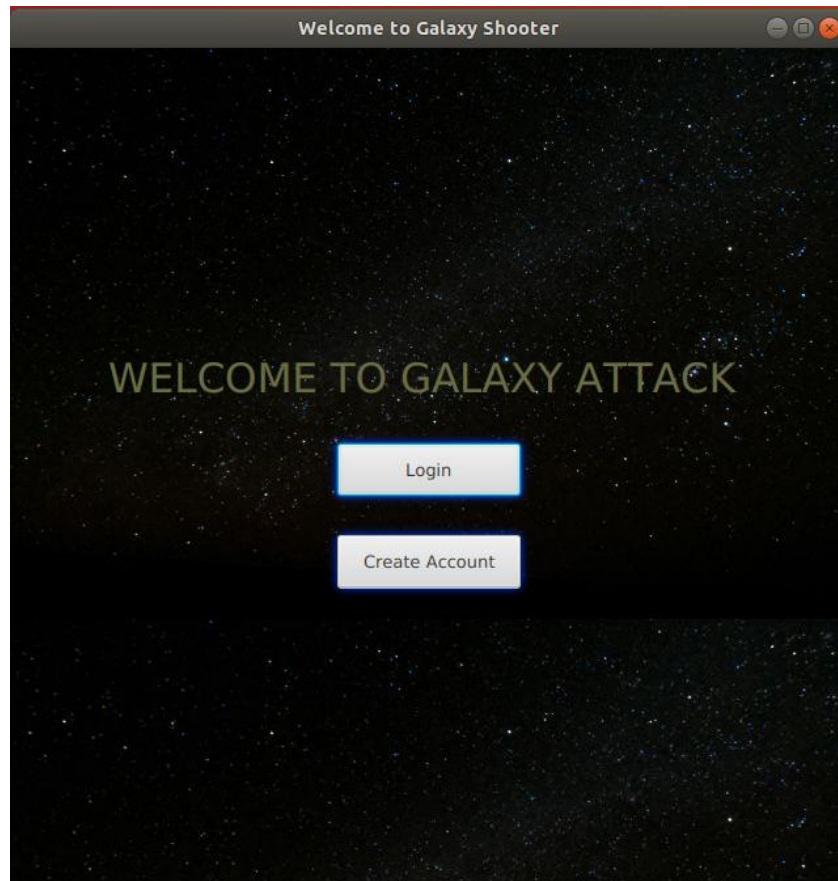
2.1 Startup Screen

Figure 1:Startup Screen

The purpose of this screen is navigating user to Login and Create Account sections. If the user has an account, then s/he would click the Login button and switch the screen to Login Screen.

In order to signup, the user would click the Create Account button and switch the screen to Signup Screen.
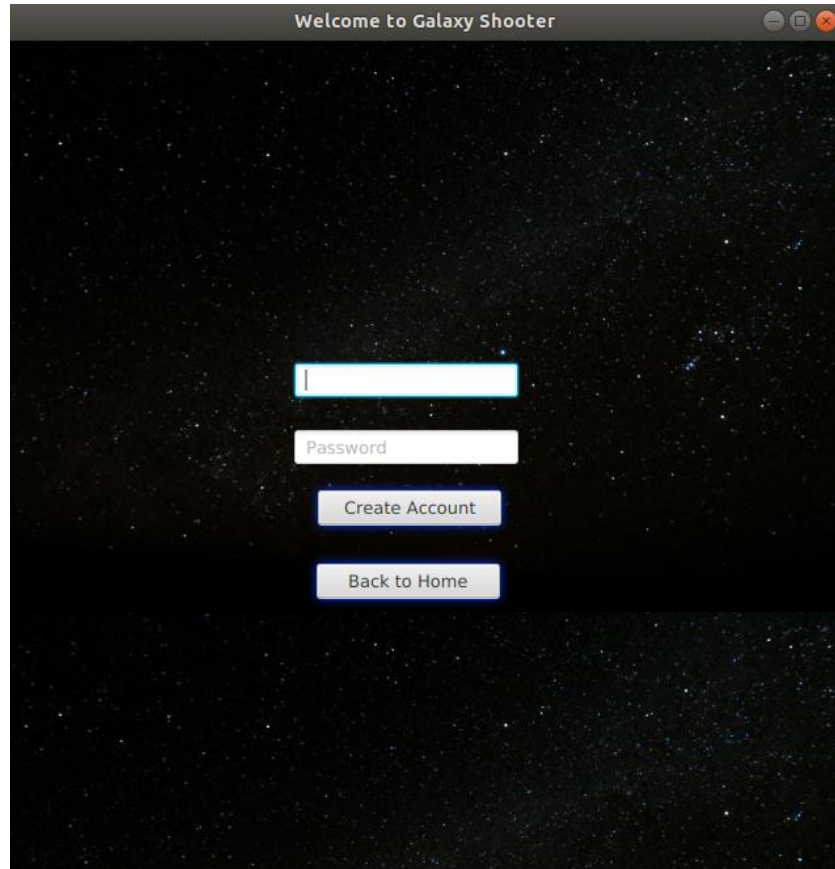
2.1.1 Create Account

Figure 2: Create Account Screen

The purpose of this screen is to create an account for the user. In this screen, the user can see her/his password, while typing the password.
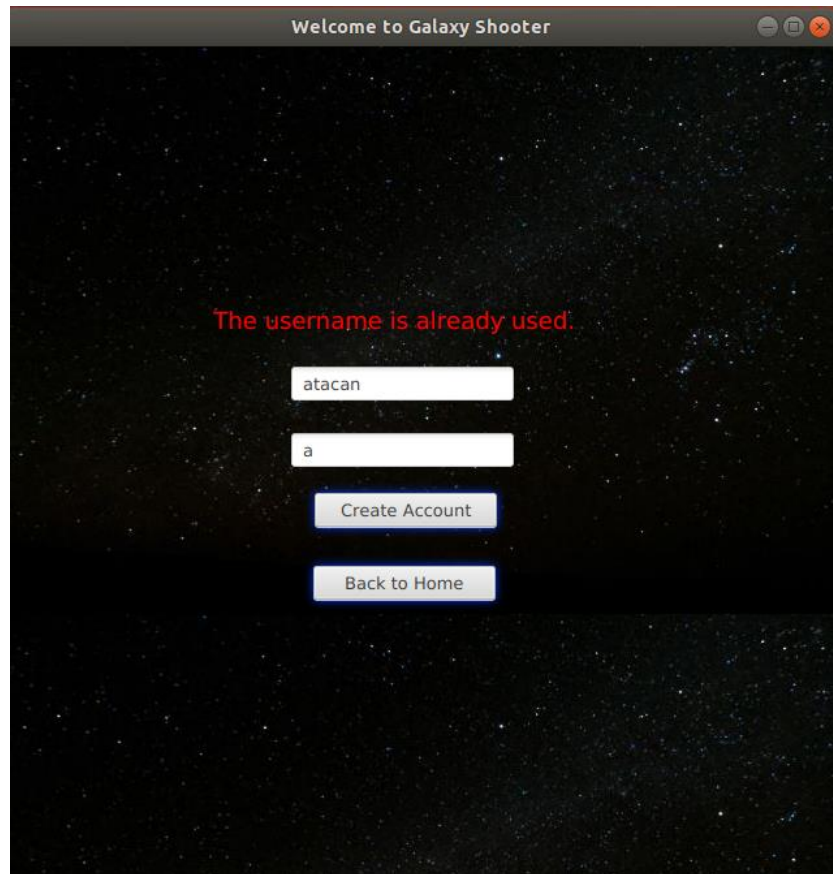
Figure 3: Create Account Warning

If the username is already used by another user, there would be a warning.
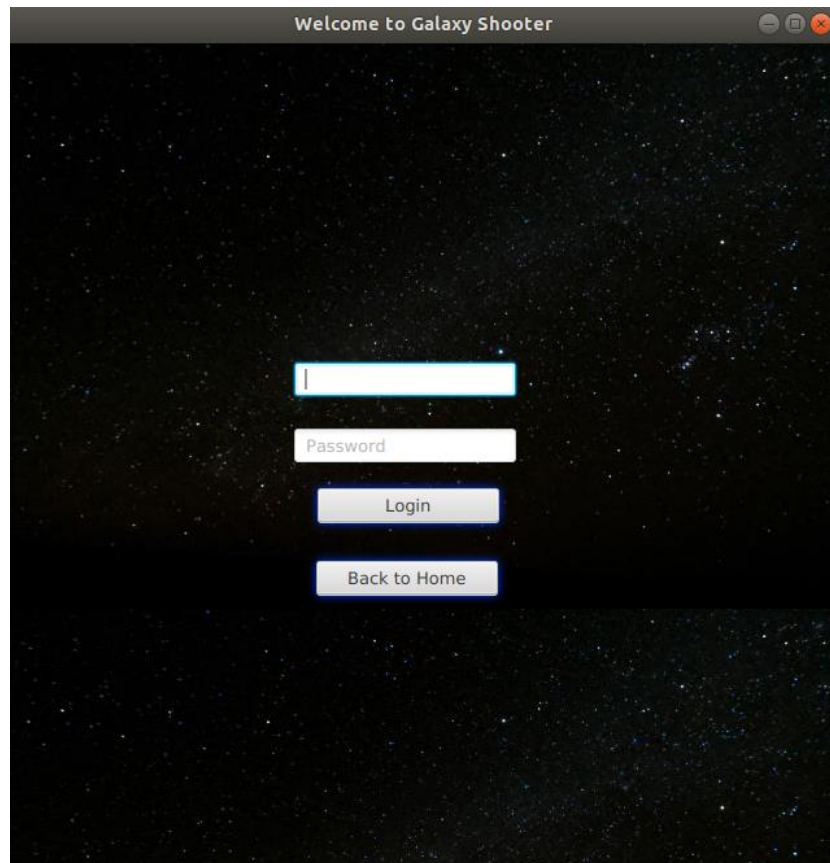
2.1.2 Login

Figure 4: Login Screen

The purpose of this screen is to enable the user to login to her/his account. In this screen, the user cannot see her/his password, while typing the password.
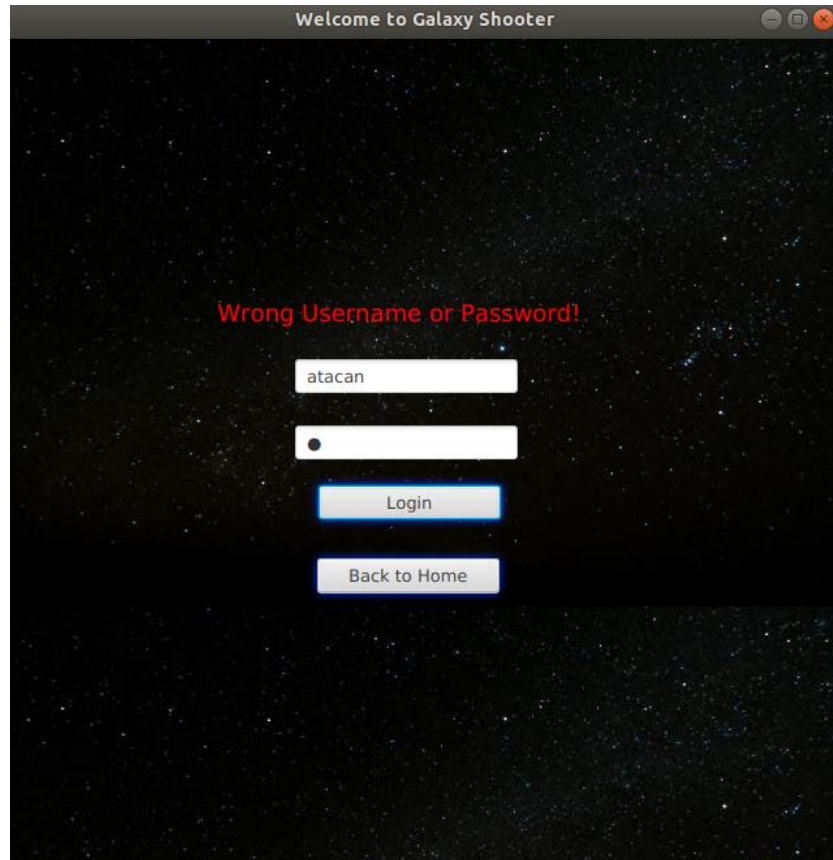
Figure 5: Login Warnıng

if the user enters the password or user name incorrectly, there would be a warning.
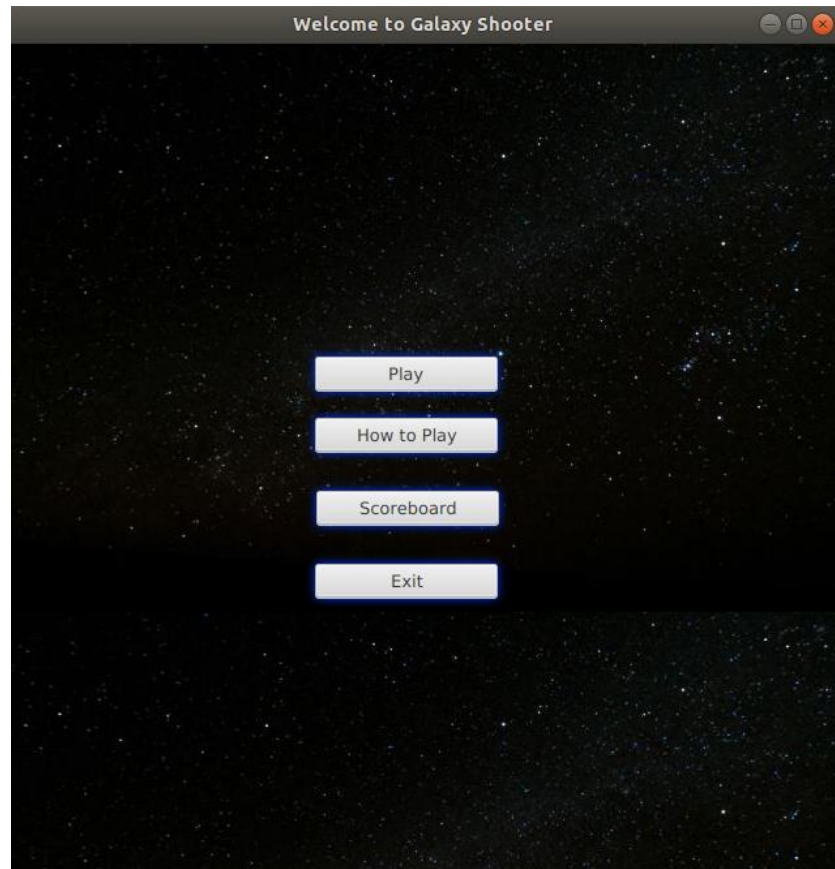
Figure 6: Main Screen

In this screen, user can start play the game by clicking the play button or can go to how to play screen by clicking the How to Play button. In order to open scoreboard, the user would click the Scoreboard button. If the user clicks Exit button, program will shut down.

2.2.1 Play

The game contains four level. First three of them are single player. Last level is multiplayer. Furthermore, the game has three type of enemy which are strong, medium and weak. The features of types of enemies are as follows:

	HP	Move through X direction	Move through Y direction	Bullet Speed	Score	Width	Height
Weak	10	1.5	0	0	10	16	16
Medium	30	1,2	2	3	15	20	20
Strong	50	1	3	4	20	24	24

Table 1:Types of Enemy

9

If the user clicks the play button, s/he started to play first level of the game.

2.2.2 How to Play

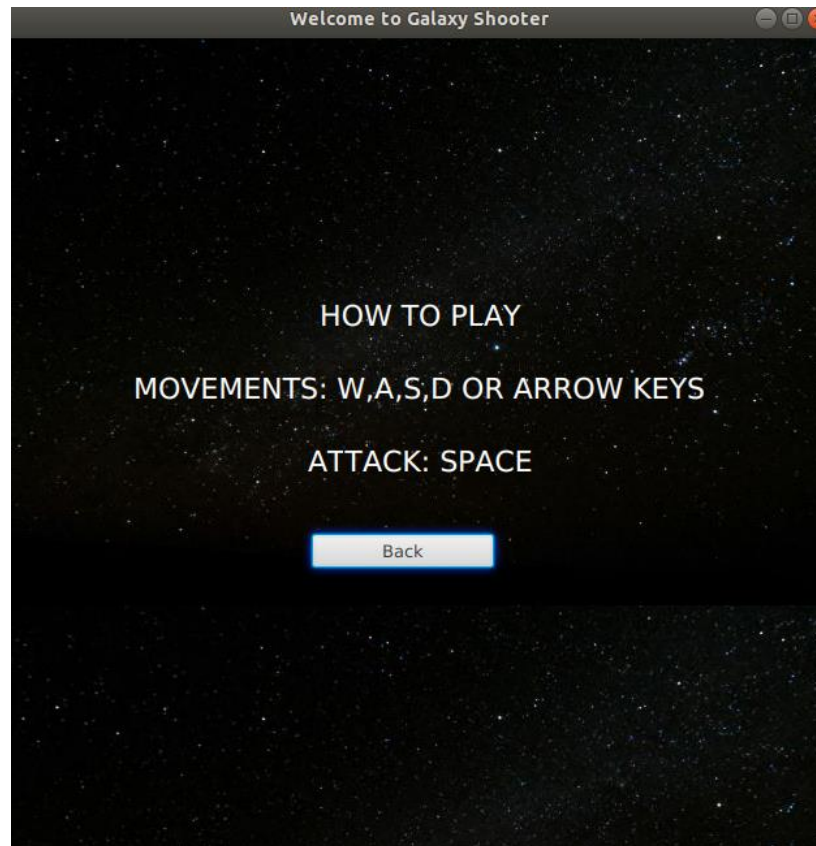

Figure 7: How to Play Screen

The purpose of this screen is express how the game is played.

2.2.3 Scoreboard

Figure 8: Leader Board Screen

The purpose of this screen is present the scoreboard of the game. There are two types of scoreboard which are all times and weekly.

2.2.4 Exit

The user can use the exit button, in order to close the game properly.

2.3 Levels

2.3.1 Singleplayer

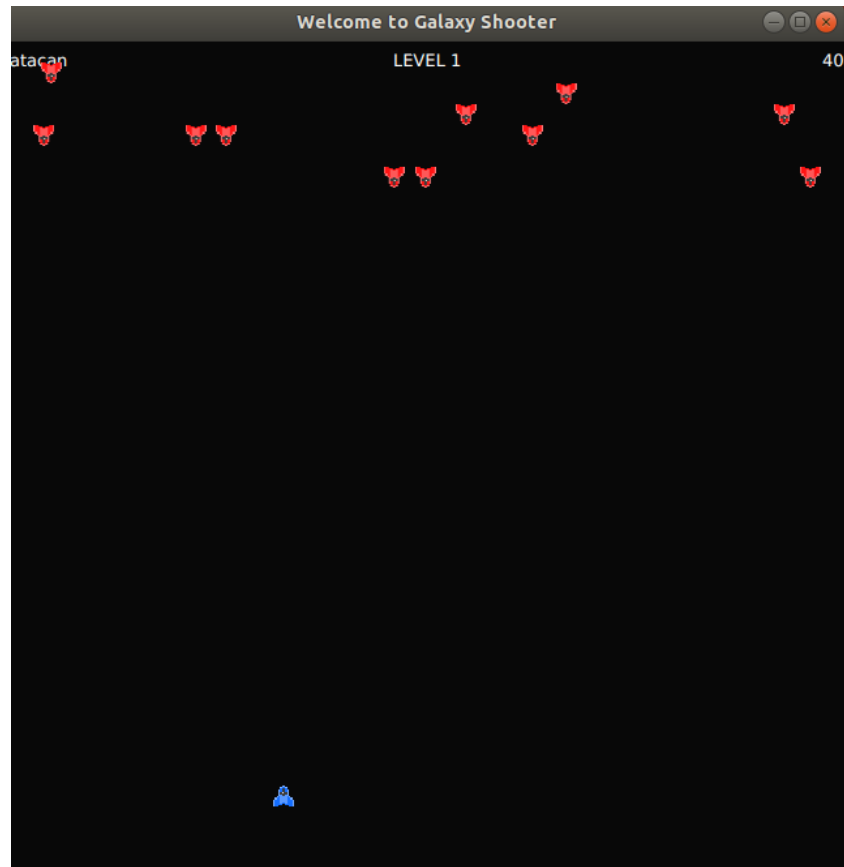- Level 1 contains 15 weak enemy.

Figure 9: Level 1 Screen

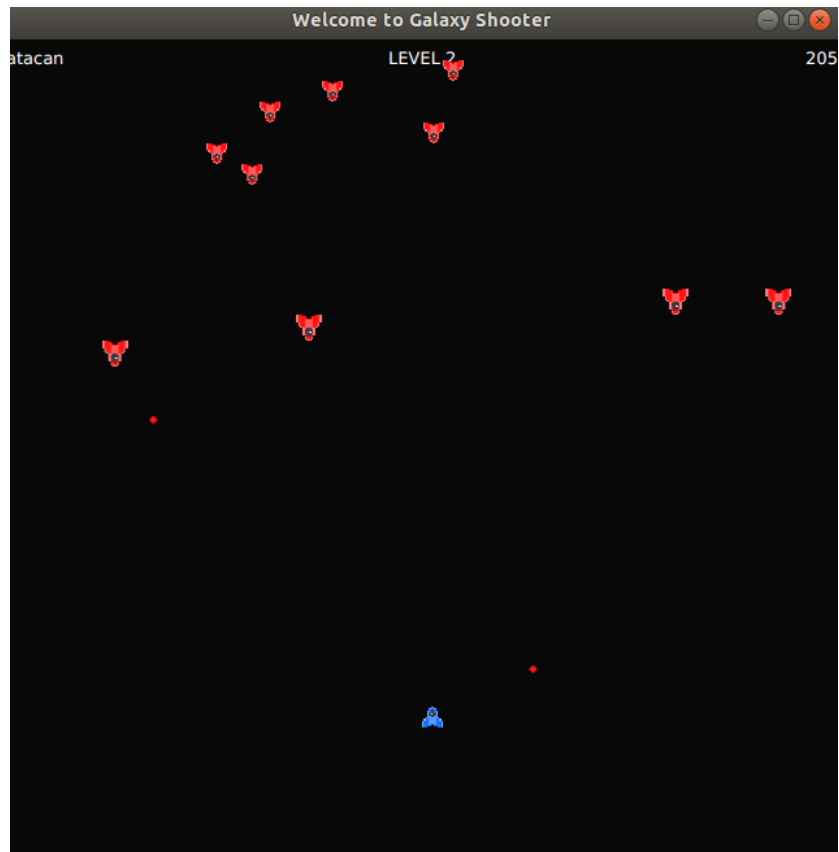- Level 2 contains 10 weak enemy and 5 medium enemy .

Figure 10: Level 2 Screen

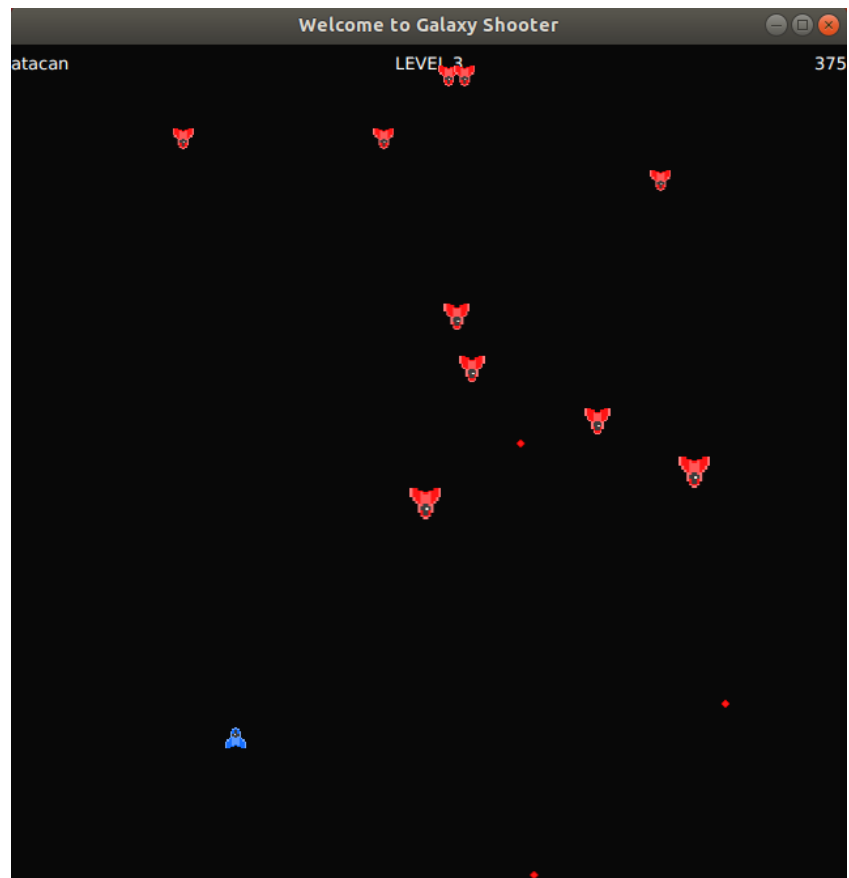- Level 3 contains 8 weak enemy, 5 medium enemy and 2 strong enemy.
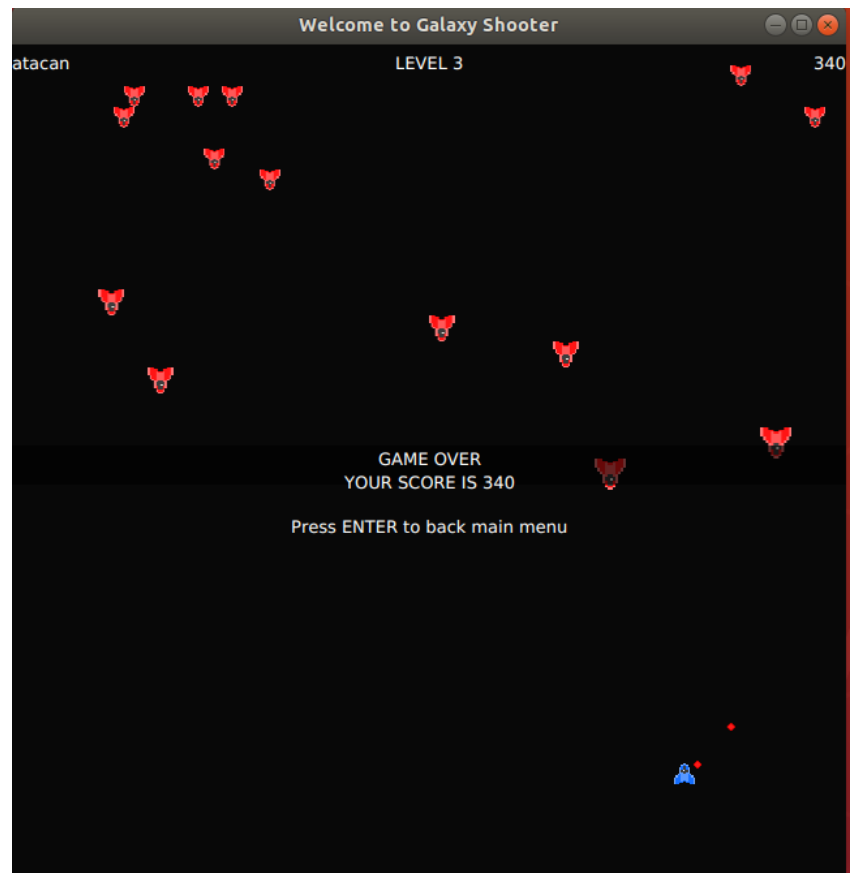

Figure 11: Level 3 Screen

Figure 12: Single Player Game over

The user will see this screen, when his/her single player game is over.

2.3.2 Multiplayer

- Level 4 contains 10 strong enemy.

Figure 13:Multiplayer Game over

The users will see this screen, when their games are over.

2.4 Screen Transitions

Figure 14: Screen transition from Level 2 to Level 3
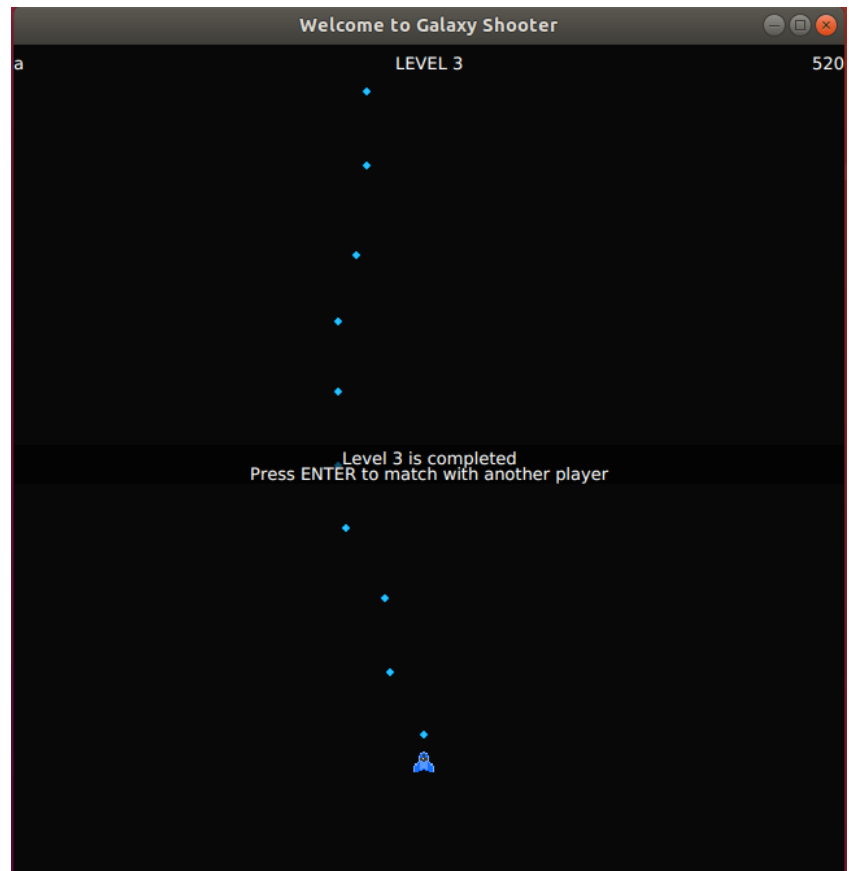
The user will see this sreen while passing Level 3.

Figure 15: Screen transition from Level 3 to Level 4

The user will see this sreen while passing Level 4 and waiting other player..