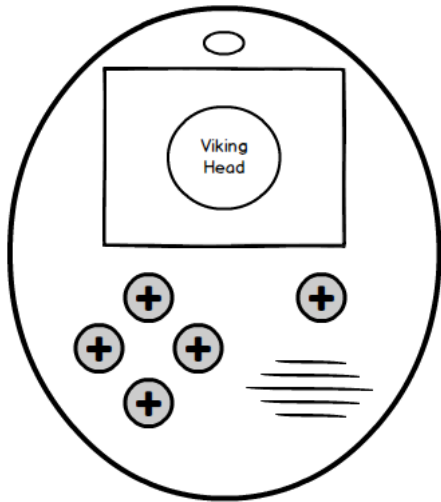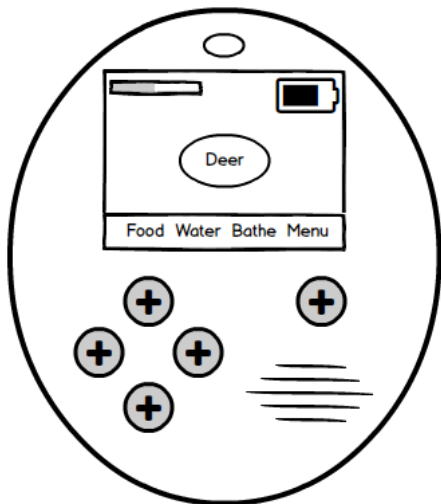# Function Development

Wireframe Mockups

Splash Screen

The splash screen is the first thing you see when you power on your device. It will show a logo and play a little startup sound. It will then take you to the Home Screen.

Function 1/ Home Screen

The home screen of this device is the game. The deer will be in the center of the screen with a health bar to the top left, a battery life indicator on the top right, and a menu bar along the bottom of the screen. The user will be able to navigate the menu bar with the buttons and whatever they are hovering over will be highlighted.
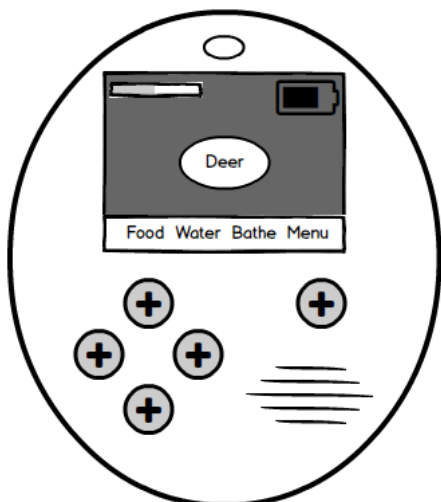
Function 2

The second function of this device is a low-light or night mode. This allows the user to be more discreet if they want or to be easier on the eyes if the user tries to play in the dark. The night mode is able to be turned on and off under the settings tab of the menu.
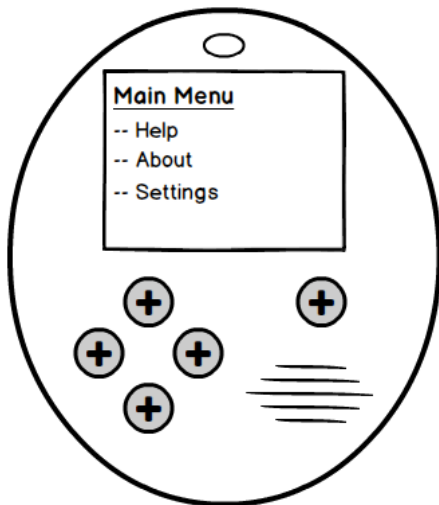
Main Menu

The main menu screen of the device pulls up a list where the user can choose to go to the "Settings" screen, the "About" screen, or the "Help" screen. This will be navigated by the buttons on the device.
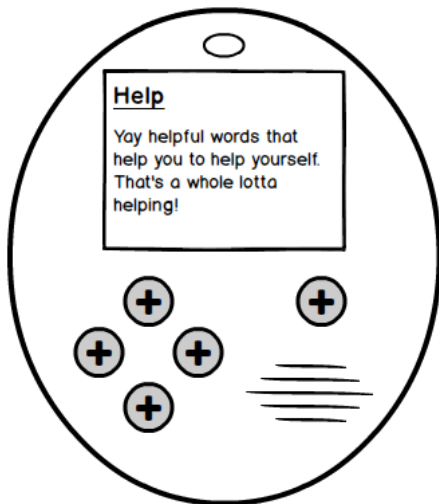
Help Screen

The help screen holds information on how to interact with the game. It will have controls and some hints on actions that would help the user interact with the game. It will also contain an email at the bottom for troubleshooting any issues the user might have.
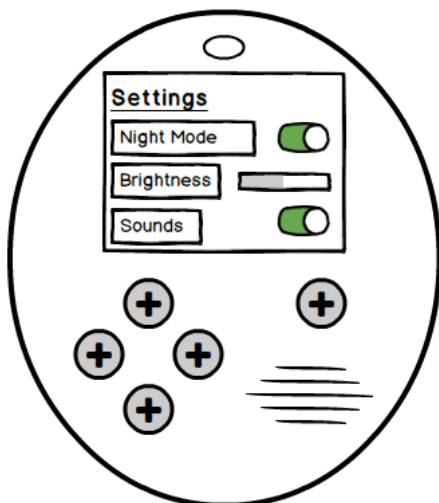
Settings Screen

The settings menu lets the user change some features that impact their gameplay. These features include "Night Mode" which is discussed in the 'Function 2' screen, "Brightness" which controls the amount of light coming from the LCD screen, and "Sounds" which will let the user choose whether or not they want to hear any sounds coming from the device during gameplay.
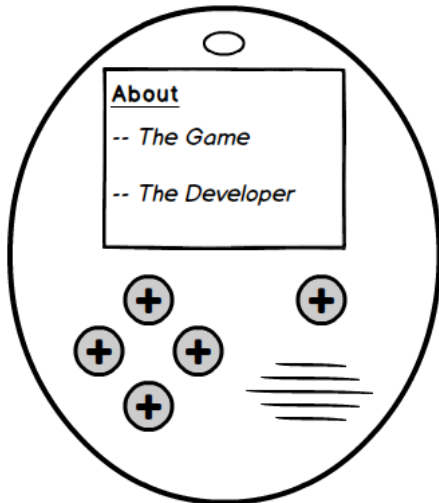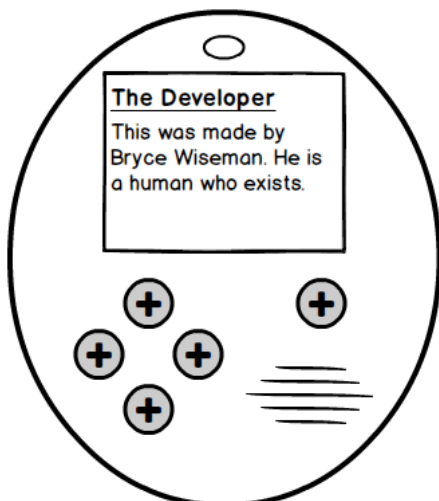
About Screen

The about screen will hold two tabs that the user can choose. One will be for information about the game and the other will hold information about the developer.
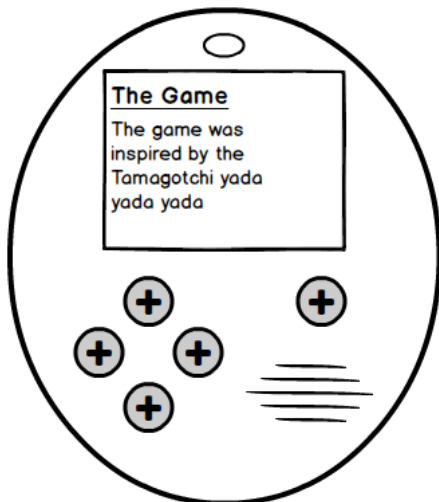
About Screen: The Game

The about screen for the game will contain information on what inspired the game and how it was taken from an idea to a final product.

About Screen: The Developer

The about screen for the developer will contain information about the developer of the game and why he made the game.

Component Diagram