

Project 2: Low-Fidelity Design Sketches

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Description

Our goal for milestone 2 was to produce low-fidelity mockups of our in-game user interface screens. The pictures I took were less than the quality I would've wished, so I enhanced them using a high pass filter and hard light blending options in photoshop.

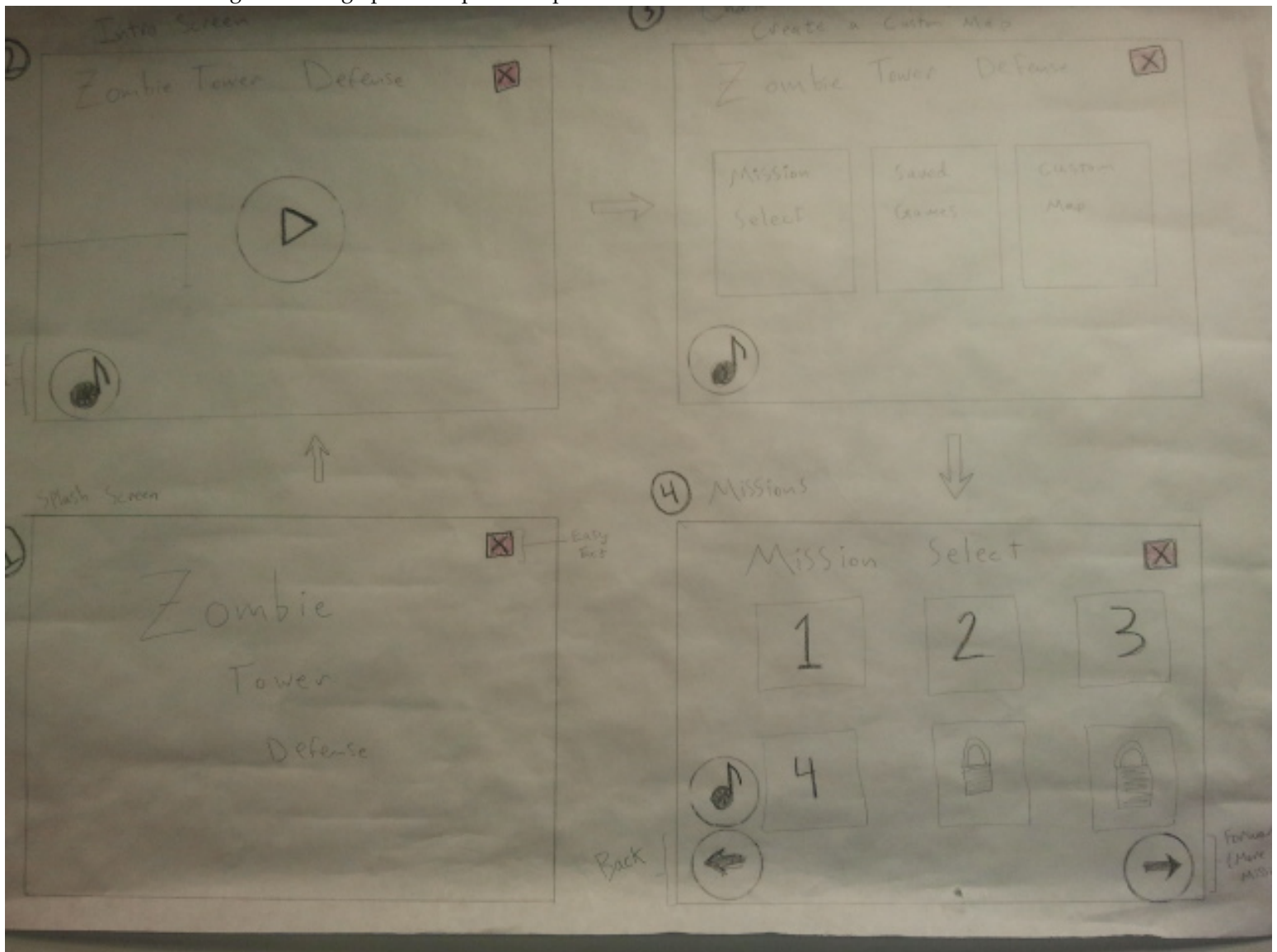


Figure 1: Low-Fidelity Design Sketch illustrating the Splash Screen, Intro Screen, Game Options, and Mission Select (pre-filter).

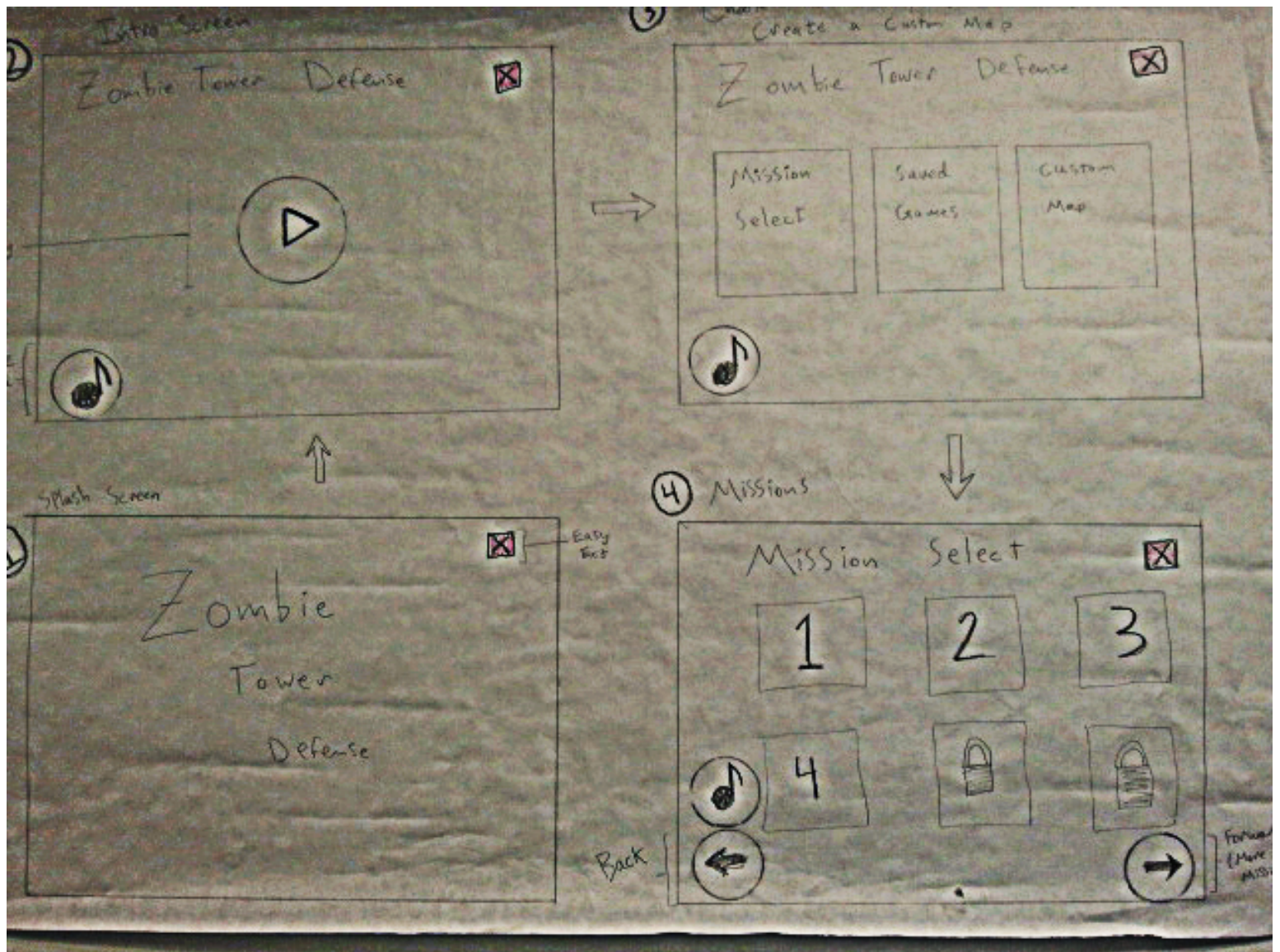


Figure 2: Low-Fidelity Design Sketch illustrating the Splash Screen, Intro Screen, Game Options, and Mission Select (post-filter).

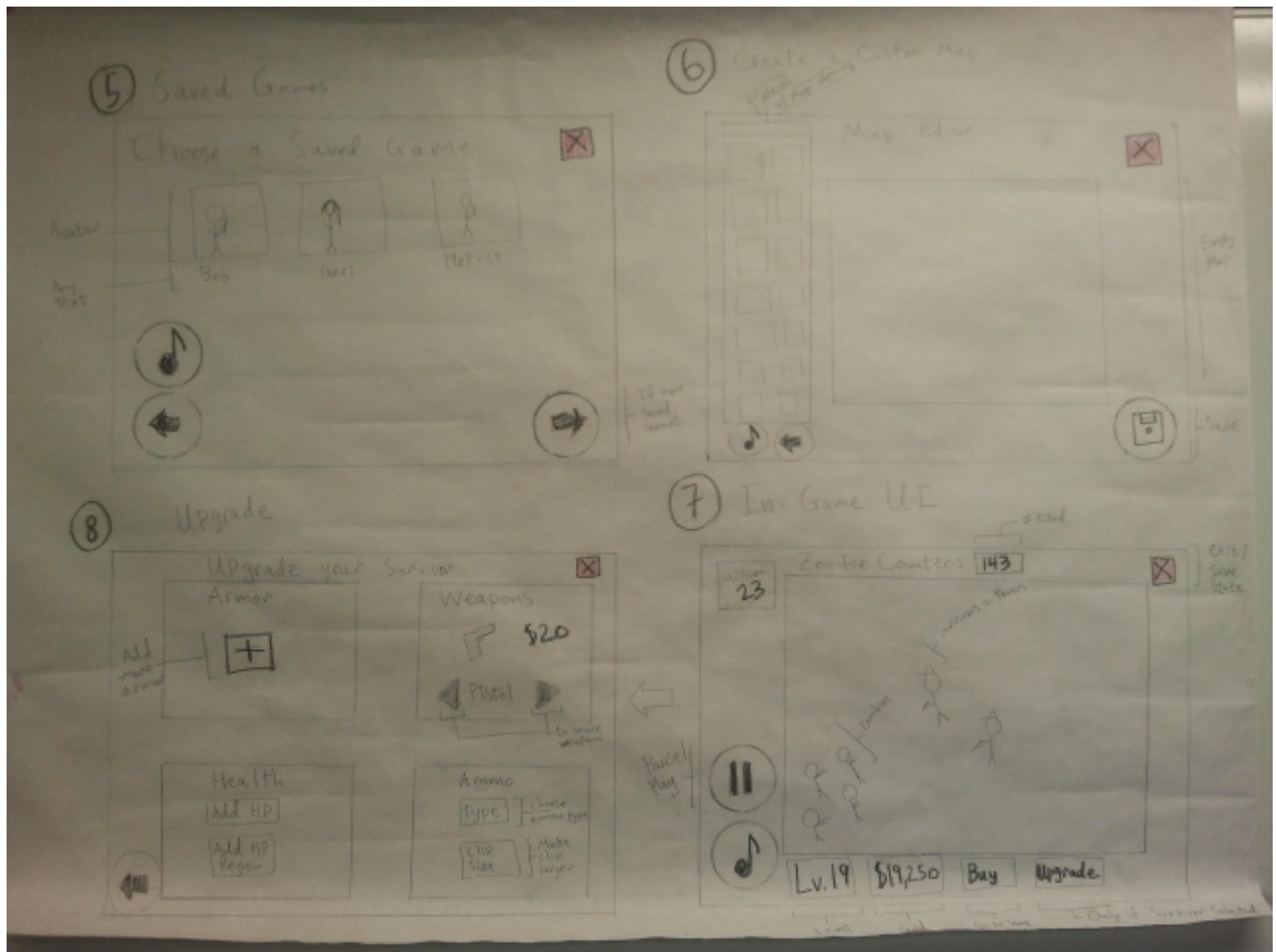


Figure 3: Low-Fidelity Design Sketch illustrating the Saved Games, Custom Map Editor, Upgrade Screen, and In-Game User Interface (pre-filter).

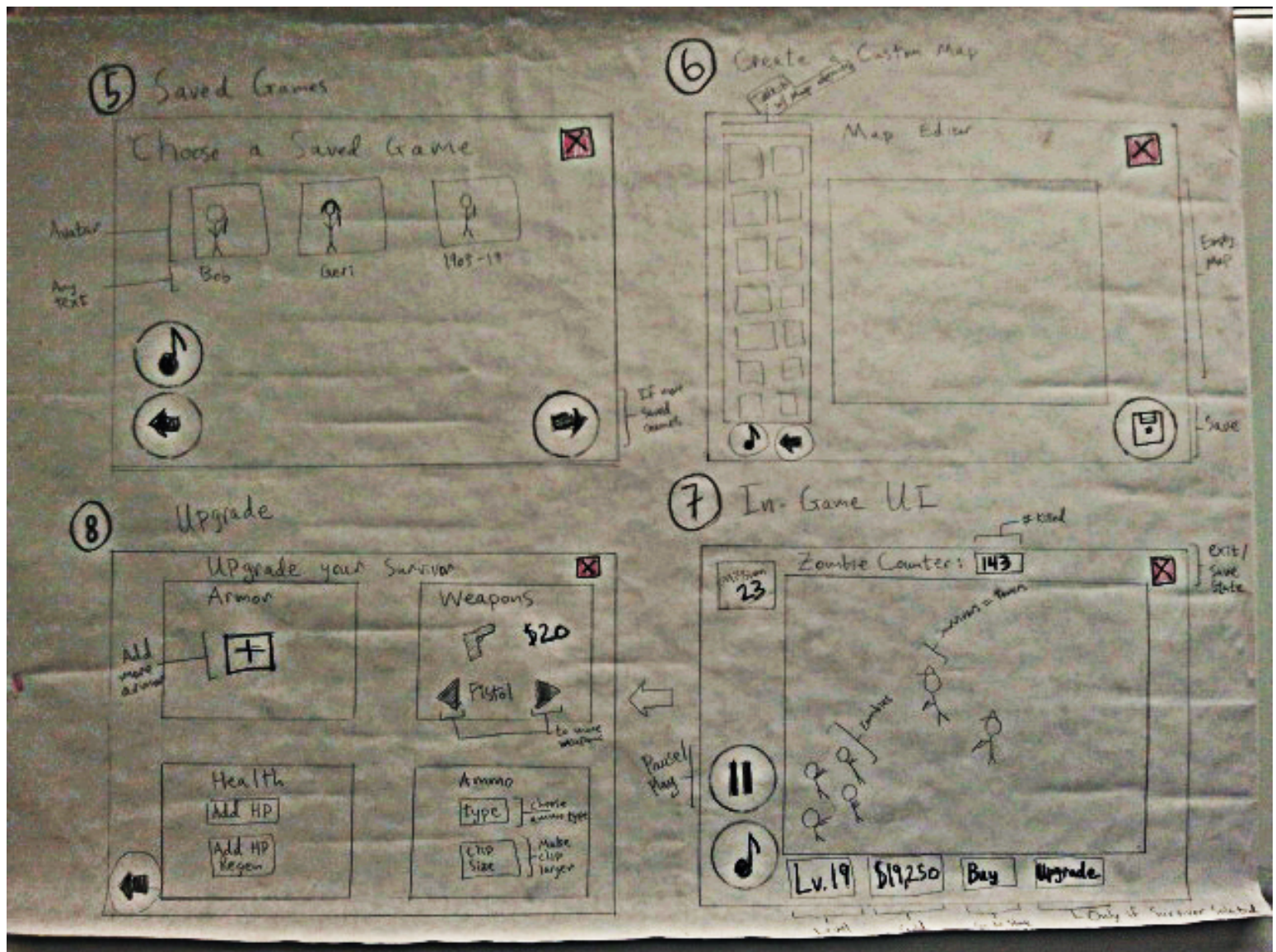


Figure 4: Low-Fidelity Design Sketch illustrating the Saved Games, Custom Map Editor, Upgrade Screen, and In-Game User Interface (post-filter).

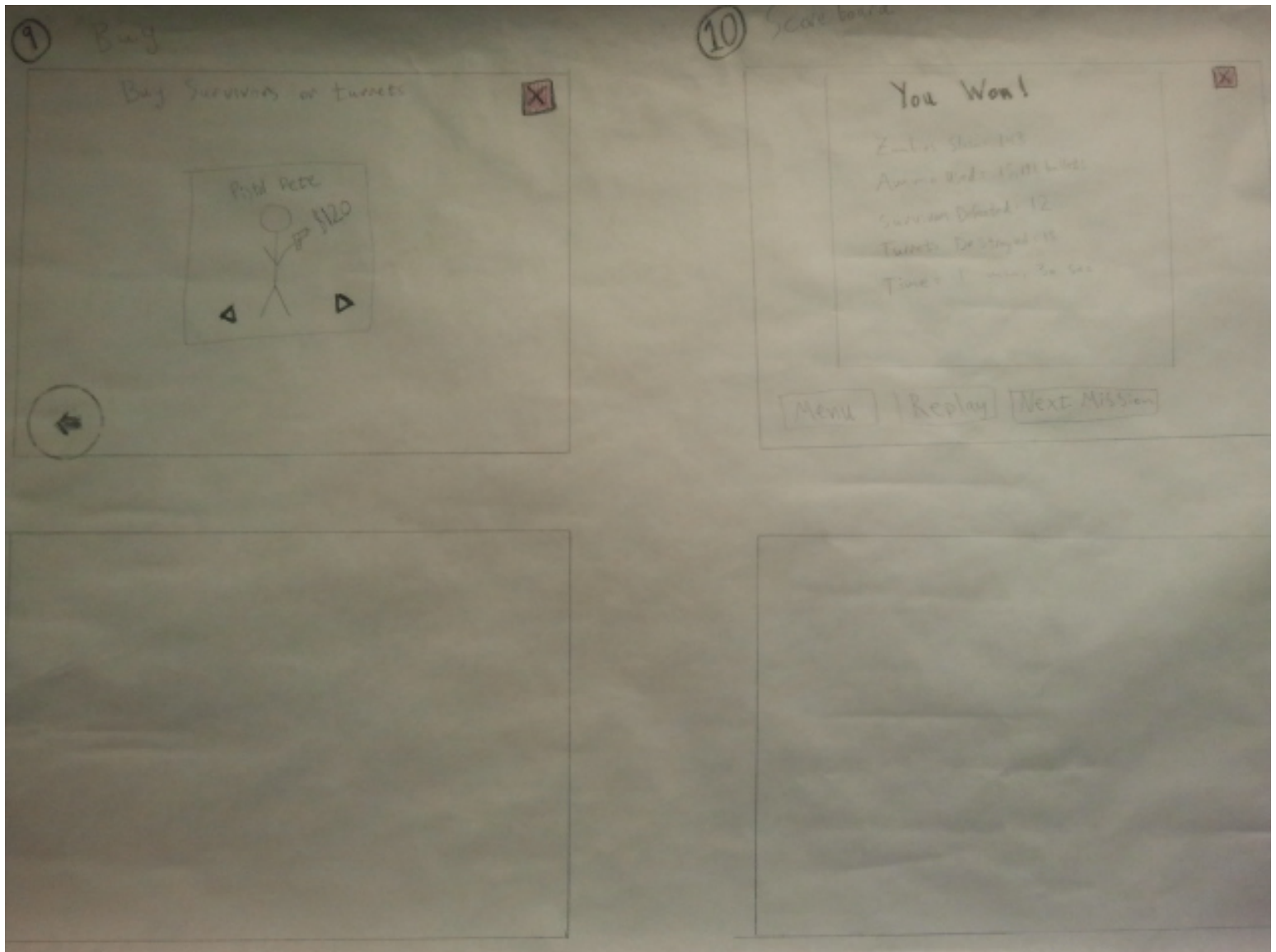


Figure 5: Low-Fidelity Design Sketch illustrating the Store and the Scoreboard Screen (pre-filter).

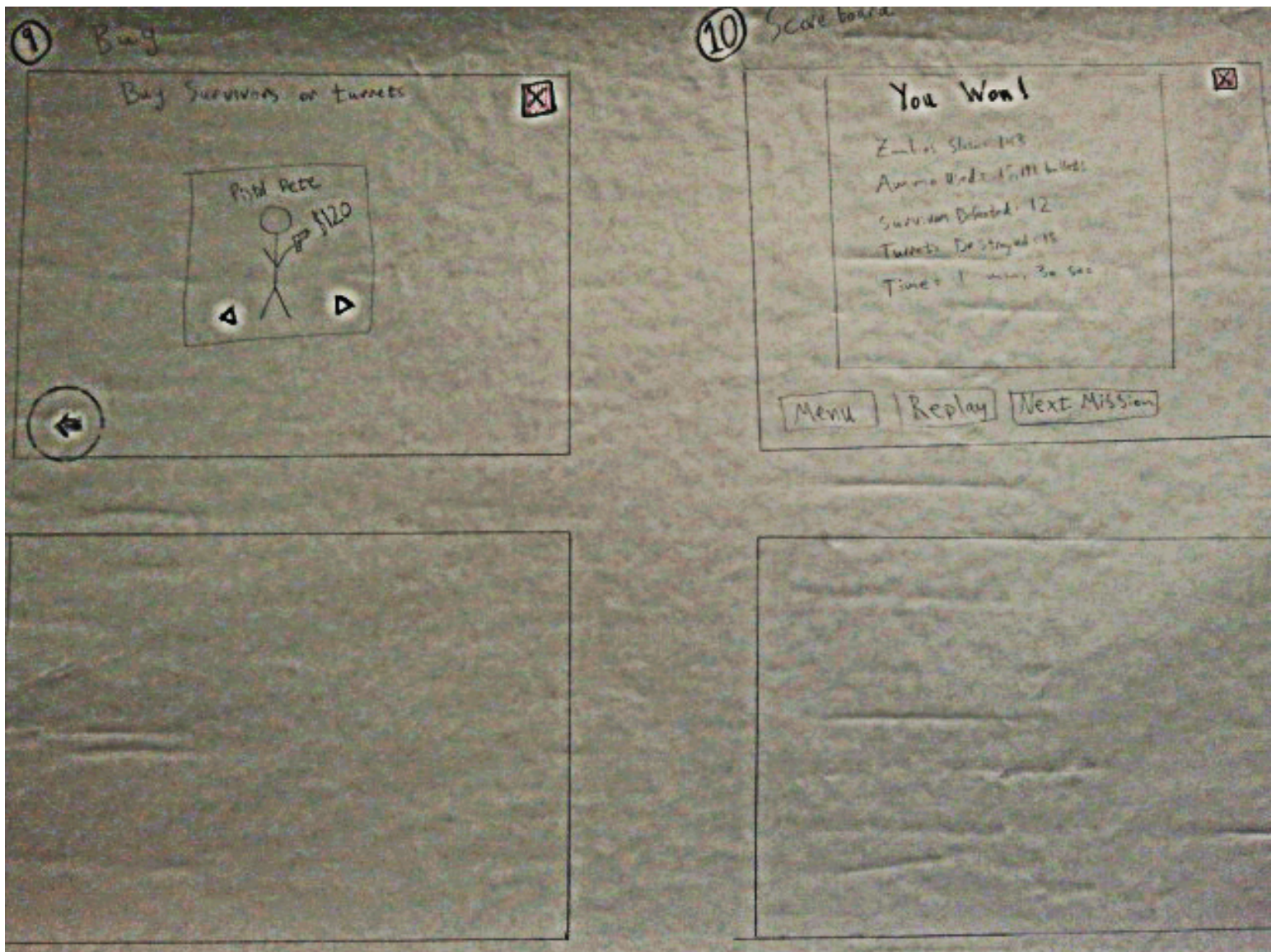


Figure 6: Low-Fidelity Design Sketch illustrating the Store and the Scoreboard Screen (post-filter).