**OOP Solutions Ltd.**

Detailed Window Design Specification Sheet

Name of Window: GamePafe

Client:

Version: Date: 26/2/2018

Function / Purpose of Window: Display menu for player to choose

Window Design / Layout:

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| --- |
| Canvas  Level Number  Steps taken  Restart  Load Level  Back |

Description of steps involved to guarantee function of and user interaction with Window:

|  |
| --- |
| UI Elements  (Button) Restart – Restarts the level  (Button) Load Level – Prompts the user to select a level  (Button) Back – Takes player back to menu  User Interaction   * User presses restart button * The game reloads the whole level * User presses Load Level button * The game prompts user to select a text file with level * User presses back button * The game goes back to main menu |

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