**Rufh & Hutch**

**\*Insert Game Name\***

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Main Menu | New Game | Settings Menu | Game Hud | Shop | Pause/Menu | Game Over |
| -Continue  -New Game  -Settings  -Quit | -Level Select  -Player Name | -Master Volume  -Music  -Sounds Fx  -Colorblind Toggle  -Crosshair Color  -Crosshair Type  -Difficulty | -Health/Stamina  -Ammo  -Enemies Remaining  -Time  -Weapon 1 & 2  -Stage/Wave  -Grenade/Molotov | -Weapons  -Grenades  -Upgrade:  -Speed  -Health  -Stamina | -Save & Quit  -Save  -Settings  -Exit Game | -Retry  -Quit |

**Splash Screen**

DeadWeather

**\*Insert Game Name\***

Made With Unity

\*Current Release Version\*

**Main Menu**

**Wubba-Lubba-Dub-Dub**

New Game

Continue

Quit

Settings

I attempted to depict a sliding scroll menu

(Meaning click + drag left = bringing “Quit and New Game” to the center)

Mainly because it’s a type of menu that is not seen as often anymore and brings a little more interactivity to the main menu.

Having an enemy model in the center of the screen would bring a good visual aspect to the main menu.

Settings

Expert

Normal

Easy

Menu

Crosshair Type

Crosshair Color

OFF

ON

Color Blind

Music

Sound Fx

Master Volume

**Settings**

Not clickable

I

I believe a settings menu should be short and sweet as it is a menu most players will eventually see but also a part of the game not visited for very long.

In Game Shop Menu

Clicking the image will buy one of the following

(counter indicates how many owned)

When an item is owned, the symbol will be faded

The picture will be the buy button

0

0

0

**Health/Stamina/Speed**

**Will be clickable**

4

Speed

Stamina

Health

Upgrades

$$$$

$$$$

$$$$

Molotov

Grenade

Your Current Money

$$$$

$$$$

$$$$

$$$$

$$$$

$$$$

Weapon

#5

Weapon

#6

Weapon

#3

Weapon

#2

Weapon

#4

Weapon

#1

Land Mine

The shop menu will be divided into 3 separate sections:

The upgrades menu

The weapons menu

The throw able menu

(Health will show players current health)

Level Select

Stage Select

Enter Name…

All clickable to interact

**Level 3**

**Level 2**

**Level 1**

The level pictures will grow when in the selected state, and the others will shrink and move to their corresponding positions.

The input box for the name will be used to differentiate between Saves

Continue Game

Continue

Player\_Name Stage Wave#

Player\_Name Stage Wave#

Player\_Name Stage Wave#



Back

Very simple and easy to read continue game menu

Game Gui

**3:32**

**Enemies Remaining:**

**13**

**Healthh**

**2**

**Stamina**

**Wave #h**

**Timeh**

**Ammoh**

Gun2

**Molotov: 3h**

**Grenade: 1h**

25/60

Gun1

Straight forward top down shooter GUI, depicting stamina, health, the overall time, wave number, grenade/molotov amount, how many enemies remaining in the wave, depiction of both guns(Gun1 would be the equipped item, Gun2 would take its place if equipped.), and of course the ammo for the equipped weapon.

Pause Menu

Continue

Pause

Settings

Save & Quit

Exit to Desktop

The pause menu has 4 clickable buttons:

Continue - To continue the game

Settings – To adjust settings within game

Save & Quit – To Save and quit to the Main Menu

Exit to Desktop – To just terminate the game direct to desktop

Game Over Screen

Uh oh.. You Died

Quit to Menu

Retry

Game Over

Very Simple menu with 2 clickables,

Retry – Will restart the stage you’re playing

Quit to Menu – For when you’re finished playing, this will bring you to the main menu