GUI Programming  
Light Bot

short line

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| Note: You can add and remove headings, make sure everything in this document is relevant to your specific project and use case, |

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# Purpose

Give a brief description of your project

* This project is a creation of LightBot
* It includes Drag and drop Properties this is used to control the player in the game
* Has many screens to control the ui side of things including Menu, Level Select and Pausing the game

# Requirements

What are the minimum system requirements needed for the project to run? Are there any dependencies on pre-installed software? If the project is designed for programmers, does this project need to interface other projects?

What specs u would need to run project / software

Unity requires windows 7+ and a fast cpu to handle editing and rendering of the game / project

Dependencies Unity / Visual Studio

# Features

Describe features that are a requirement for your project. Eg: drag / drop commands, switching levels, restart levels, run through actions etc.

* Drag / Drop  
  Description: Drag and drop from command toolbar to the action panel
  + The Drag and Drop feature control the players movement
  + Dragging the item from the commandbar to the action panel and dropping it inside one of the squares
  + Dragging the item out from the action panel to delete the task/item
* Switching Level  
  Description: Level control
  + Level control is done by finishing the level / completing the task
  + From the main menu there's a button that can take you to select the level you wish to play
* Restart levels  
  Description: Level reset
  + Level reset can be done by clicking the reset button in the game screen this will set the screen back to when you started
* Pause Game

Description: Pause game

* + Includes a button on the game screen to pause the game and resume or exit to main menu

# UI Wireframe Mockups

Provide a sample wireframe mockup for each screen the user sees. If you have any dialog / popups, show wireframe for those dialogs. If you have tab controls, show a wireframe for each tab.  
  
For each tab, or change in view, you should show a new wireframe / mockup.

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| Note: This is an initial plan, a proposal for how your application will flow. |

Menu Screen:

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| --- | --- |
| **Image Source:** menu.png | Starting Screen that can control where you want to go |

Menu Screen: Events:

* PlayGame:  
  OnClick: Takes you to game screen
* Level Select:

OnClick: Takes you to Level Select screen

* Close button clicked:  
  OnClick: Exits Build

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Game Screen:

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| --- | --- |
| **Image Source:** game.png | Action panel right side controls movements  Control bar at the top used to drag items into action panel  Buttons used to control the game and screens |

Scene 2: Events:

* Play, reset, pause, menu:
  + Reset OnClick: resets the game back to the start
  + Pause OnClick: pauses game and sets screen to pause
  + Play OnClick: plays the commands in the action panel
  + Menu OnClick: sets screen to main menu
* drag/drop:
  + OnDrag and OnDrop: dragging from commandbar to action panel to decide your movement path
  + DragOut: removes the item added to action panel

Level Select:

|  |  |
| --- | --- |
| **Image Source:** level.png | Number buttons used to control game level you want to play |

Scene 2: Events:

* 1,2,3,4,5
  + OnClick: Select the level you want to play
  + OnClick: takes you to game level you click
* Menu:
  + Menu OnClick: sets screen to main menu