GUI Design

Main Menu

Play Game – allows user to start the game

High Scores – check previous high scores
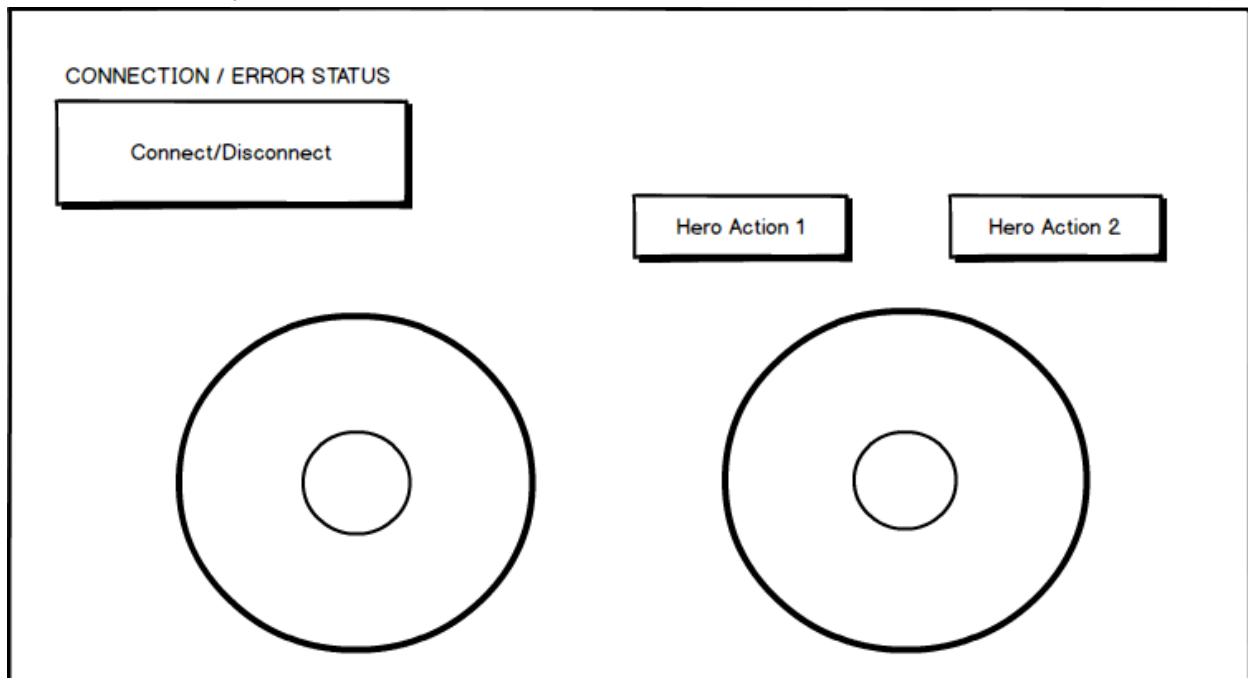
Exit

Controller
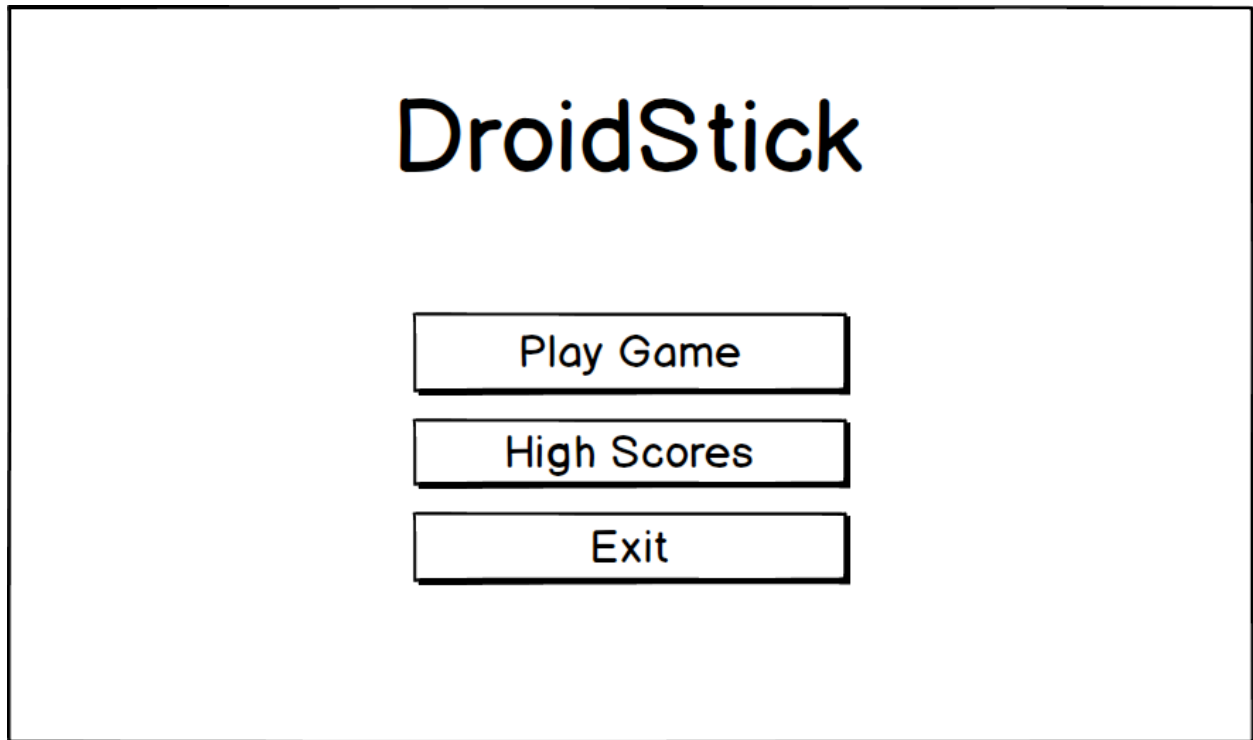
Connect/Disconnect – connects to a game server

Button 1 / 2 | Thumbsticks – Player interaction

Controller Mockup

Main Menu

DroidStick

Play Game

High Scores

Exit

Gameplay HUD

HP

WEAPONS AND AMMO