



Figure 1 Loop Mania Title Screen



Figure 2 Loop Mania Difficulty Selection Screen

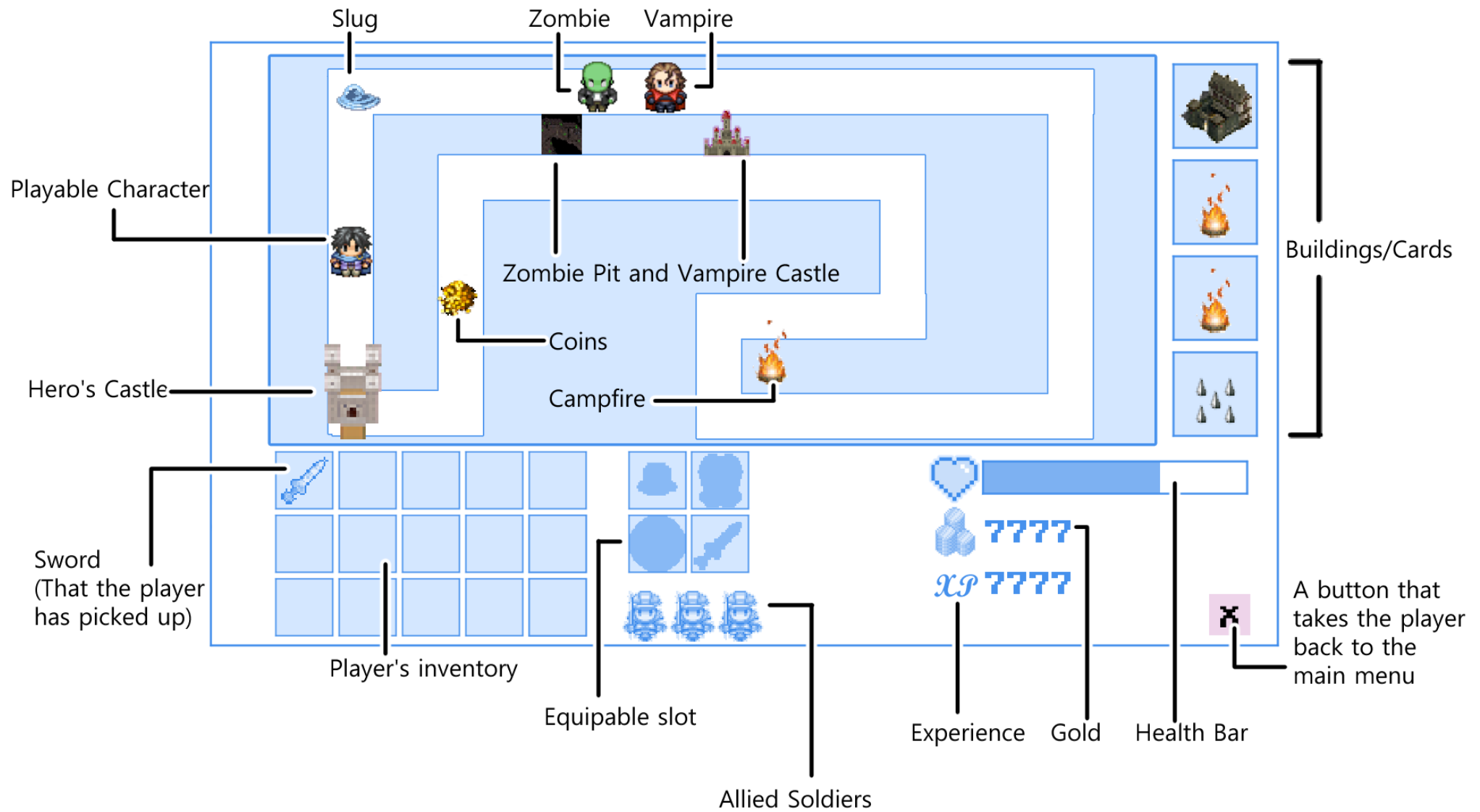


Figure 3 Wireframe World view

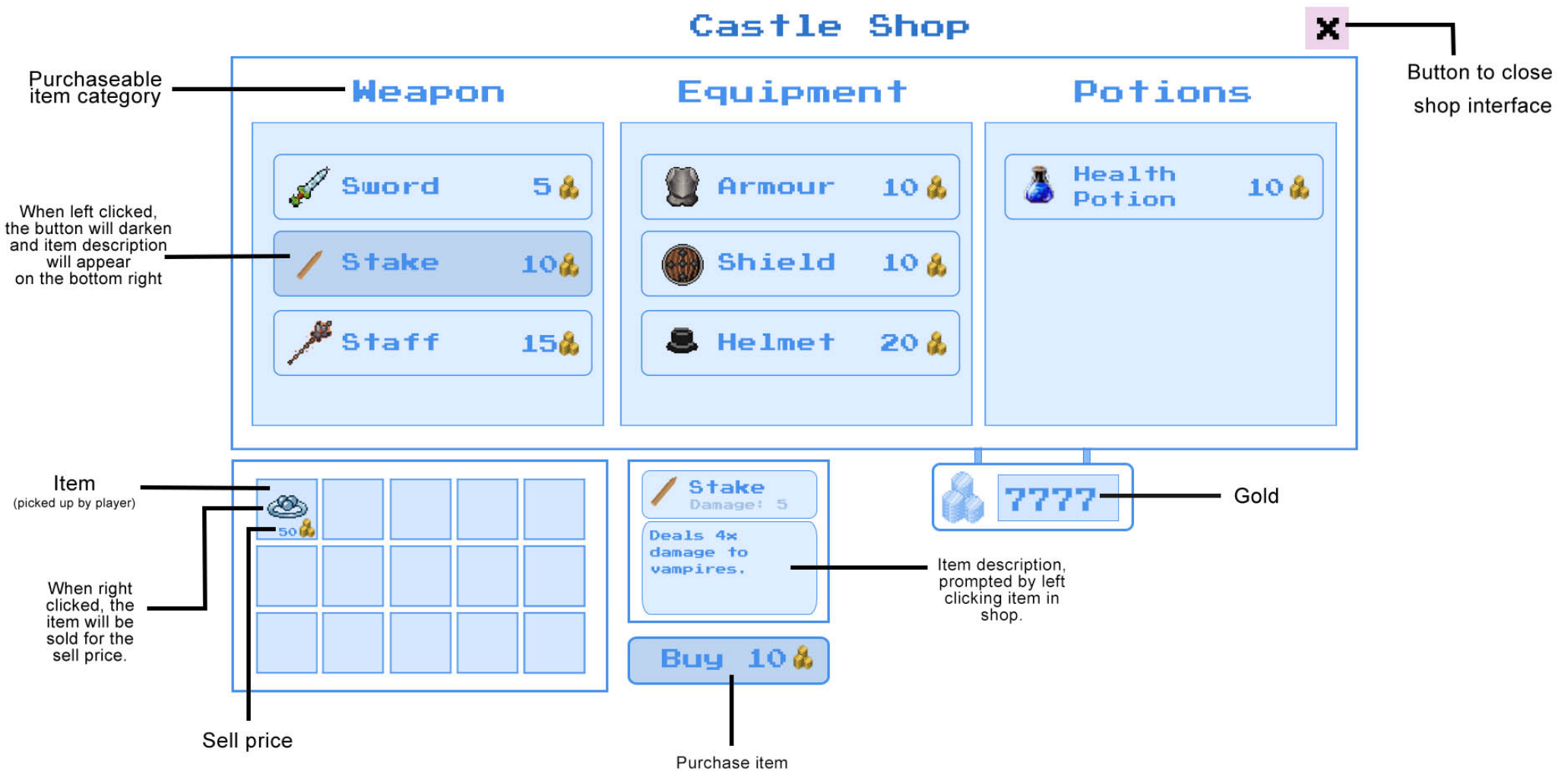


Figure 4 Wireframe Shopping view

A counter that shows the player's final stats (Experience and Gold)



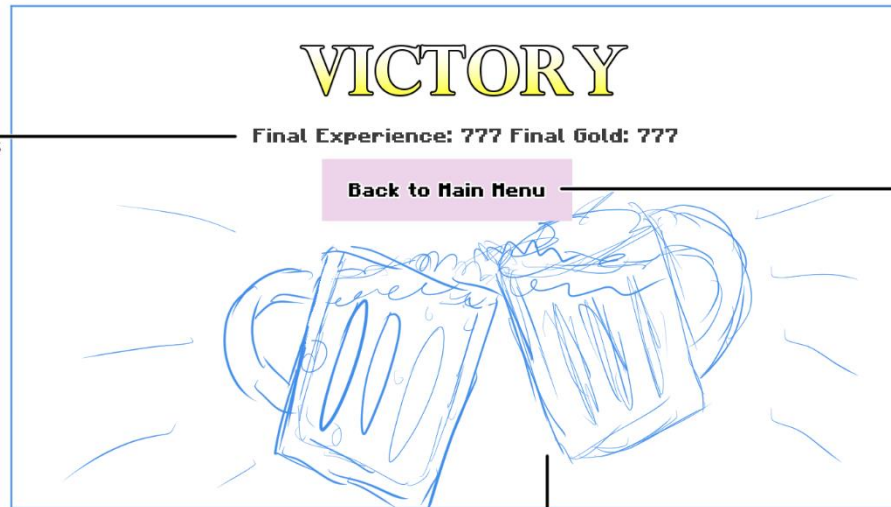
A graphic that represents the player has lost the game

A button that takes the player back to the main menu



Early Design of GameOver graphic

A counter that shows the player's final stats (Experience and Gold)



A graphic that represents the player has won the game

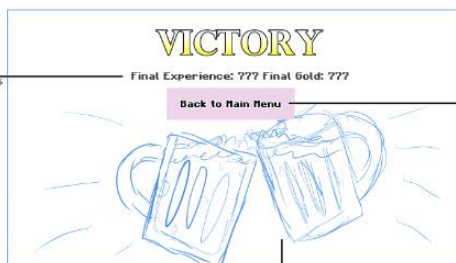
A button that takes the player back to the main menu



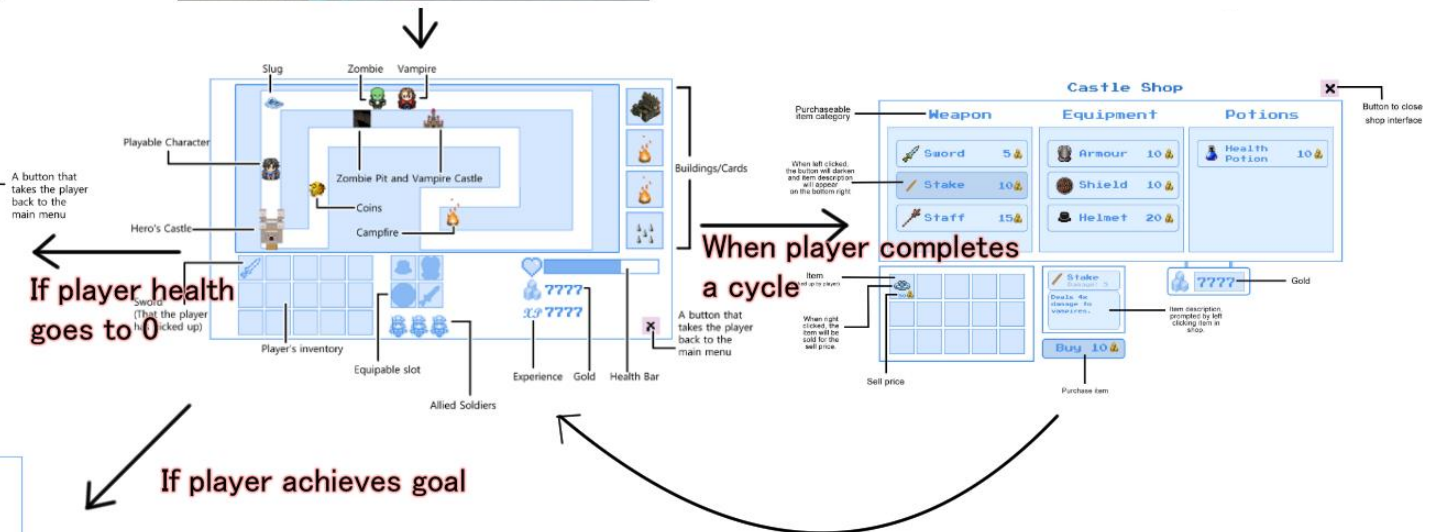
Early Design of Victory graphic



A graphic that represents the player has lost the game



A graphic that represents the player has won the game



NOTE:

Victory and Game Over screens are for Milestone 3
Game is assumed to go back to title screen once done for Milestone 2