|  |  |  |
| --- | --- | --- |
|  |  |  |
| Loading screen: I first dazzle the user with cheeky loading messages as this program initializes on the user’s computer. This is also time for the user to have Euro Truck Simulator 2 running in the background, ready to go. | Start screen: The user can begin *Jalopy,* or can view a help screen with information on how to best run the game for ease-of-use and performance. The right hand side of the screen would be an animated gif of a rotating truck (taken from in-game) | Help screen: Information on how to run Euro Truck Simulator 2, including tips on graphical settings, key bindings and sensitivities, and other settings |
|  |  |  |
| Primary program screen: The game input is captured at *n*-fps on the left hand side of the screen, while the processed image is handled on the right (with lane detection, boxes for detectable objects i.e. trees, pedestrians, cars).  The user can manipulate the target speed modifier of the truck, as well as make emergency stops. | Minimized program screen: Clicking the ‘min-mode’ button on the lower right hand corner of the primary program screen allows the user to admire the pitch-black, soulless landscape of *Jalopy*’s computer vision work. | Literal crash screen: When *Jalopy* thinks that the user crashed in-game, it will display a warning that *Jalopy* has detected a collision and will direct the user back to the main menu, with stats on how long *Jalopy* was able to survive and estimated distance (as a crude function of time \* speed) |
| Note: All screens incorporate smooth animation between frames, rather than abrupt transitions | | |