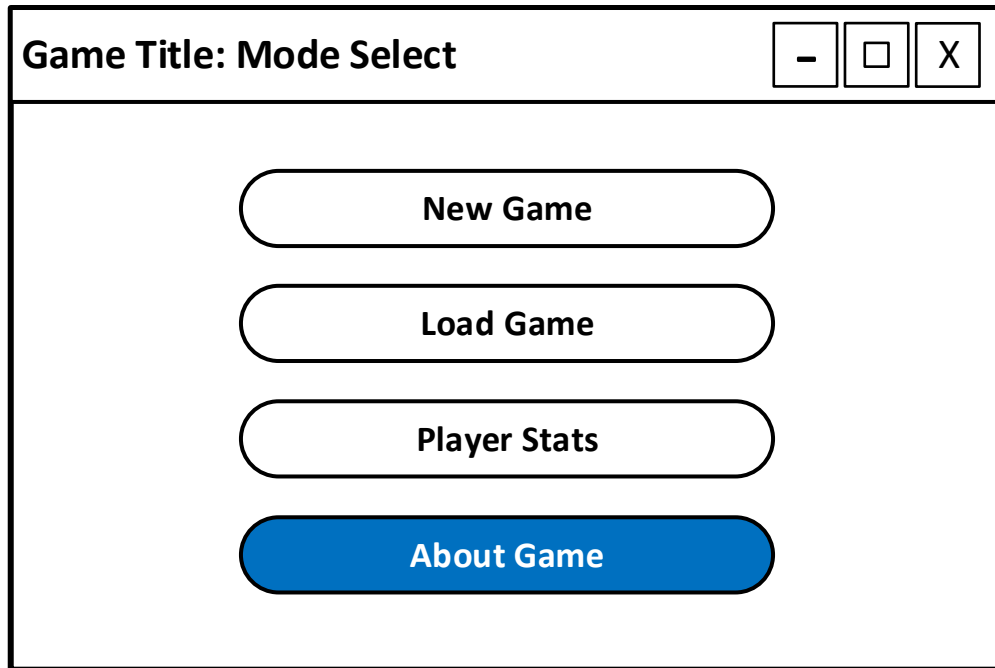
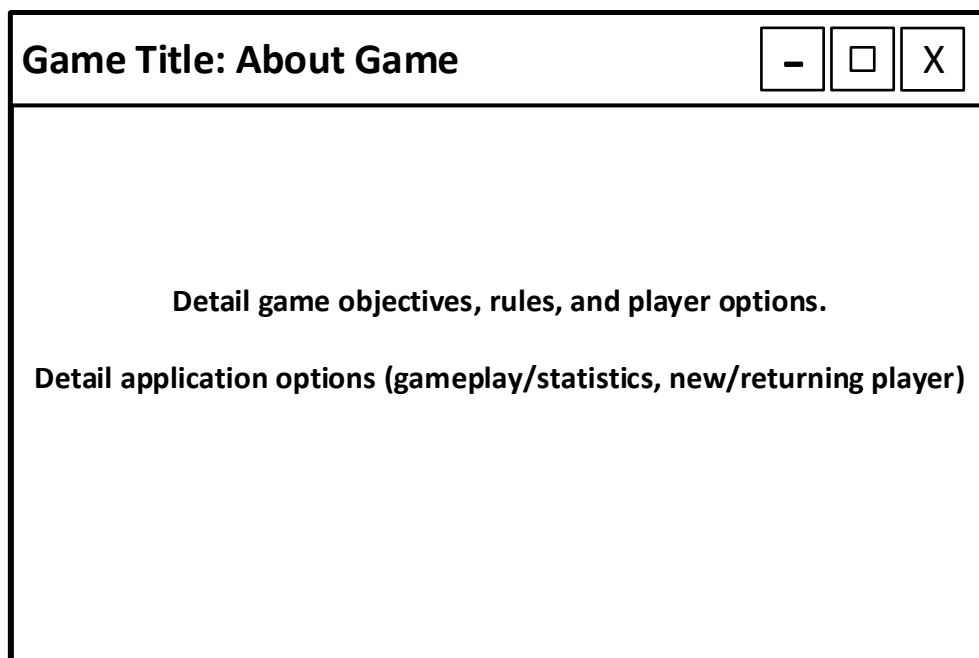


Mode Select Pane: User selects from four basic application modes



About Game Pane: Pop-up window will describe game rules, object, and any other pertinent info



Game Title: Mode Select

New Game

Load Game

Player Stats

About Game



Game Title: New Game

Single Player

Duel

Game Title: New Game

Single Player

Duel

Single Player Selection: User is prompted to enter their username and either select OK to check username availability or CANCEL to go back to Mode Select window

Application should check for any saved game progress and give the user the option to resume previous game.

Game Title: New Game

Username:

Cancel

OK

Game Title: Mode Select

New Game

Load Game

Player Stats

About Game



Game Title: New Game

Single Player

Duel

Game Title: New Game

Single Player

Duel

Duel Selection: User is prompted to enter their usernames and either select OK to check usernames availability or CANCEL to go back to Mode Select window

Application should check for any saved game progress for the two user combination.

Game Title: New Game

Username 1:

Username 2:

Cancel

OK

Game Title: Mode Select

New Game

Load Game

Player Stats

About Game



Game Title: Load Game

Username:

Cancel OK

Load Game: User enters their player name to load their saved game progress. If username or saved game progress does not exist, application should alert the user.

User can then click either OK or Cancel and be taken to the New Game window.

Game Title: Load Game

Username:

Cancel OK

Game Title: Mode Select

New Game

Load Game

Player Stats

About Game



Game Title: Player Stats

Player Name:

Cancel OK

Player Stats: User enters their username to show their gameplay statistics. If username or statistics does not exist, application should alert the user.

User can then click either OK to exit to Mode Select window or Export to have their statistics exported to excel spreadsheet.

Game Title: Player Stats: Username

Rank:

Various other stats:

Various other stats:

Various other stats:

Various other stats:

Export OK

Game Title: Mode Select

New Game

Load Game

Player Stats

About Game



Game Title: New Game

Single Player

Duel



Game Title: New Game

Username:

Cancel

OK

Gameplay Pane: Upon selecting New Game >> Single Player, application should check for saved game stats and add new game stats.

Gameplay pane shows current game.

Game Title

Username	Opponent
HP: <div><div></div></div> 50/100	HP: <div><div></div></div> 50/100
Mana: <div><div></div></div> 50/100	Mana: <div><div></div></div> 50/100
Food: <div><div></div></div> 50/100	Food: <div><div></div></div> 50/100

Username, your move

Attack!

Heal

Special

Current roll

Exit

Save

Game Title

1

-

□

X

Username HP: <div>2</div> <div></div> 50/100 Mana: <div></div> <div></div> 50/100 Food: <div></div> <div></div> 50/100	Opponent HP: <div></div> <div></div> 50/100 Mana: <div></div> <div></div> 50/100 Food: <div></div> <div></div> 50/100
--	---

Username, your move

3

Attack!

Heal

4

Special

Current roll

6

5

7

Exit

Save

Game Title: Select Power

□

□

X

Select special ability:

4

▲

▼

Selection spinner

Cancel

OK

1. Minimize, maximize, close boxes (not to scale): These will be the standard size determined by Swing library and OS.
2. HP, mana, and food status bars: These will be different colors in the actual application window. Color can be whatever is available from the Swing library. Green was the only choice in Visio and is used simply to illustrate the position and basic look of the object. Added status bar ratio label after each label.
3. Label to show current game player: This will change to display active player info.
4. Action selection button: Tool tips will describe the use of the attack and heal buttons. Separate pop-up window will be shown when the special ability button is pushed allowing for the selection of the special powers available.
5. Animation pane: Pane to play dice roll animation and possibly show .jpg for each of attack, heal, special button selections
6. Roll result: Pane to show result of each dice roll (i.e. if dice lands on 30, 30 will show in this window). Contents will be removed when turn is over, before showing next player info in (3).
7. Exit and save: Exit to close game without saving, and save to save current game progress.