Project 'Crawl'   Wednesday 21st October 2015

Week 1 out of 3 of Group Project

First Meeting @ 11:00

Who Showed:

* Damien Powell   - "Feeling ill" missed

* Chu Jarvis   - "not feeling +" missed, also missed the
                                    first meet up

* Park Gun   -   came

. Zainab khatun - come
* Maahaoor khan -   ~~tote~~ came

Objectives :-

     · draw a gui mock-up
     · discuss user needs
     · user - interface - ✓
     · key challenges we will face

     " change Team Name : Ninja Crew

Project Requirement

Customer audience would be between the age of
3+ to onwards.

Therefore, the game needs to be simple but also
user-friendly.

When openning the application, there should be a ...

1) Loading Screen - with title of game

2) Main Menu
Buttons - New Game
        - Rules
        - Contiued (added feature)
        - Exit
        - Options
        - Exit / back button
        - Score board
        - mute button

3) Rules
        - Explains the game

4) Score Board
        - shows the highest scores

5) Board Game

- pause icon button

  - pops up the menu

    - Resume
    - ~~Restat~~ Restart
    - Rules
    - Mute Button
    - Music
    - Exit
  - ~~Restart~~ icon. (maybe)

  - ~~Tally for scores~~

  - Player 1, Player 2 labels, at the ~~top~~ centre and Bottom centre.

  - The Game Board.
  - Skip Button

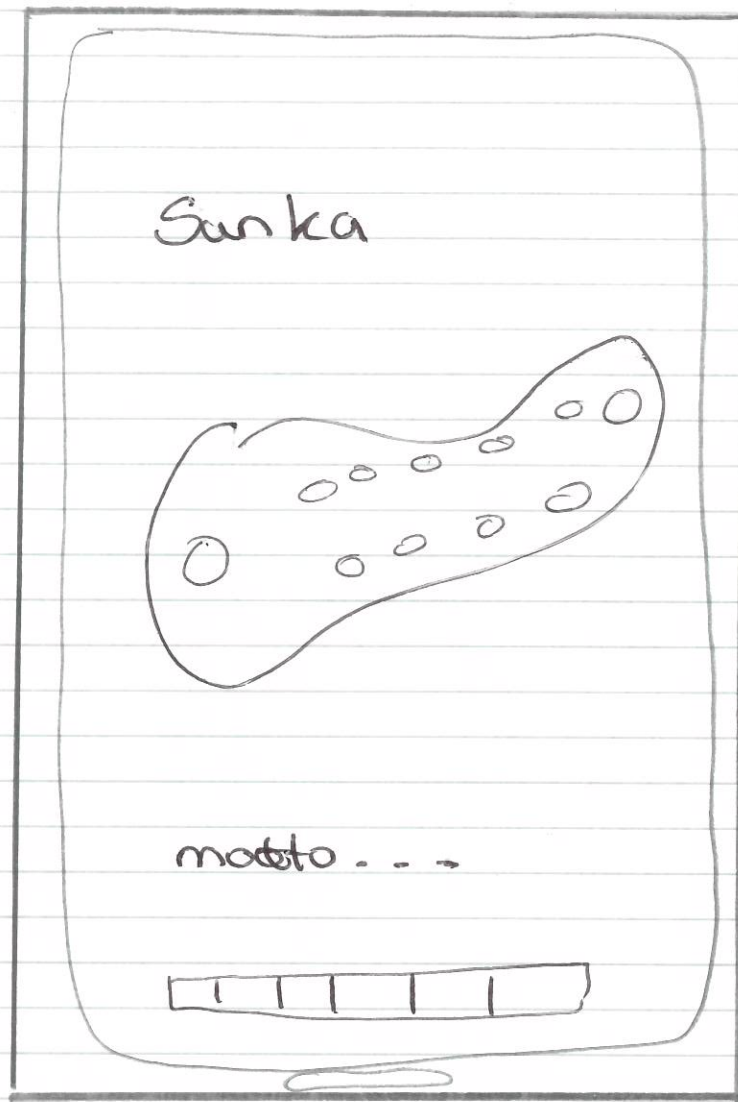Total of 8 different layouts, therefore we will have 8 different Java FXML classes / profiles.

6) Game over Popup with
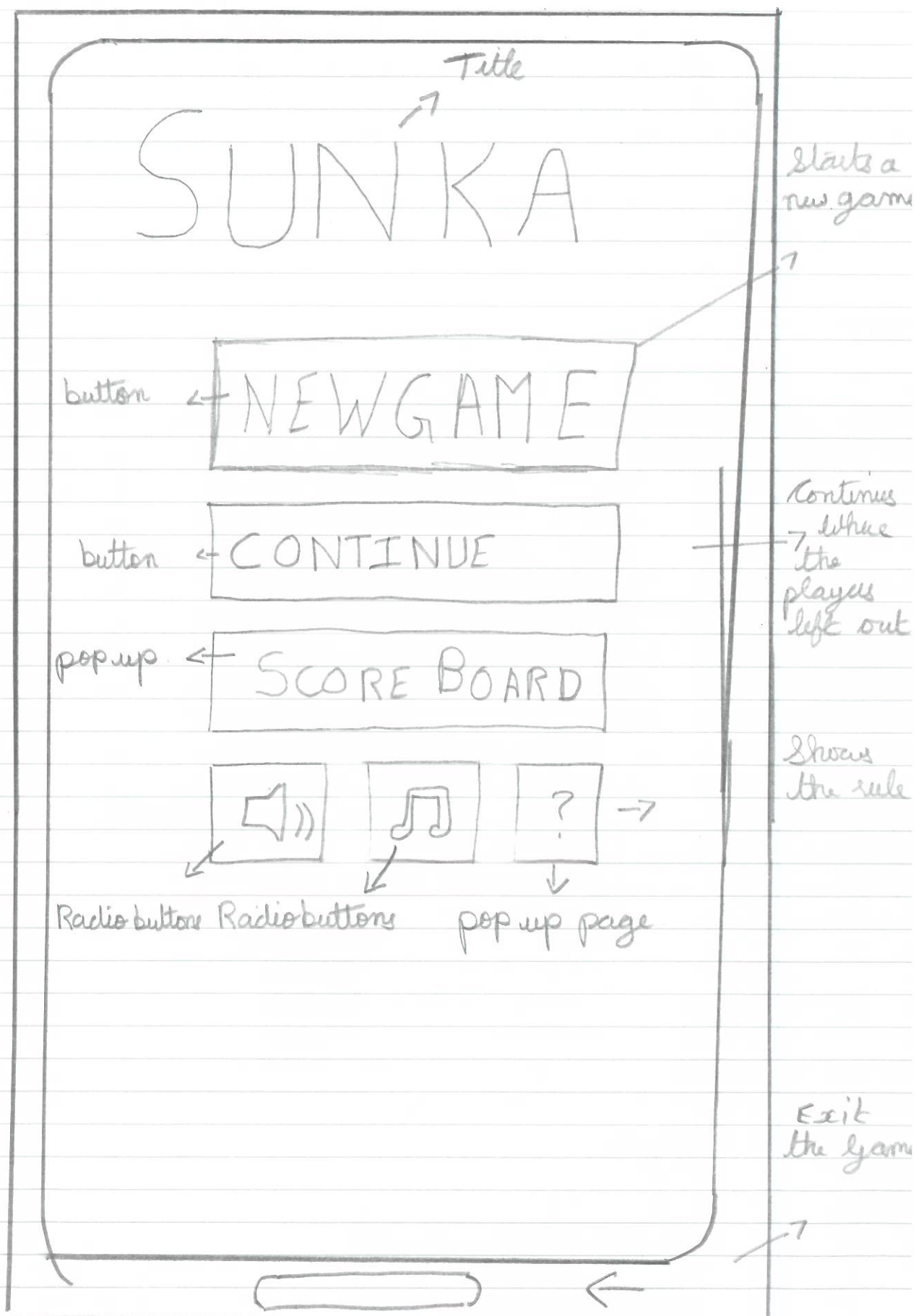   score board, allowing user
   ~~to enter their name~~ and new
   score.

7) Enter User names

1.

Loading Sceen

Sunka

motto . . .

2

Main Menu

SUNKA

Title

button ← NEWGAME

button ← CONTINUE

pop up ← SCORE BOARD

[🔊))] [♪] [?] →

Radio buttons   Radio buttons   pop up page

Starts a
new game

Continues
where
the
players
left out

Shows
the rule

Exit
the game

Rules Screen - Pop up on main menu

SLINUA

Rules ⊗

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·(possible example video tutorial)

snap images and notes.
(extra entry feature)

Score Board

SLINUA

Score Board ⊗

1st ~~~~
2nd ~~~~
3rd ~~~~

stores highest scores

4

Asking the players name layout
after a new game

PLAYERS NAME

PLAYER_1: ← default   name

NEXT

PLAYERS NAME

PLAYER_2 ← default name

→ Keyboard

goes back to
players 1
name
layout

Game board loads
with players name

Prev   NEXT →

5

FIXED LANDSCAPE.

MENU

Resume

Restart

Exit

→ pop up menu.

Player 2

gets highlighted when its their turn

Player 1

→ default name

PASS
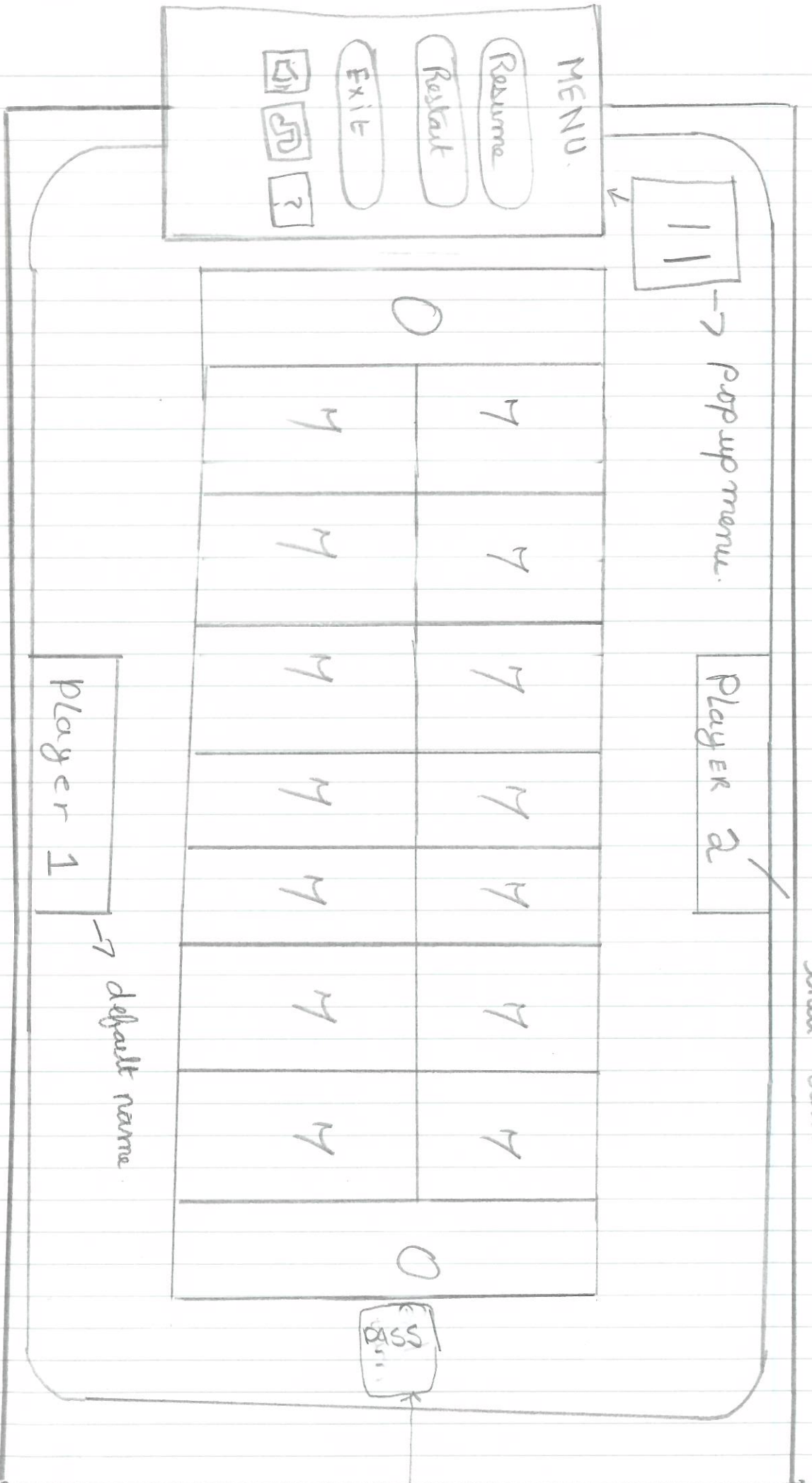
only works when tray is zero on the player's turn.

Game Over

player _ Won !

Score board.

1st player name . Score .

~~~~~~~~~~~~

game board — RESTART   EXIT — Take back to the
with Same   menu.

players
name