

GUI Elements List

Health Bar

- Purpose: Displays the player's current health status.
- Reason for Choice: A health bar is a clear and intuitive way to communicate the player's health, which is crucial in video games in general.
- Alternatives Considered: Other possibilities included a numeric health indicator, but the bar format was chosen for its simplicity and immediate recognizability.

Stamina

- Purpose: Shows the player's current stamina level, which is used for actions like sprinting or attacking.
- Reason for Choice: A stamina bar provides a quick visual cue about available resources, encouraging strategic gameplay.
- Alternatives Considered: Alternatives included using color changes in the player character or audio cues, but the bar format offers more precise feedback and it's simple to start with.

Pause Button

- Purpose: Allows the player to pause the game, restart the level, access settings, or quit.
- Reason for Choice: A pause button is standard for user control and enhances accessibility by giving players control over their gaming experience.
- Alternatives Considered: None, as a pause button is an essential and expected feature in most games.