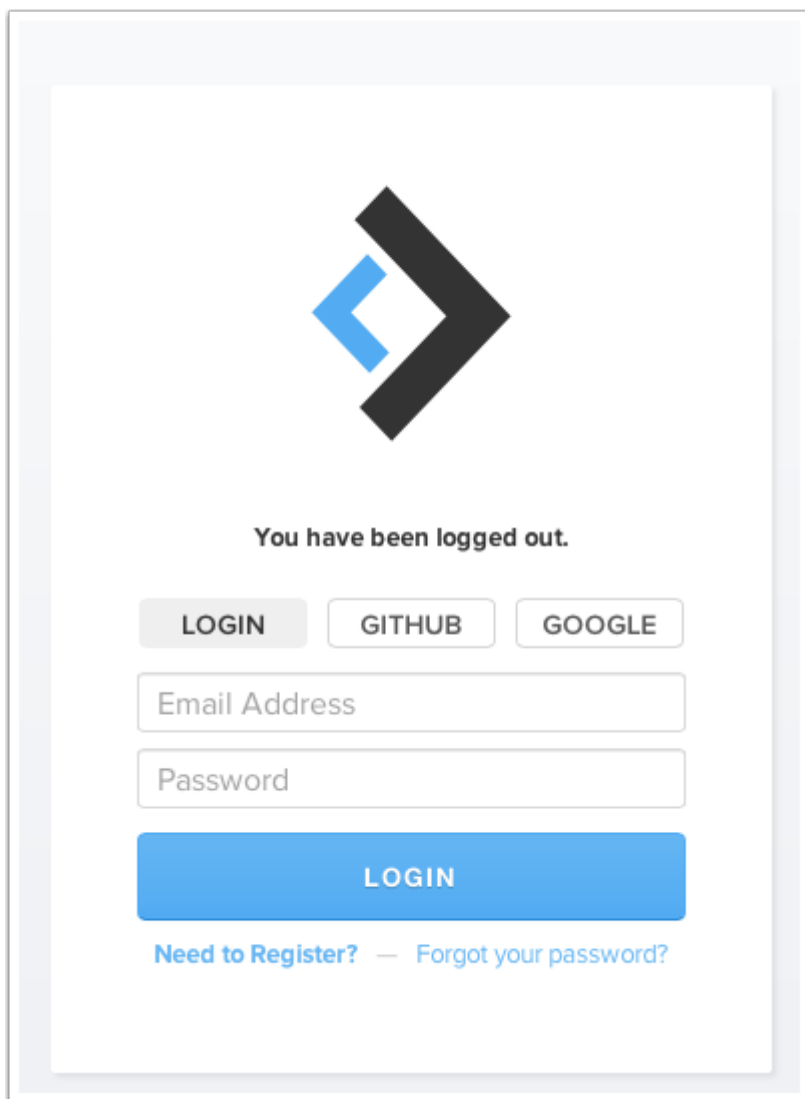



Summary

My idea for a GAP is to create a game that involves programming as a core game component. This solves my GAP of not having a fun game that also helps me learn and experiment with new coding techniques.

My mock up UI design will just be references of other designs that I'll be referencing. To see the UI components that I'll need for this game, please see my UI diagram above.

Login screen





You have been logged out.

LOGIN GITHUB GOOGLE

Email Address

Password

LOGIN

[Need to Register?](#) — [Forgot your password?](#)

My login screen will be something simple, that is similar to this. I'll allow login with GitHub and Google, and if I have time I'll create my own login system (although using these other authorization services will save time).

Battle layout

This is a picture from an old super nintendo game, and since I'm no artist I'll not be able to match this level of visual quality; however, This view matches the isometric style I'd try to emulate.



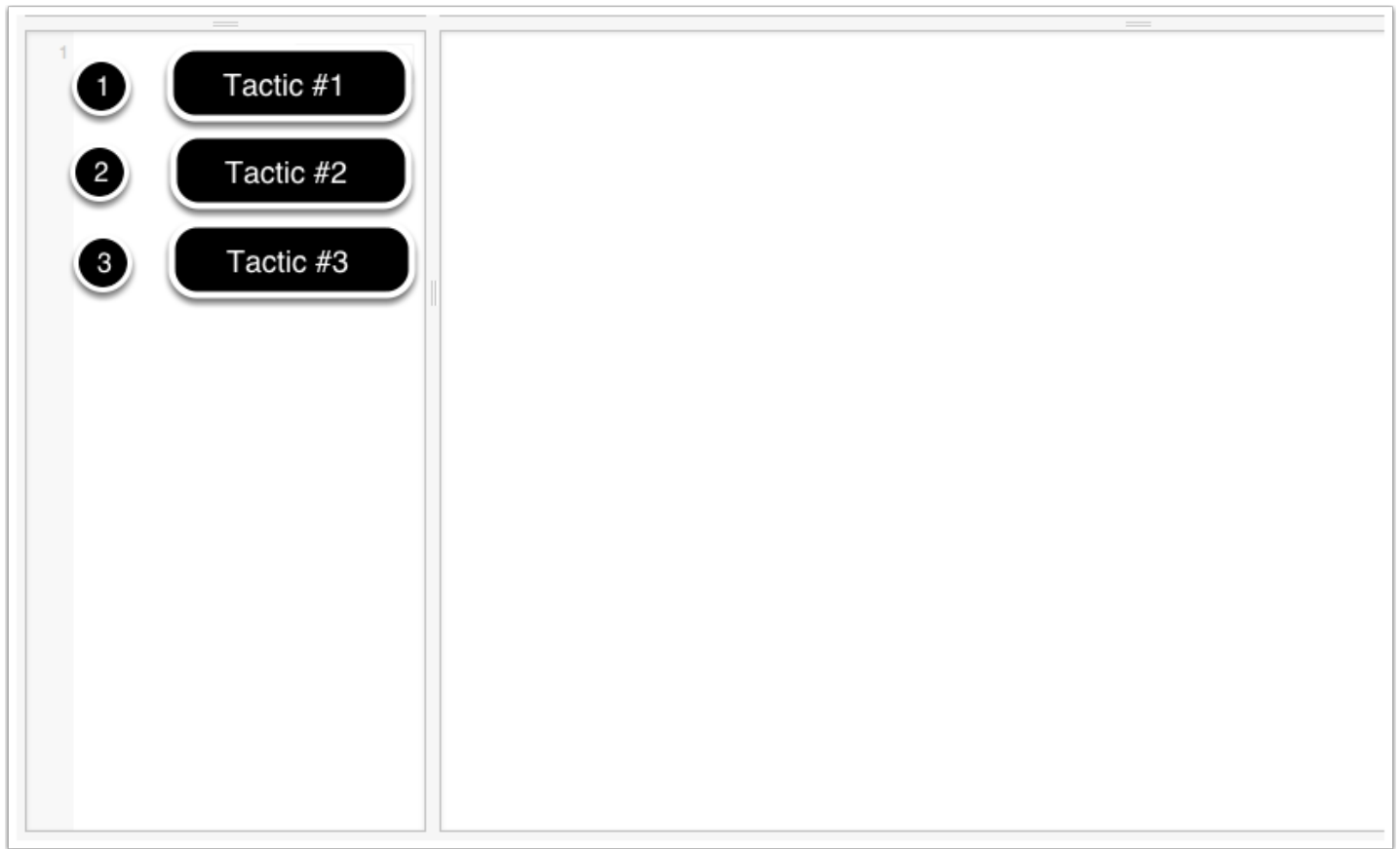
Barracks



The screen above shows components that I'd use to edit your army. I would break this up into a few components (as seen in the diagram).

You could assign tactics to a unit, their basic stats would also show in this screen. I'd also include a way to position units in the 3x3 grid - this would most likely be drag and drop.

War room



Here you could edit tactics that your soldiers use. On the left would be a tactic selector, and on the right would be where you edit the code.

Upon completion, the game would check the code for errors, and if it was error free it would save and let you assign these tactics to a unit to use in battle.

Dashboard

On the dashboard it would show some simple stats (win/loss for your army), and would house links to the barracks, war room, and battle screen.

To get to this screen, people would click the logo that is on the top left of every screen. To log out, people would have to click the power button on the top right.