**Macrosoft GUI Layout Notes**

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**Summary:** This document contains the details of the various GUIs: the components they need to have, as well as information they pass to the other GUIs. Sample images of the GUIs are included too (to come).

**Note:** As of 5.27.2014 the GUI suffix from various classes has been dropped, and the classes have been renamed. So GameGUI is now just Game. The class names below reflect this change.

**Introduction**

Contains some labyrinth related picture for visual appeal, and the buttons “New Game”, “Load Game”, and “Help”. New game takes you to the NewGame GUI, “Load Game” is designed to allow you to load a game you saved. “Help” will display a tutorial on how to play the game.

**NewGame**

Has an area for the player to enter their name (as well as a label indicating that that is where they enter their name). Has a drop down box to choose difficulty level (as well as a label indicating that that is the difficulty). Also has 3 image icons that represent the character in the game, these are indicated by radio buttons and the player can choose one to represent them in the game itself.

The class will pass the name, difficulty, and chosen player icon to the Game class.

**Game**

Has an area to draw the maze. Has buttons representing possible directions to travel (north, south, east, west). Has an area to output the questions. Has an area to provide answers to the questions.

**GameOver**

Has an area to output ASCII art. Has an area to show player statistics (name, difficulty, questions answered correctly, total questions answered, and percentage of questions answered right). Also has two buttons “New Game”, which allows a player to go back to the new game screen, and “Quit” which quits the program.