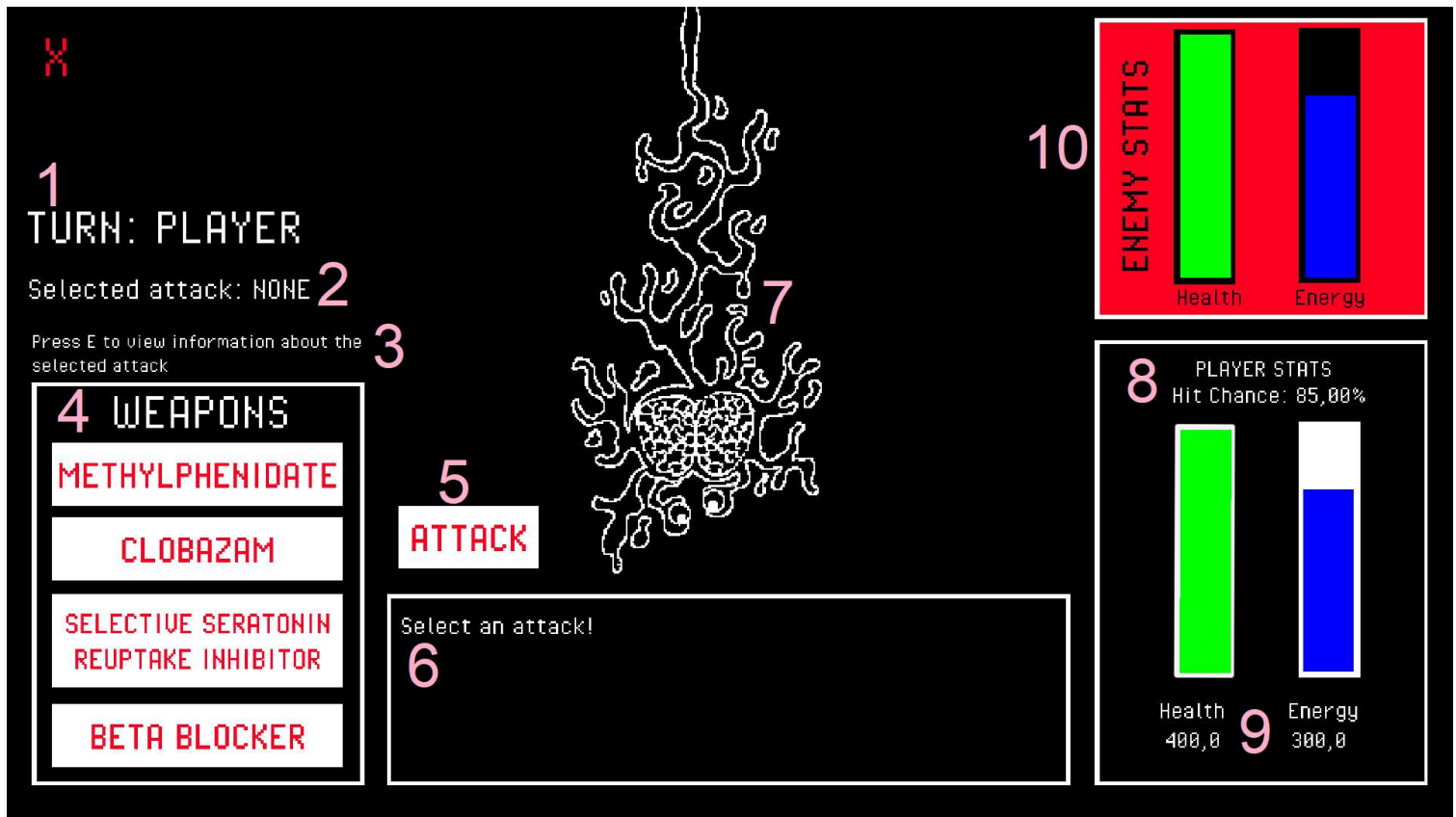


# ANNOTATED USER INTERFACE FOR PROTOTYPE 1



The above image shows the user interface in Prototype 1. Various aspects of the user interface are labelled with numbers in pink from 1 to 10. Each of these aspects will be discussed in this section.

## 1. The Turn Text

The turn text is large, but off to the left edge of the screen, this is so that it does not draw too much attention to itself. The turn text exists in order to inform the player of the current state of the game. The player knows that it is their turn if the turn text indicates it to them. The turn text color changes from white to red when it is the enemy's turn to give feedback to the player that danger is occurring, it is the enemy's turn.

## 2. Selected Attack Text

The selected attack text exists to indicate to the player which attack they have currently selected. This allows the player to check that they have selected their desired attack correctly before pressing the attack button (by annotated number 5). This also shows the player which information will be brought up upon viewing the attack information.

## 3. Viewing Attack Information Instructions

This text informs the player that pressing "E" will show the player information about the attacks. This text exists because it is important for the player to take note of the purpose of each attack.

## 4. Weapons List

The weapons list is large, as are the buttons for selecting the weapons, as they are an important part of the gameplay and therefore should take up a significant part of the user interface. The text for the attacks is red, showing that they pose a danger to the enemy.

## 5. Attack Button

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The attack button is large and near the center of the screen, this is because attacking is an important part of the gameplay and should be near the center of the player's attention. The attack button is near the depiction of the enemy (annotated number 7) in order to indicate that the attack affects the enemy. The attack button text is in red to indicate that the attack button will endanger the enemy.

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#### 6. Event text box

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The event text box contains text that indicates what is happening within the game. It tells the player what it attacked with and the effects of the attack, it tells the player when the enemy is about to attack, it tells the player whether they or the enemy missed an attack, and it indicates to the player when they should be selecting an attack. The event text box is in the center of the screen because it is important for the player to know what is currently happening within the game.

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#### 7. Enemy Animation

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The enemy is drawn as a goopy, disgusting looking brain monster to communicate to the player that it is dangerous, gross, and should be defeated. The enemy is animated to look as though it is dripping with slime and writhing about during the gameplay. The enemy is large on the screen, because it is the main focus for the player – it is the target for the player's attacks, and it is what the player is trying to defeat.

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#### 8. Player hit chance text

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The player hit chance text is small but exists in the UI so that the player can view their attack chance percentage to allow them to make informed decisions about their attacks. The attack chance is small because it should not impact the player's decisions too much, however it is still useful information to have on hand.

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#### 9. Player Health and Energy Bars

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The player health and energy bars are large because they are important for the player to take note of during gameplay. The health and energy bars have the value of the health and energy underneath them so that the player has more detailed information on the level of their health and energy. The bars are vertical to give the appearance of the health and energy falling down or filling up during gameplay. When the health or energy bar value goes below 50%, the color of the bar changes to red in order to warn the player that they need to take note of their health or energy and perform attacks in order to increase the values.

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#### 10. Enemy Statistic Holder, Health, and Energy Bars

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The enemy statistic holder is red, this is to indicate that it belongs to the enemy – the red color makes it abruptly different from the player's statistic holder. The enemy's health and energy bars do not show the specific values – this information is withheld from the player to invoke a small amount of confusion from the player about the specific level that the enemy is at. However, the visual information from the health and energy bars going up and down is still there. The enemy's health and energy bar colors also change to red once they are below 50% - this is to show the player that the enemy is now in danger, and they can use attacks that take advantage of the enemy's low health and energy.

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