

Assignment 2 – Due Week 6

Working UI first pass

Implement the navigation detailed in your flowchart from Assignment 1 through all your screens fully working in HTML 5. In other words, every button that should take you to another screen should be fully functional. Don't worry for now about the elements of the HUD or final art, those will be delivered for the last assignment. This should include fixes to any issues if I mentioned any in the notes of your submission.

- All the files should be submitted in a zip file through Blackboard on the assignment page.
- A readme.txt file should be included with any special instructions or important information.
- I will use Google Chrome Version 48.0.2564.97 to check the assignment, so make sure it's compatible.

Grading:

50 points – All the buttons described in the flowchart from Assignment 1 take you respectively to the screens they should. Make sure screens that are shared between different flows work properly (i.e. If your flowchart showed Settings being accessible from both, Main Menu and Pause Menu, make sure the back button takes you to the correct place).

50 points – All of the screens described in the design document were included (mandatory screens plus the additional screens you came up with which are particular to your game) and readme.txt stated clearly any special commands or instructions.

= 100 points

Optional 25 points – Add sound effects to the buttons and some nice visual transitions between the screens (i.e. In the Start Screen when going into the game, instead of just immediately clearing the current screen and displaying the ingame HUD, add some nice coin sound fx to clicking the start button and fade out nicely the game logo and the screen before showing the main game).

Important Notes:

- You don't have to have a working game, we only care about the UI. So, if for example in Assignment 1 you chose to do the UI for a racing game, for the in game screen just put some placeholder image with a car in the center of the screen where you would usually see one.
- For screens that don't get accessed through player input add debug commands (keyboard shortcuts) and let me know how to access each (i.e. after you press star and you show the in game screen, you could have "X" in the keyboard be the debug command that takes the player out of that screen into the Game Over/Continue screen. You should still have a key or button in the controller that shows Pause Menu with an explicit Quit to Title option).