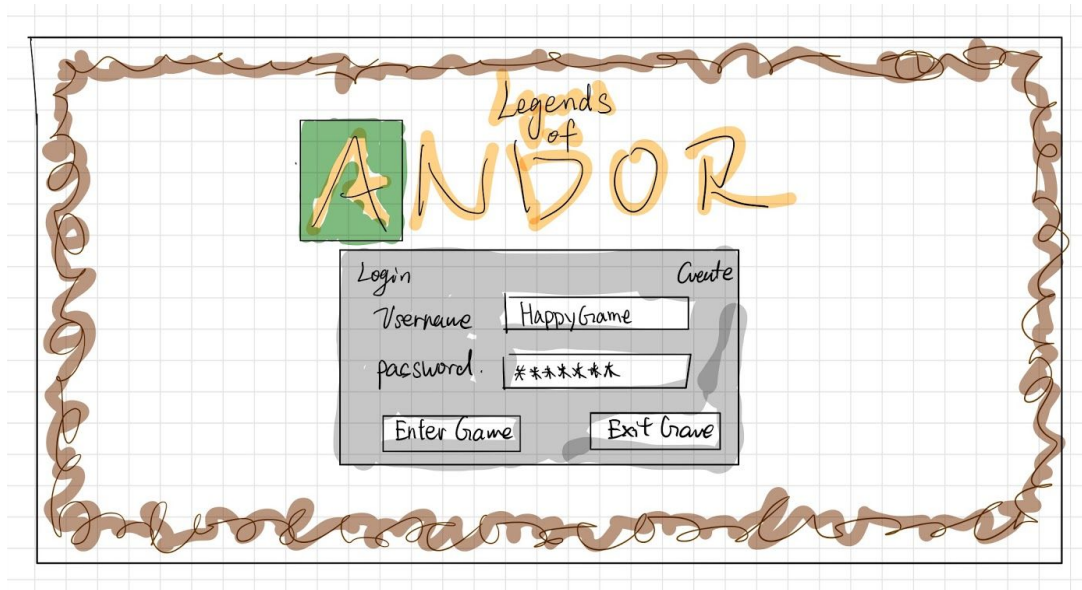


Legends of Andor: User Interface

Group 12

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1. Start Screen



This is the start screen, where one needs to enter her or his username and password or create a new account to log in.

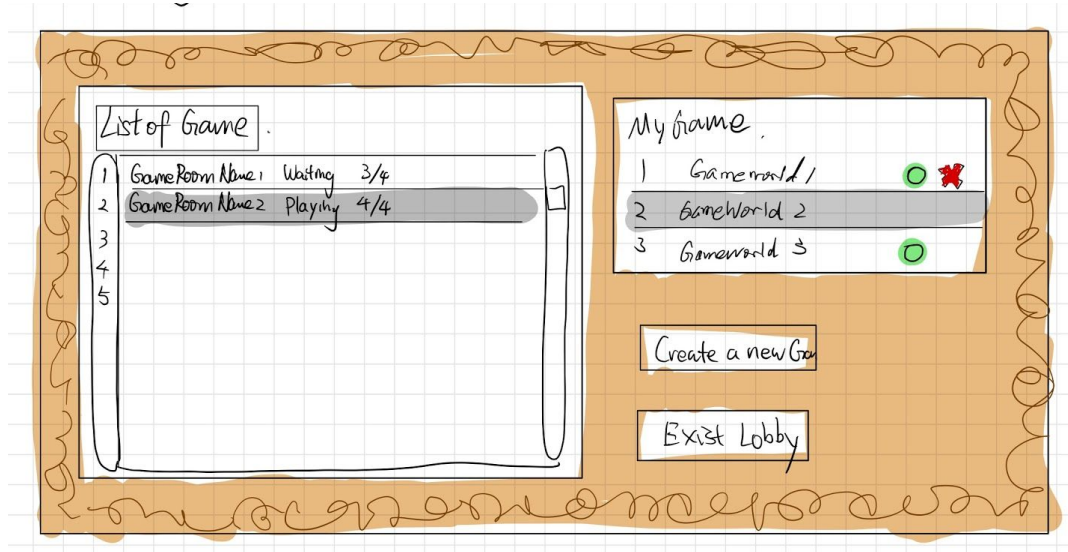
Enter Game:

- By clicking this button the user is directed to game lobby

Exit game:

- Click this button to quit the program

2. Game Lobby



List of Games:

- A list of games that are currently available to join
- When the block of a game room is grey, it means the game is full of players, thus not joinable

My Games:

- A list of saved games that the player is involved in
- When the block of a game room is grey, it means it is a saved game and not opened by the creator, thus not joinable.
- Only the creator of the game has a red-cross on the right side of the game.
By pressing the red-X button, the creator can permanently delete the game world. After that, a pop-up window will be displayed to confirm the choice. Once the game is deleted, it will no longer show in the *load game* list of other participants of this specific game.
- *Loading a saved game:*
To load a game, the creator can double click on it.
Players other than a creator cannot enter the game before its creator activates it

Join a game:

- A player can join the game by double-clicking any unfull game that shows up in the game lists, then he or she will be redirected to the game room screen.
- *Specifications:* only people previously playing the game can reenter a saved game.

Create a new game:

- By clicking this button, the player will be direct to a pop up window "creating a game" as shown below. It asks for specific information like the name, the maximum people and difficulty. The player will be redirected to the game room window as creator.

Hand-drawn UI for a game room creation screen. The interface is enclosed in a decorative border. It features a central form with the following elements:

- Name of Room:** A text input field containing "NewWorld".
- Number of Players:** A numeric input field containing "3".
- Difficulty:** A dropdown menu currently showing "Easy". An arrow points to a list of options: "Easy", "Normal", and "Difficult".
- Create:** A button at the bottom of the form.

3. Game Room

Hand-drawn UI for a game room. The interface is enclosed in a decorative border. It features the following elements:

- Name of Room:** A text input field at the top left.
- Exit:** A button at the top right.
- Character Slots:** Four slots labeled "Name 1", "Name 2", "Name 3", and "Name 4". Each slot contains a character icon and a circled number 7.
- Chat Panel:** A gray rectangular area on the right with the text "Name: Tech!!!".
- Gender Selection:** A button labeled "Female/Male" at the bottom left.
- Ready:** A button labeled "Ready" at the bottom right.

After a player or the creator double-clicked the game, each of them will be redirected to the window displaying everyone's character. Now, under each of them, we can see the user's nickname.

Enter game:

- To enter the game, everyone has to press the "ready" button.

Leave game room:

- Players can also choose to leave the game room by pressing the "exit" button.

Select Hero:

- Once you are in a game room, you can select any available hero by clicking on the picture

- On each picture, there is a small question mark in the top right corner. By moving the mouse to the question mark, the corresponding hero's special abilities will be displayed.
- User can change the heroes sex by clicking the botton on the bottom left.
- Once a player selected a role, other players cannot click anymore.

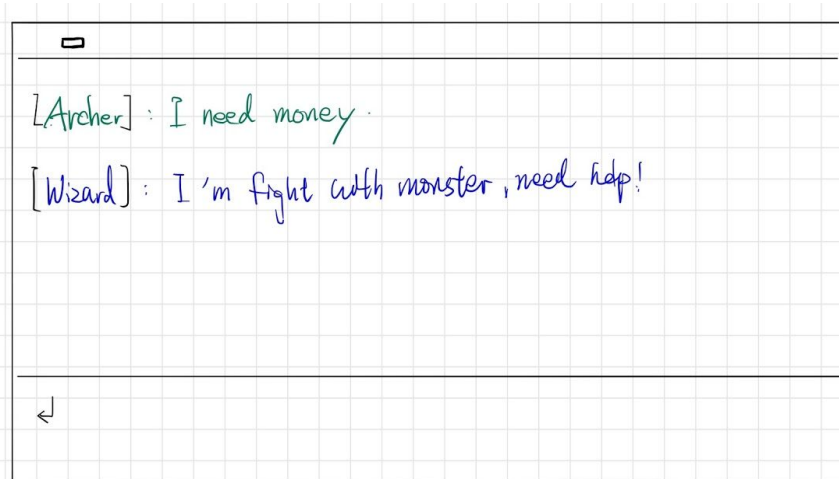
Chat:

- While waiting, players can chat with each other on the chat panel, debate with your friends who should get which hero, as well as your basic game plan.

Enter game:

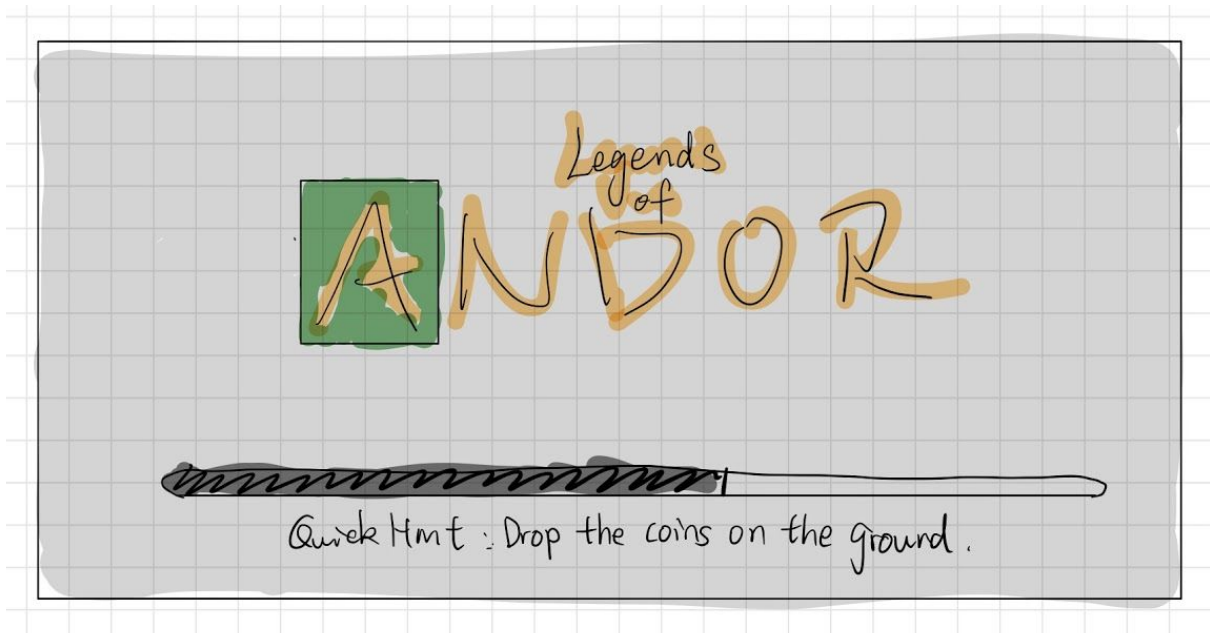
- When a player is ready, just click the ready button and the corresponding hero's picture will turn gray and displays "ready".
- The creator's ready button will display "start" instead.
- When all players are ready to play, the creator of the room can start the game.

4. Chat Panel Details



- The color of the message will depend on the hero type player choose. Green for archer, purple for wizard, yellow for dwarf, and blue for warrior.
- User also can choose to minimize the chat panel by clicking on the minimize button on the left-up corner.

5. Loading Screen



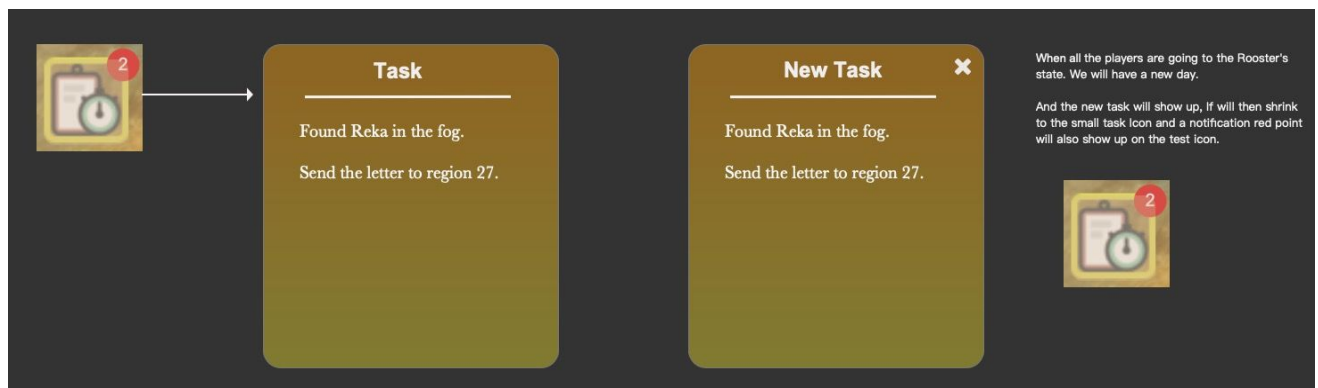
The loading screen is shown when we go from one scene to another and includes helpful tips.

6. Main Map



Elements on the map are explained below:

The task board:



Timer System:

You used all 3 minutes.
Do you want another 3 minutes?

No (17s)
Yes, please

Each player has 3 minutes in their turn. When the time runs out, this window will pop up, and we could provide more time for this player.

If he or she click No or the 30s counter run out Besides NO button, it will pass to the next player. He or she will wait in the same region for 1 hour.

Hero Information Board:

A horizontal bar showing various hero icons and ability icons. One icon (a blue circle with a white cross) is highlighted with a red dashed box.

Hero Information

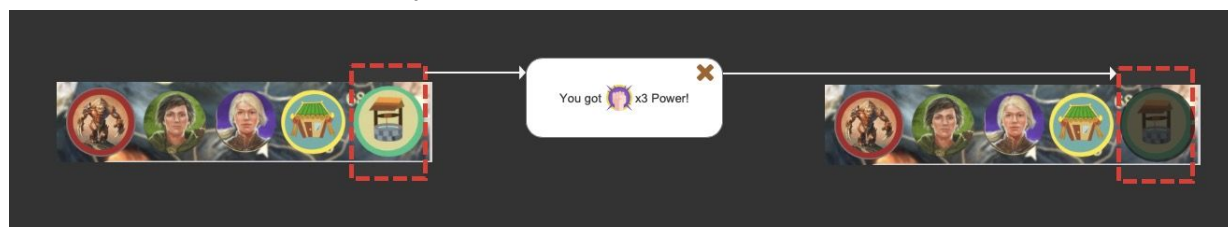
Thorn

When using a well, Thorn receives 5 willpower points instead of the usual 3.

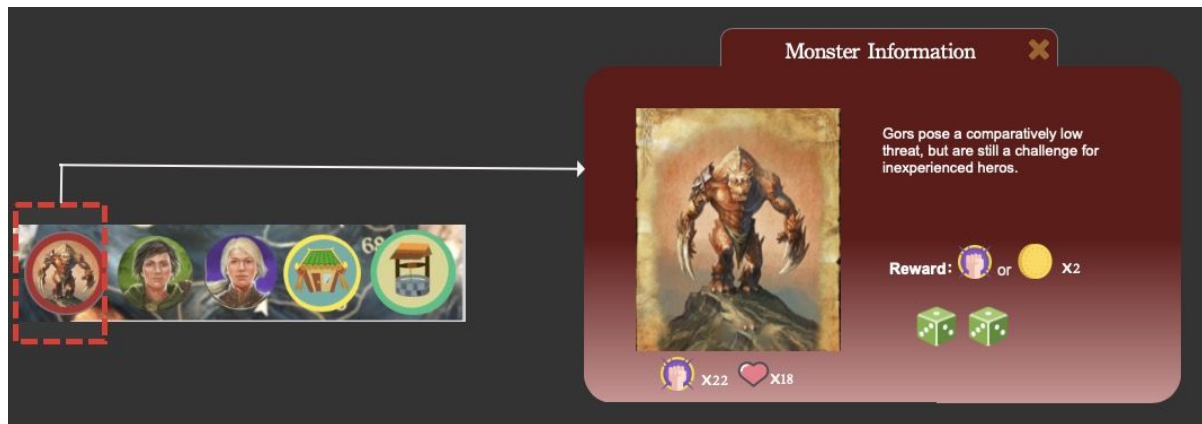
4 11 17 22

☀️ X2
👤 X22
❤️ X18

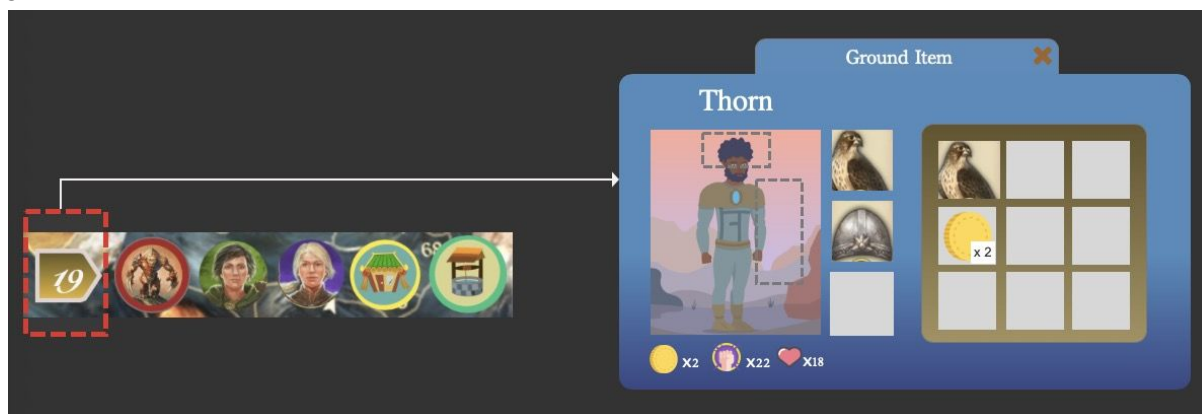
Well: This icon appears when you are on a well.



The monster board:



Ground Item Board: Clicking on the following icons allows a hero to drop an item on the ground.



All of your current equipment.

Turn:

- The player's icon showing on the bottom of the screen will fade if it is not his/her turn to "move".
- If the player's turn passed, he/she can still perform actions that do not take hours (e.g. trading, buying or dropping items).
- Once an action will be performed, the token representing the player will accordingly change its position on the timeline.
- If the player finishes their day, their icon will also fade and their token will be placed at the beginning of the day.

Bag:

- Personal articles, small objects, and tokens will appear in the bag.
- To use one of them, he/she needs to click on it; with the exception of telescope who does not need to be clicked on and so can be used by directly clicking on a token and then confirming the choice by clicking once again on the "reveal" button appearing on top of it.

Cancel an action:

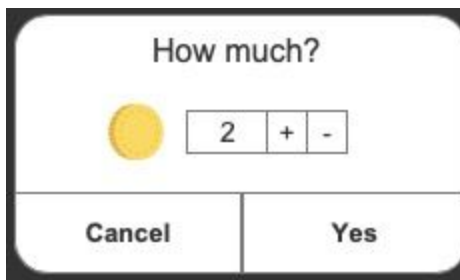
- Player can cancel an action anytime before confirming the action. To cancel an action, we can click on what we want to do. In other words, if one decided to move from one place to another, but changed their mind to trade, before confirming the action, he can simply click on “trade” cancel his decision.

Ally:


- Clicking on ally’s icon at the bottom right corner will expand a new window providing a description of ally’s special ability and the content of their bag (i.e. similar to the player card on the real game).
- Ally’s icon is faded when they do not stand on the same spot as our hero. A brighten icon, meaning two players stand in the same place, can be clicked to start a trade (see trade section for details).

Deposit/pick up articles:

- If a hero wants to pick up or deposit gold, gemstones, or other repeated articles (i.e multiple instances of the same object), the following message will appear asking the desired quantity to pick up or to drop.



How much?


 + -

Cancel Yes

- Note that the icon will change accordingly to the object that is about to be deposited or to be taken.
- Also, a player cannot pick up or drop more than the existing quantity of the object. In this case, pressing “+” will not change displayed number.
- Dropped item will be represented as a small bag laying on corresponding spot.



How the hero moves:



The diagram shows a map with numbered regions (6, 13, 16, 17, 18, 28, 36, 38). A hero icon with a 'G' is shown moving from Region 38 to Region 17. A path is generated by the shortest distance. A blue spot is shown on Region 17, indicating the destination. A grey spot is shown on Region 28, indicating a location where the hero cannot move because it would require willpower.

If player wants to move from Region 38 to 17, he or she just need to click on Region 17. And there will be a path generated by shortest distance. If the player wants to change the path, he or she could click on any region he or she wants to go and we will remember their choice.

For example,

If player click on Region 28, we will remember that. And if he. A like blue spot will be show up on that location.

Then, if he wants to go to region 17, he can just click on Region 17. And we will also show a blue point on Region 17.

If that is where he wants to go, then he could double click on that blue spot, then he will move to there.

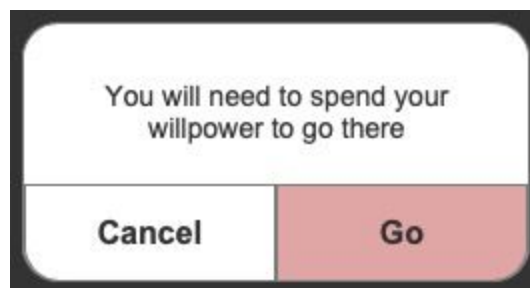
The moving icon will be grey and cannot be clicked.

Warning Messages:

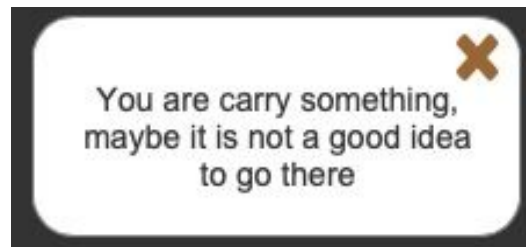
If the player doesn't have enough moves to go there, this window will show up.



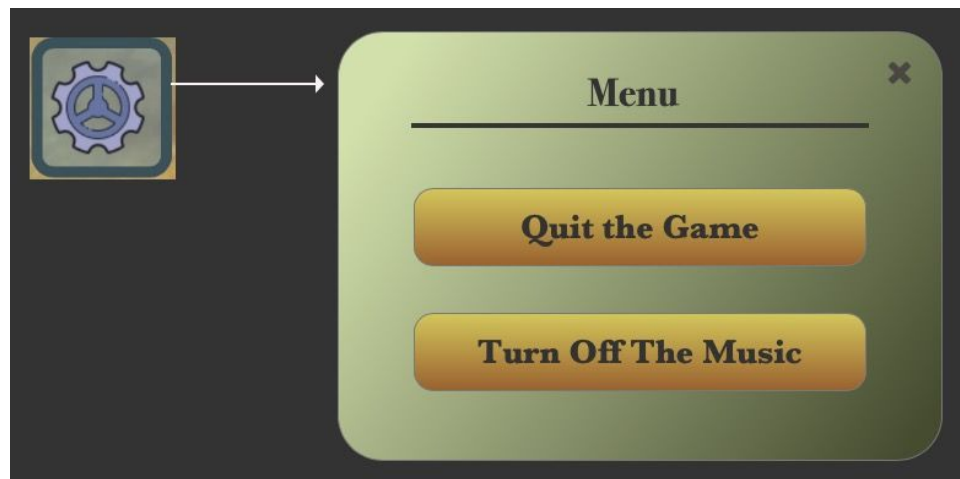
A kind reminder will show up if the moves take willpower to do.



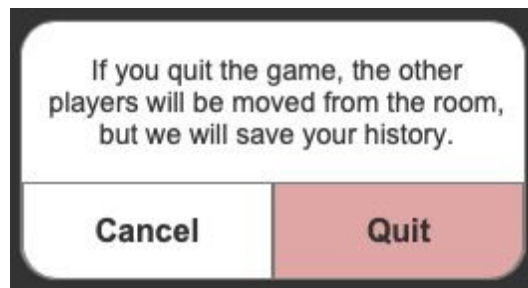
Also, a kind message window will show up when the user carries something important and passes a region with a monster on it.



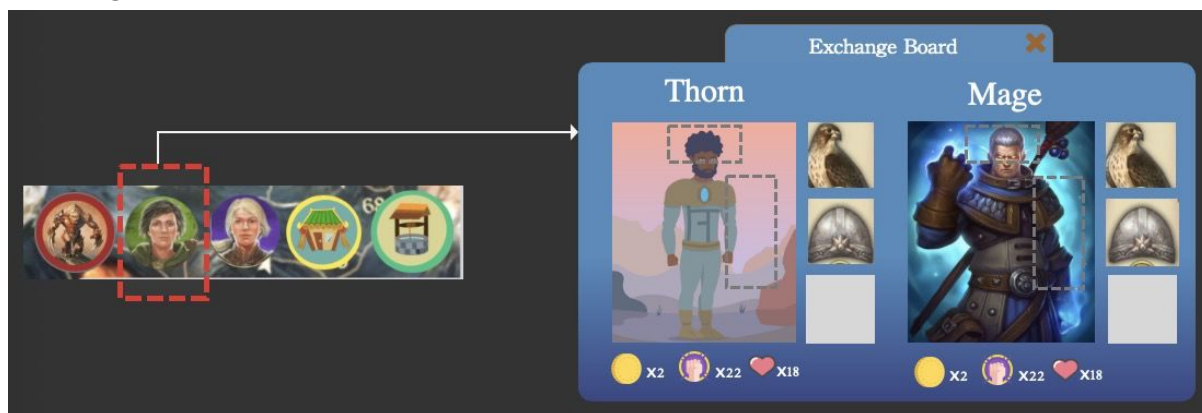
Settings Menu:



If one player quits the game, everyone one will go back to the Game Lobby and save the state of the game locally. The following is the message that will show up.



Exchange Board:

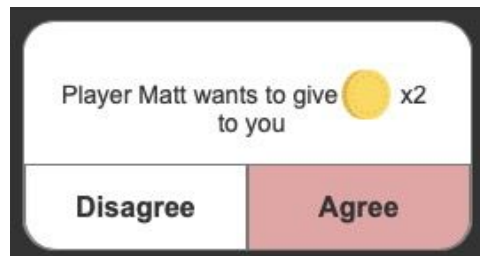


- Exchange board can be used to trade items between players

- To pass an item, a player can drag it from the side panel to the one right next to it.
- If a player wants to pass a certain quantity of the object (i.e. only 1 gold piece), then by dragging it to the according panel a pop-up window will ask to input the quantity of items to pass.
- To complete the trade, a person must click “Agree” in the pop up window that appears, depicted below. Once both players pressed the button, the trade will be activated and the trade window will be closed.
- Pop up windows during exchange:

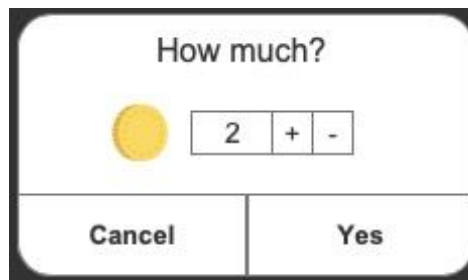


Message Window when other players wants to get something for you



Message Window when other players wants to give you something

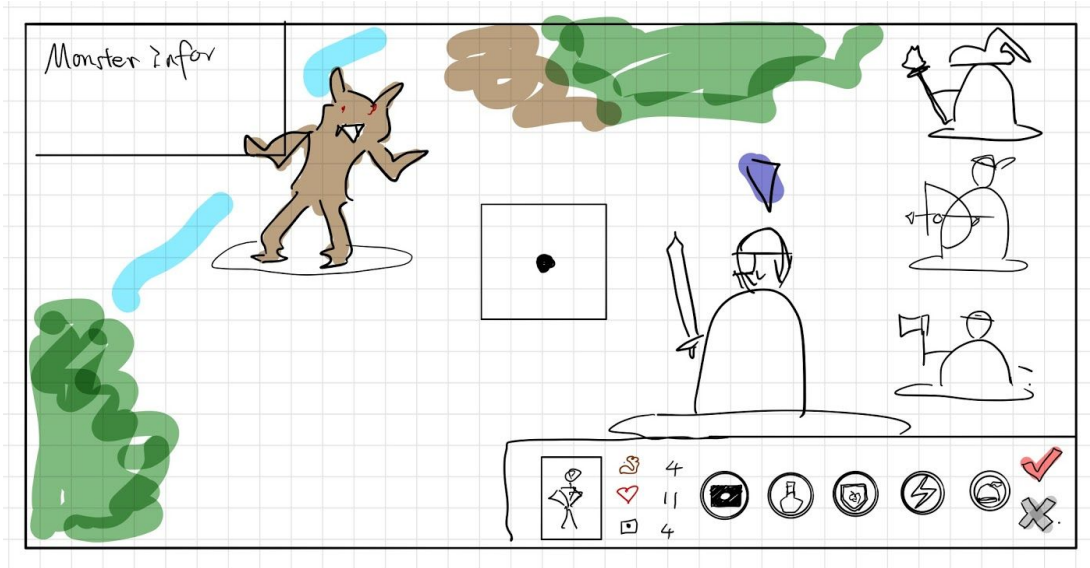
How much window: Window for you to choose your money or willpower



This window will show up in three situations:

- On the exchange board, when you want to get the gold, items from or give to other players.
- When you buy things from the Merchant
- After the fight, and you win. You will decide how much reward you will get.

7. Fighting Panel



Initiate a fight:

- To initiate a fight a player must click on the monster and then confirm the choice by clicking on a sword or bow icon appearing on top of the enemy.
- Right after, heroes on the same slot as the fight initiator will be asked by a pop-up window if they wish to join the battle.
- Players standing on others slots will equally be asked by a pop-up window if they want to watch the battle. If a player rejects invitation, but shortly after the fights begin wants to watch it, he/she may click on the battle scene, a cloud appearing on the spot of monster being attacked, and then click on “join” appearing on top of the cloud.

Bottom left corner panel description (from left to right):

- **Photo** shows the player’s hero and his/her articles;
- **A column of symbols and numbers** represents strength points, willpower points, and the number of dices that a player can throw;
- **The black square** represents the possibility of choosing to use a black die if the player is eligible to do so;
- Next, we have a **potion’s icon**. If player has different kinds of potions (i.e. regular or herbs), then the corresponding icon will be added right next to this icon;
- **Shield** icon allows to use of this article;
- **The lighting** icon allows Magician to use its ability to flip the dice. Note that it can be used within 10 seconds of the last throw. A timer will appear on the icon indicating the number of seconds left;
- **Helmet** icon allows hero to total up all identical dice values;
- **Check mark** is used when one chooses to continue fighting (Available only after everyone took their turn);

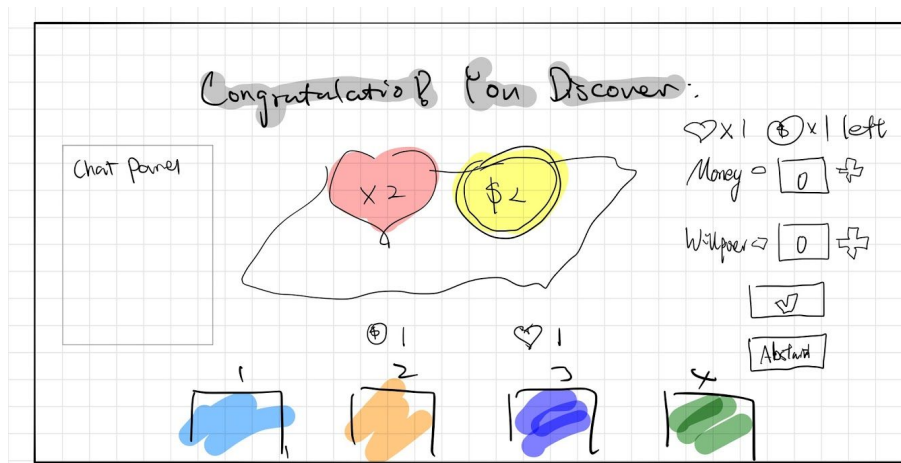
- The **x mark** is used to abandon the battle (Available only after everyone took their turn).

Take a turn in a battle:

- Hero has 15 seconds after he/she finished rolling all dice to click on any of the elements described above.
- Rolling a die: To do so, a player must click on the dice and then drag somewhere.
- The big hero represents the initiator of the fight. The smaller characters are allies. All heroes will take turns in a clockwise direction starting from the initiator.
- After each turn, damage points will show up on the corresponding side of the window. For instance, if the monster takes damage, then it damages points will be shown on the left side of the screen.
- Monster info panel shows enemy's willpower and strength points.

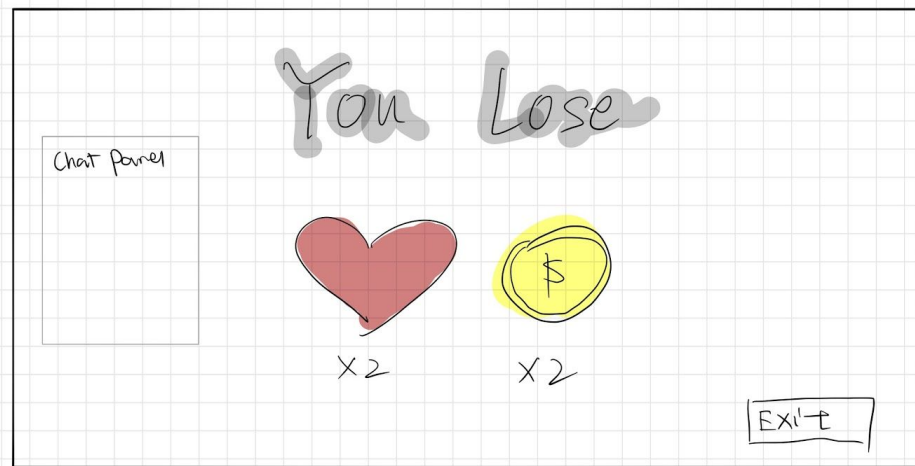
8. Winning & Losing Battle

Winning reward panel:



- If heroes won the fight, players will be redirected to the reward distribution panel below.
- The total reward is shown in the middle
- All fighting heroes can split the reward
- Players can discuss the redistribution of loot by using the chat on the right and by selecting the desired number of willpower or gold on the right.
- Heroes take turns to select their reward, the order is indicated as the bottom shown.
- The checkmark is used to confirm the choice.
- A player may abstain by clicking the corresponding button. Once everyone selected either "check mark✓" or "abstain", players will be redirected to the main map panel.

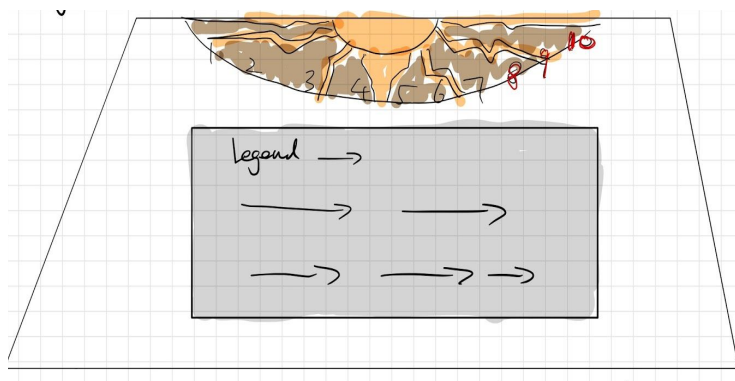
Losing panel:



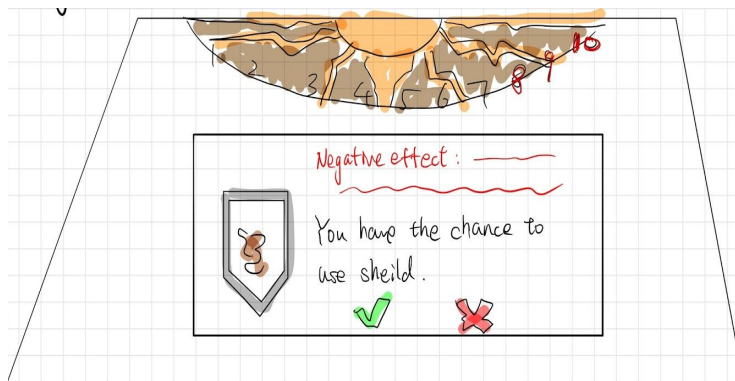
- Players can use the chat to analyze their errors.
- They must press the “exit” button to return to the main map panel.

9. Event Popup

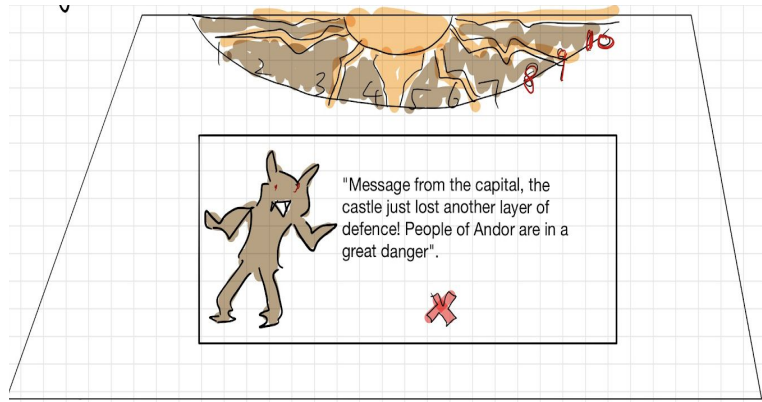
General events: If the Narrator advances or an event gets triggered (eg. fog), each legend/event card will appear as a pop-up window with its details.



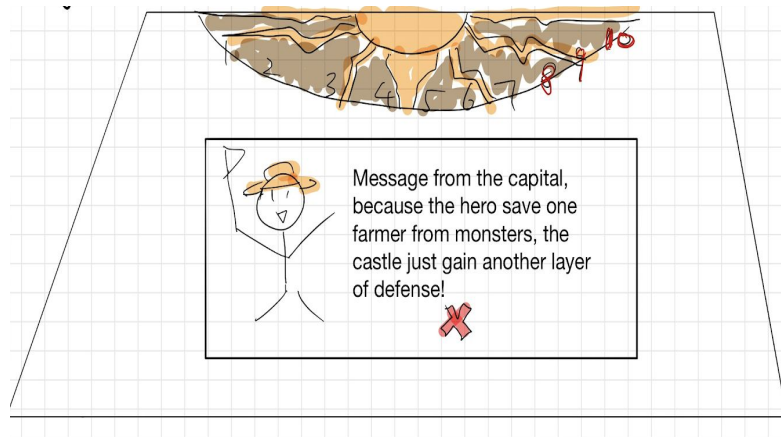
Shield: If the event card has negative effects, then the player with a shield will be asked if he/she wants to use it in order to cancel the effect. A pop-up window will appear to them. Press x to dismiss.



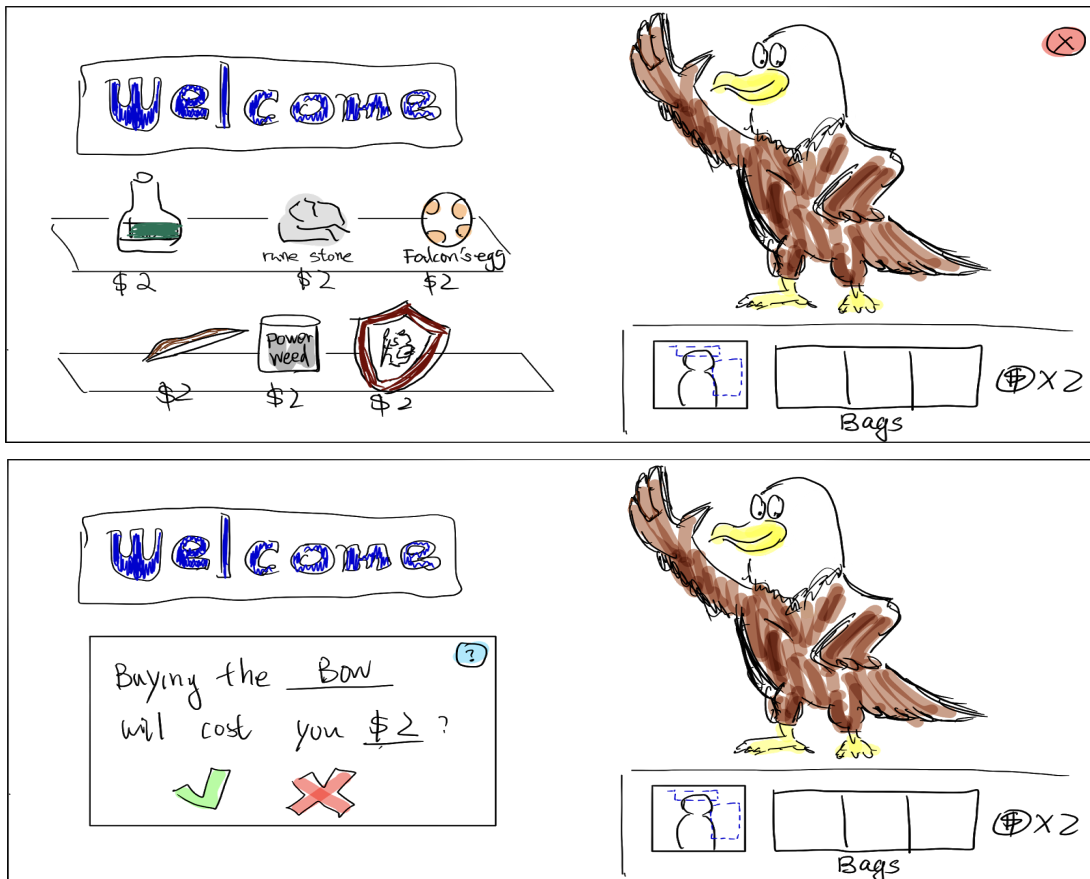
Monster entering the castle: Press x to dismiss.



Heroes bringing farmers into the castle: Press x to dismiss.



10. Merchant



How to enter the shop:

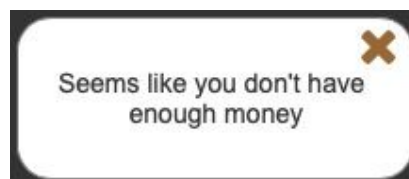
- By clicking on merchant's icon a player can open shop's window to see selling products.
- However, a player may purchase an item only if she/he stands on the same slot as the merchant.
- Player can click on the red cross to exit the shop.
- If player does not buy anything and just glance at the goods, this will not end the turn immediately. If player buys something and leave the merchant and it's his turn, he will end his turn.

How to buy things:

- Player can double click on the stuff he wants to buy.
- Then a pop up will show up to confirm the purchase
- Once player finishes buying he will be back to the shop, so that he can buy multiple stuff.
- By clicking on the blue question mark he can check the functionality of goods.

Not enough money:

When the player doesn't have enough money for the merchant, this window will show up. You can close it by pressing the x icon.



11. End Game



End of the game:

- The text of the last card will be displayed. Then the player will see "Win" or "Lost".
- There is a small button underneath saying "Exit the game".
- Once a player pressed "Exit the game", he or she returns to the lobby screen.
- If the game was previously saved, then it will be deleted.

12. Navigation Between Screens

