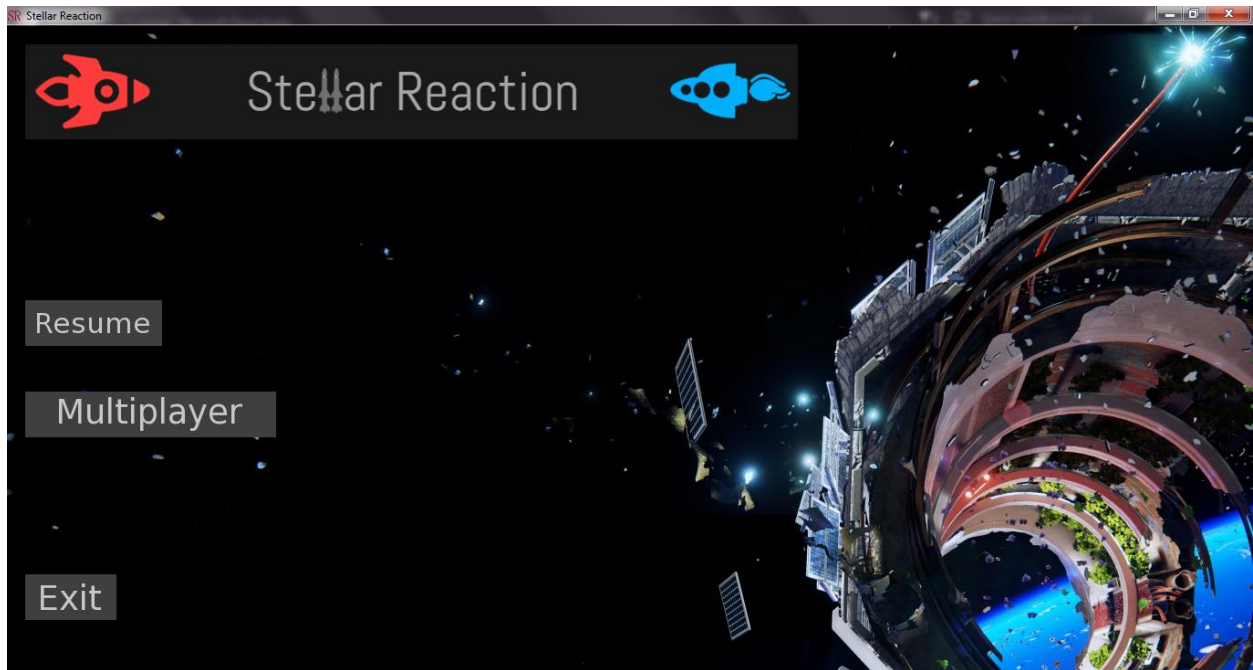Testing Main Menu

Figure A

When the game is first run the user should see Figure A as the starting screen. The user can then choose to go to the multiplayer mode or resume a game from before.

Figure B

After selecting multiplayer, the user is presented with the option to either host a game or join a game based on the IP address and port number of the host as shown in Figure B.
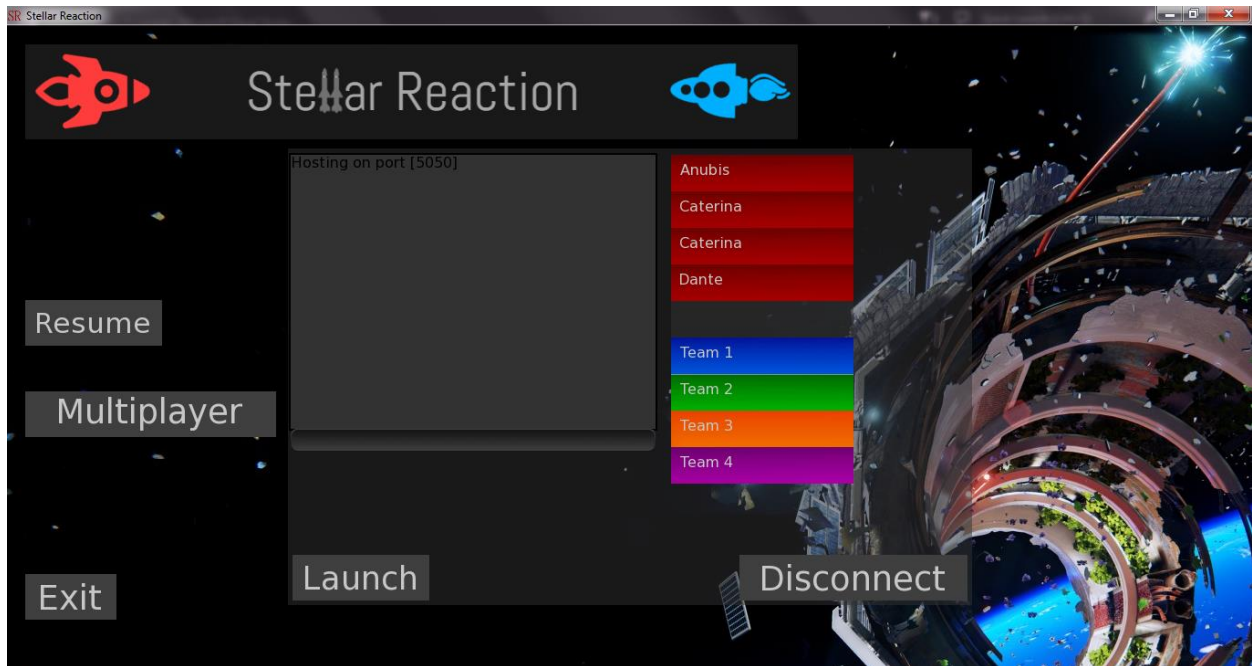

Figure C

Once the user selects to host a game, the user would be presented with a choice of which team to join and which ship to use in battle as shown in Figure C. The team options are color coded based on the respective team colors.

After selecting a team and a ship pressing the launch button would launch the game and the player would be in game.
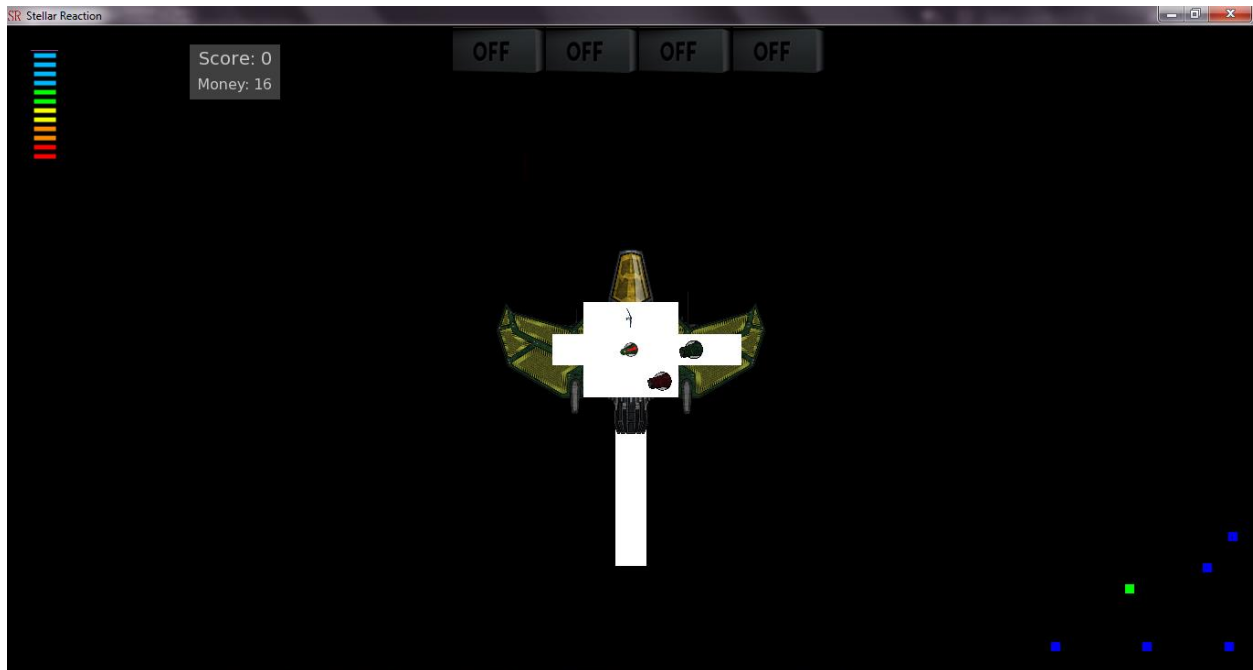
Testing Control Group Icons

Figure D

Once in game, at the top of the screen would show the control groups for the ship and whether or not the control group is active. If it is not active, then they would all be off similar to what is being shown now in Figure D.
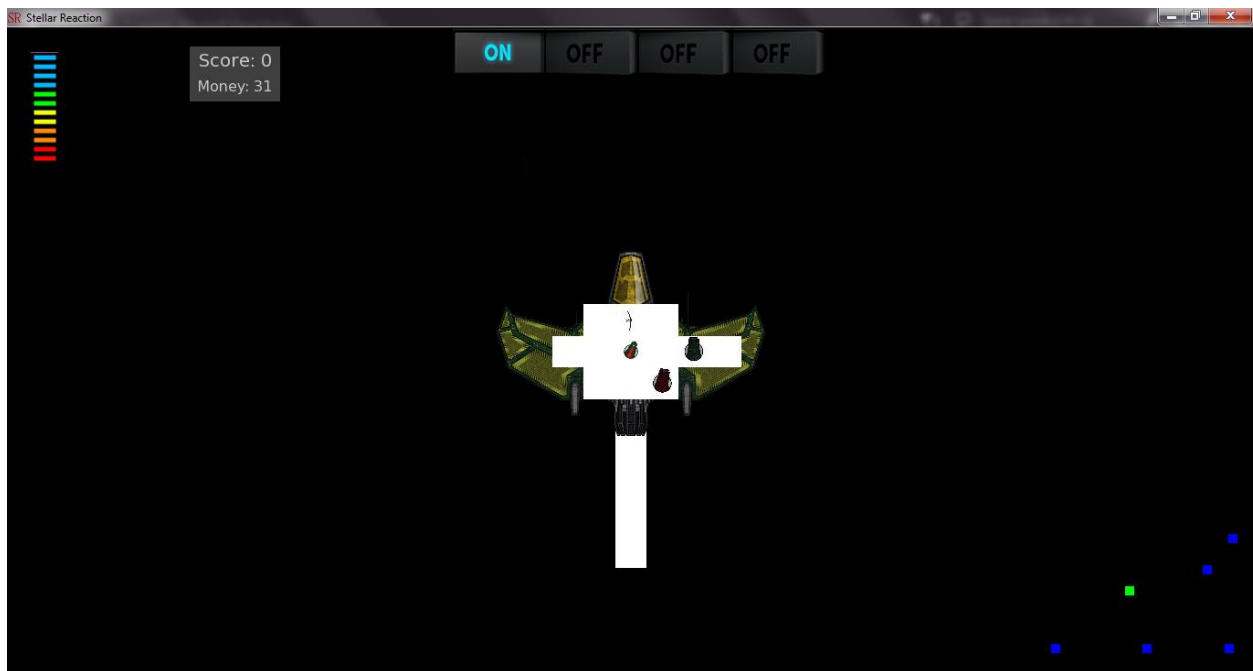

Figure E

If the control group is on, then at the top it would change from being off to being on and light up as shown in Figure E.