

Main Menu

Collapses into a single metal tab, unfolds when selected manually or players press 'esc' key.

Would likely contain:

- New Game
- Connect to Game
- Pause Game
- Options
- Exit Game

Clickable space would be restricted to the red buttons on the side, to prevent accidents.

Decompression GUI breakdown



Turn Timer

This timer will show the player how much time they have remaining in their turn. When it is not the viewing players turn, the clock will simply turn off - showing a black screen.



Weapon System

Collecting addons specifically for guns will automatically equip them onto the weapon, and not load them into your inventory. Addons to a weapon will be lit in the window - and the player may inspect the item in the PDA for a more detailed overview of the item.

03:00

[Boozekitty]: I think I found the main reactor room in Engineering.
[Captin' Blastem]: You sure? I think I'm in Med, but I can't tell.
[Boozekitty]: Well, it has two giant reactors in it. So... just a guess.
[Captin' Blastem]: There's a robot in here - it looks like a medi-bot.
[Boozekitty]: Um, I wouldn't get too close...
[Captin' Blastem]: OMG, it's raping me! IT'S RAPING ME!!!
--You hear hydraulics and the muffled whine of a bone saw somewhere close by.--
[Say]: So... does that mean we're not meeting up in Engineering?

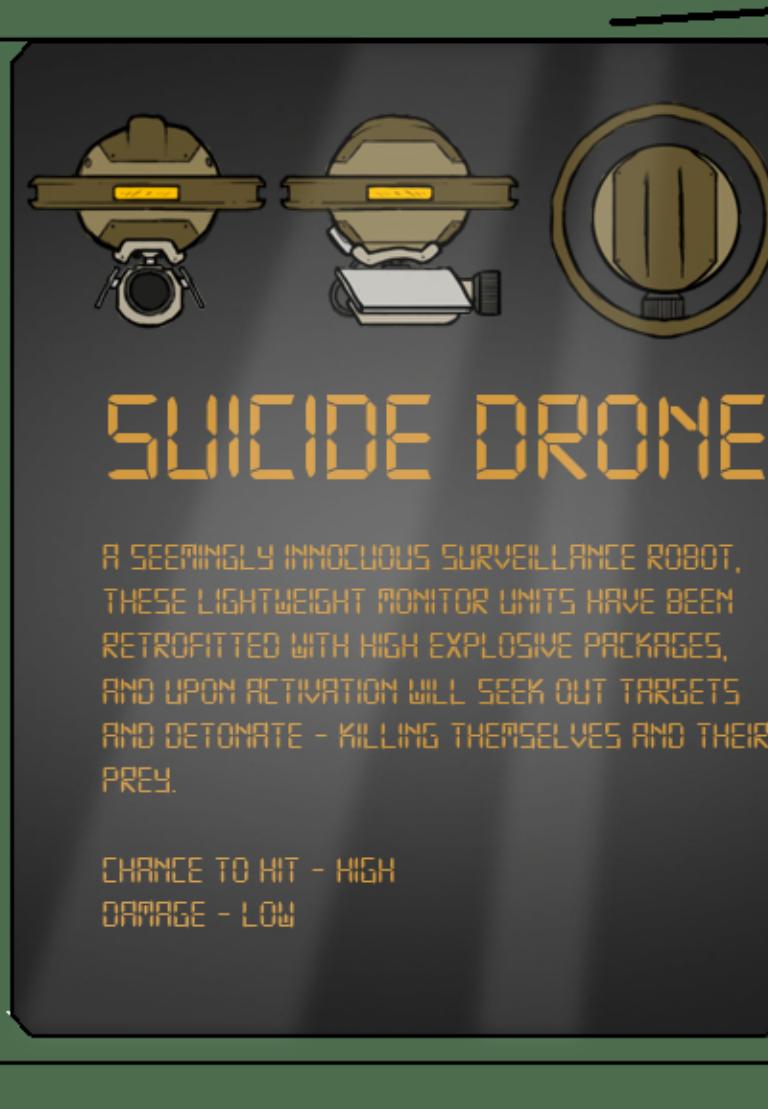
Player Chat Window

All text entered into this window will remain as long as the game is running. A single scroll-bar on the right hand side of the window will allow players to read previous messages. Flavour text, or action text ("You hear something in the next room") will also be displayed here - in a different colour than chat text. All players text entries will be preceded by their name or handle, in the colour they have been assigned.

Looting and other contextual actions conducted by the player, or any other player in the same cell will also be described in this window.

Action Bar

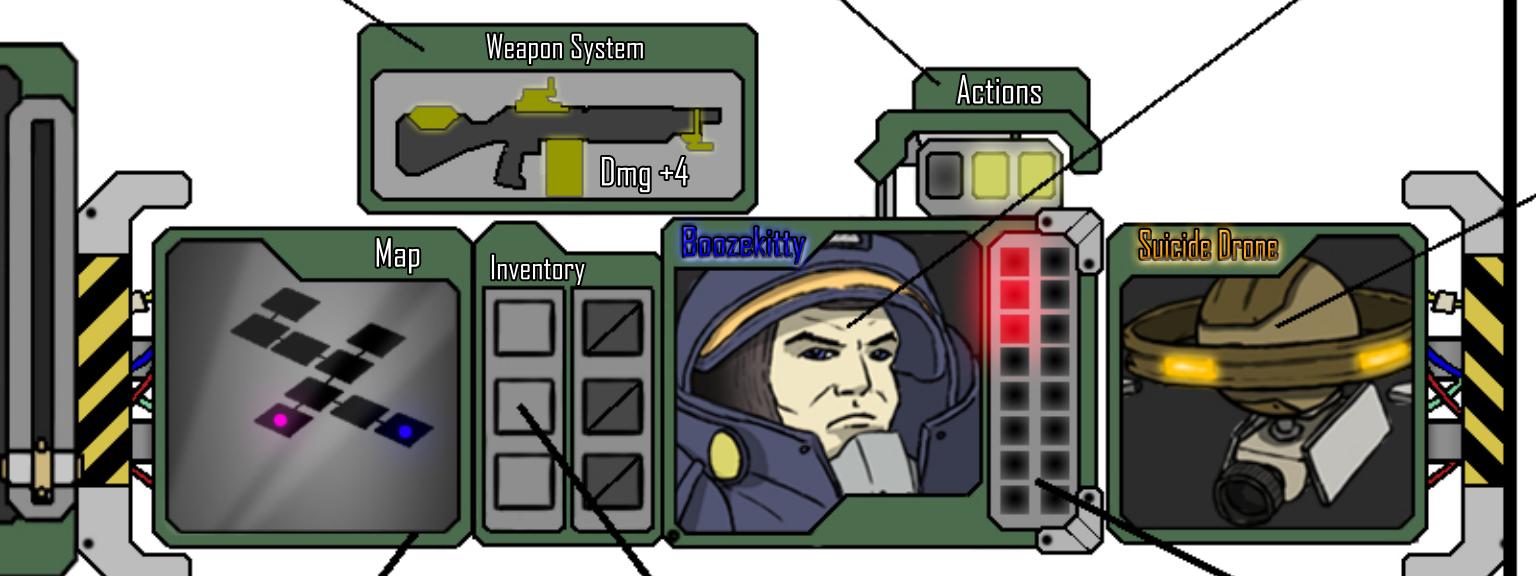
This small tab will display how many actions the player has remaining in the current turn. If a players maximum actions are less than three, the last unused light will be covered by a plate. When it is not the players turn, the lights will be turned off. At the start of the players turn, all lights will activate.



PDA

A collapsible readout that will display information on any selected item. Text shown here may be informative or even useful, but almost never necessary to simply play the game.

The PDA will be closed by default, but may be activated (opened) by pressing the red button at the top of the screen. It may be closed at any time using the same button.



Player Profile Picture

An looping animated portrait of the player will play here, changing under specific conditions like damage, environmental hazards, etc.

Minimap

The players position will be represented by a glowing dot of their colour, and friendly players will 'ping' onto the map when they message in the chat window in their own corresponding colours.

Inventory Window

An icon-driven bar that gives a brief overview of the items possessed by the player. More verbose descriptions can be viewed in the PDA at the players choosing. If a players maximum inventory space is less than four, the second set of three spaces will be covered by a plate.

Health Meter

Two bars of eight red lights that represent the players health. As a player loses health, the lights deactivate. If a players maximum possible health is below nine (including all modifiers), the second row of lights will be covered by a plate.