1. **A main menu screen acting as a hub with clearly displayed menu buttons leading to various screens of the game.**
   a. **The game button will allow users to enter the game menu:** As the majority of my stakeholders found it natural to click on some sort of game button, it is probably unnecessary to look for an alternative implementation. The only change to the existing solutions would be the use of text to clearly indicate to the user the button they must click to enter the game.
   b. **The help button will allow users to enter the help menu:** Many of my users complained about the lack of clarity in the location instructions. I therefore aim to implement a help button which is clearly noticeable when a user first enters the game. This should stop the recurring problem my stakeholders had of immediately entering a game without noticing the instructions icon.
   c. **The settings button will allow users to enter the help menu:** This button was clearly a requirement by my stakeholders. This would open up the settings menu which allows the user to change a variety of customisable features.
2. **A game screen where the users are able to play the game.**
   a. **The game will have a variety of mazes:** I will implement a variety of mazes of different complexities per my stakeholders' requests which highlighted the over complexity of mazes in 'Tank Trouble', and a lack of complexity for that of 'Tiny Tanks'. After each round, the mazes should change- the dynamism this brought was something my stakeholders were fond of.

1.10 Success Criteria

Criteria	How it will be evidenced
Use of a slider and input box to enter initial variables	Screenshot of the slider and input box, showing that you can enter all values into the input box
Projectile path is traced onto the screen as the projectile fires in real time	Screenshot of projectiles path being displayed once a simulation has been run
Simple, easy to understand user interface with labelled buttons	A screenshot of the user interface will clearly show whether this has been met or not. My stakeholders will also be able to comment on whether or not they find the user interface simple and easy to understand.