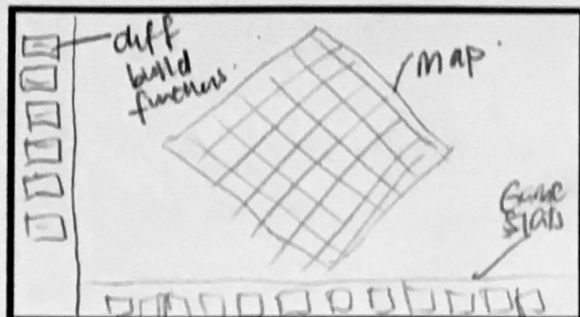


Title Sindy Multiplayer

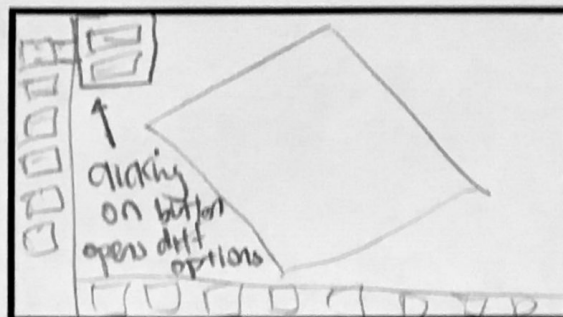
Scene 1

This shows how the stats  
would be shown.

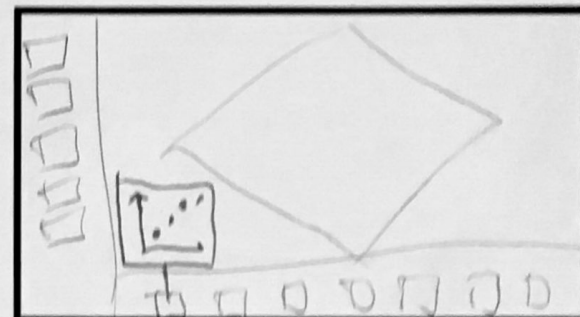
Page 01



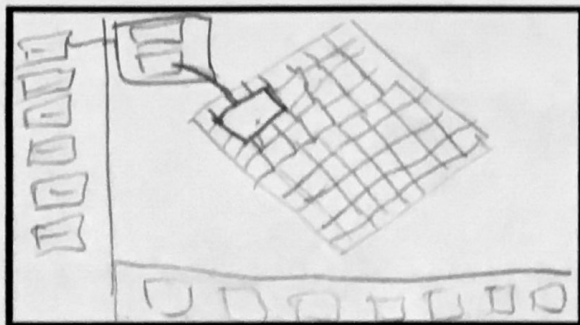
This shows the UI (left hand side will be the build functions and the bottom will be the stats)



Clicking on button on built menu would show the different build options

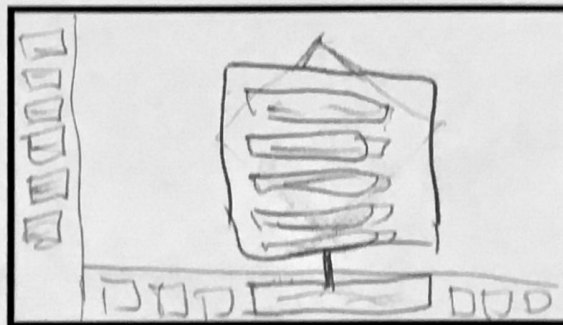


eg. clicking on game stats  
→ see graph of stat over time



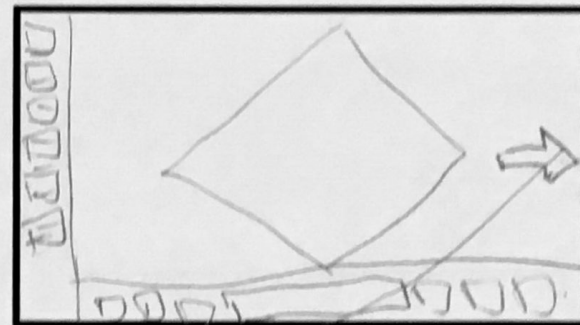
After selecting an option to build, the object follows the mouse & will be placed at an appropriate position on the map.

After selecting an option to build, the selection would follow the mouse movement and be allowed to place on an appropriate position. Invalid positions will not be allowed



Important notifications appear in the bar → gets rotated over time. clicking on bar gets access to all of the notifications

The notifications bar is at the centre of the bottom area and notifications would be rotated. User can also click on the bar to see all of the notifications.



Able to press arrow to see how other players are doing. can see their stats as well, but cannot build in their city.

The arrow on the right would allow the user to navigate to the other player's city and be able to see the corresponding stats at the bottom... but the user will not be allowed to build in the other player's city.