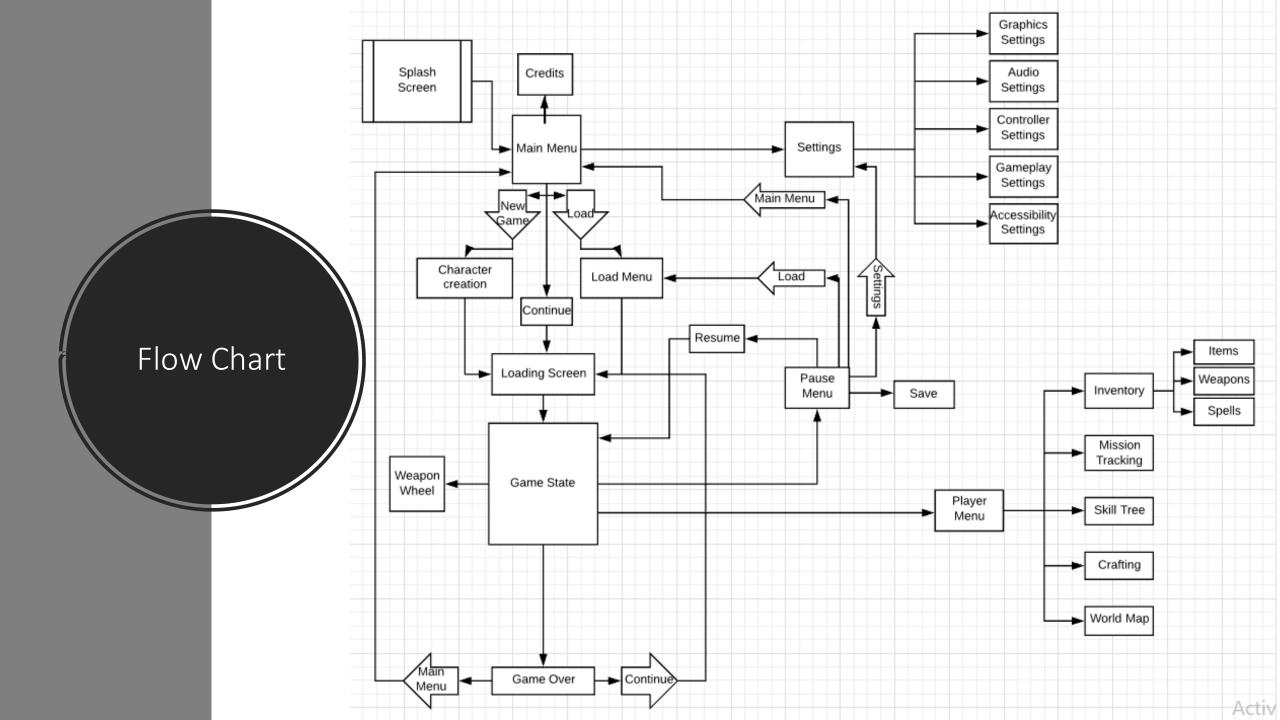
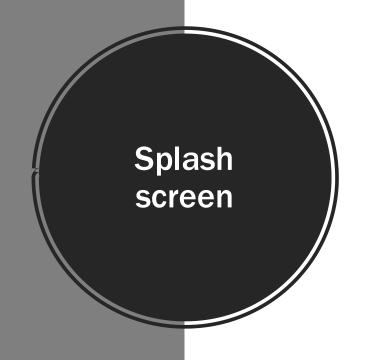


## NogginSoup Presents

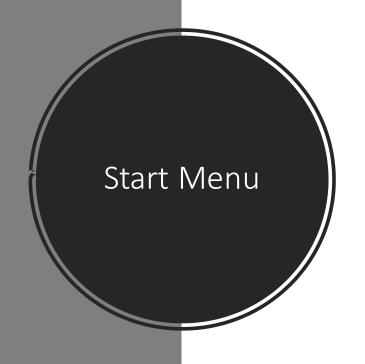
Assignment 1 –
Team Project Part 1
Ul Design Document







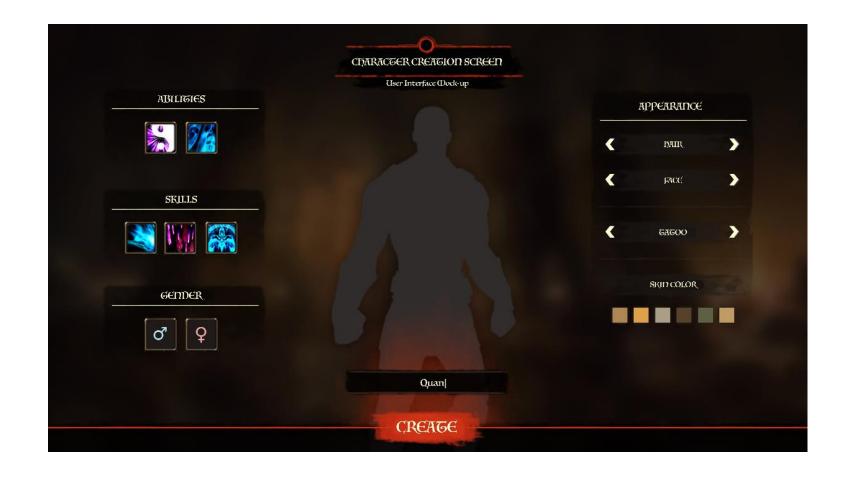
We wanted to keep this slide short and simple it will display for 5- 10 seconds showcasing the studio name and the development platform.



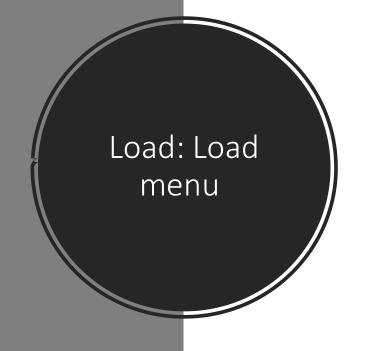


This is the first screen you see when you enter the game, it includes buttons that lead you to new and load state games as well as settings and credits. There is also a continue button that takes you to your play for ease.

New game: Character creation

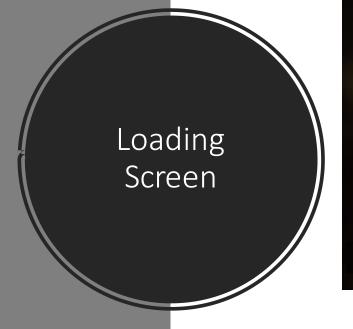


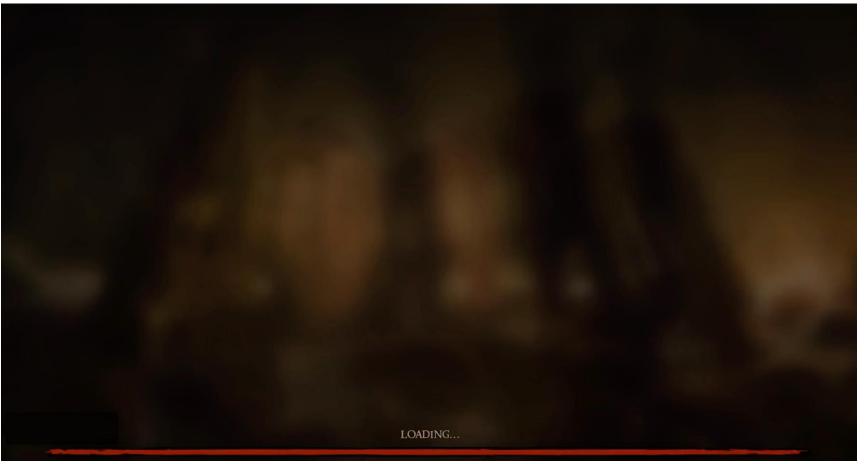
The Character creation screen includes options for gender, race, tattoos and skin colour. You are also able to choose your skills and abilities from this screen. Your character is shown in the middle of the screen where there is a textbox so that you can type in a name and a create button below to press after you are finished.



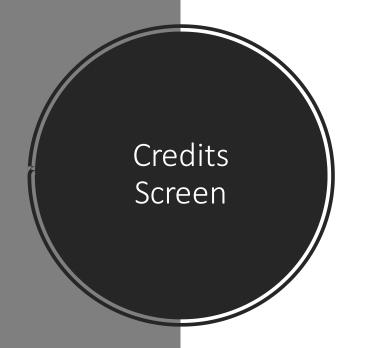


The load menu appears when you select load from the main menu or the pause menu. It populates a list of all your past saves which you can select and play.



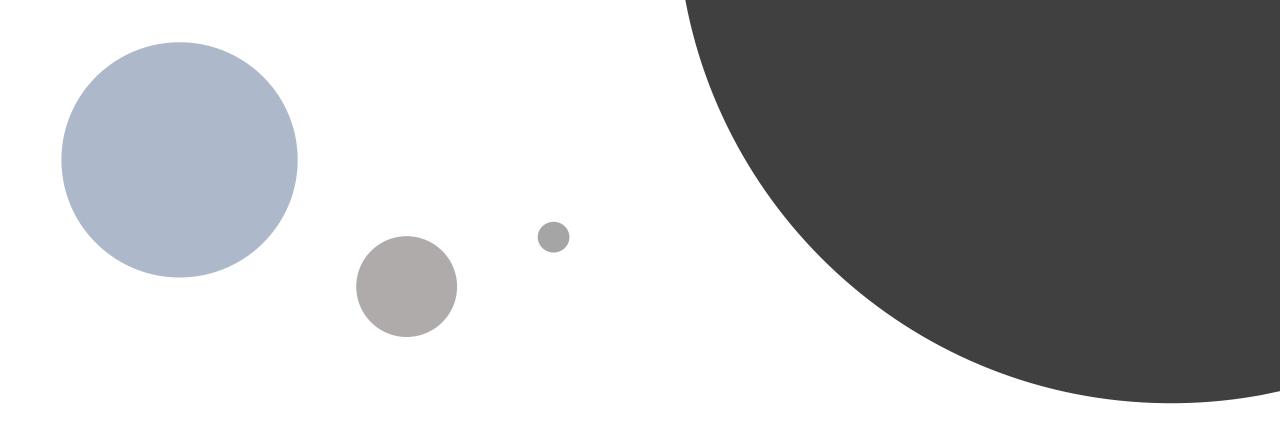


The loading screen is the precursor to the game state. You will arrive at the loading screen if you press create after character creation, you load a save from the load menu or you select continue from the main menu.



#### Credits Lorem ipsum dolor. Sit amet velit tempor eu vestibulum ac molestie dolor. In sit pulvinar pretium sodales earum in nec tempus. Nulla magna cursus dui vestibulum lobortis dolor integer vestibulum. Neque in a. Aliquam vestibulum sagittis. Gempus a convallis pellentesque massa sed. Pede curabitur corporis a dapibus commodo bibendum dolor facilisis. Vestibulum curabitur ante. Eget amet id. Fusce nec a, Sociosqu ut tempus. Ipsum mi pellentesque torquent con rhoncus facilisi ut porta velit hymenaeos vestibulum.

The credits screen is accessible through the main menu. It is a simple splash screen with scrolling credits. It also features a back button that brings you back to the main menu.



### **Game State**

Walking & Weapon Wheel
Swimming
Driving



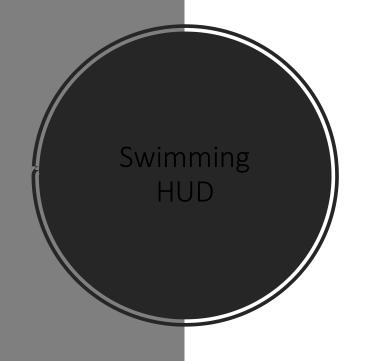


The Walking HUD is the main game state it appears when the main game is accessed through the loading screen. You have a level indicator and a quest indicator in the top left corner below that is the xp bar the health and energy bars, and the weapon HUD. To the right of the screen is the minimap, settings, paus and player menu buttons and the spell HUD.



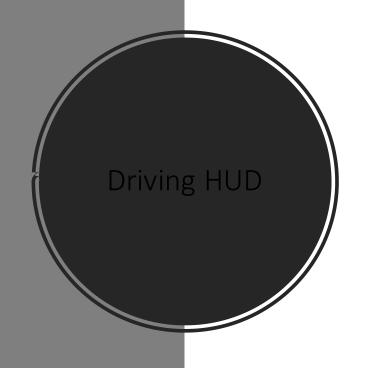


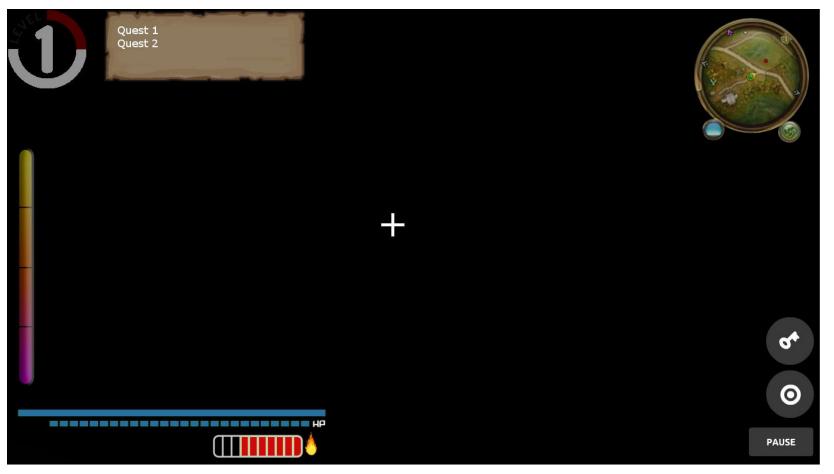
The weapon wheel can be accessed by pressing T at any time. It appears in the middle of the screen and pauses the game. You can select a weapon by using the arrow keys.



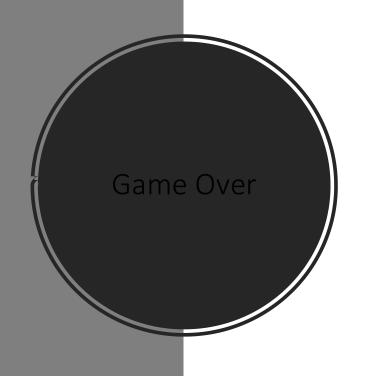


The Swimming HUD is very similar to the default HUD with the aception of a few things. The weapon HUD is replaced with bubbles that pop as your swim stamina goes down. And an opaque no weapons symbol appears where the crosshairs are normally to signify that no weapons can be used while swimming.



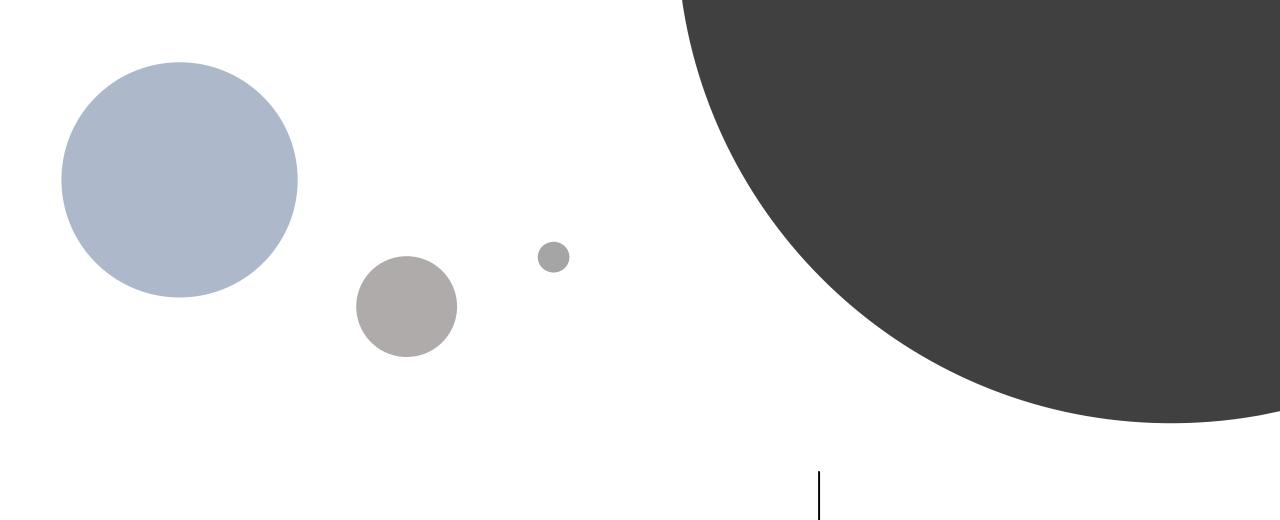


Similarly to the swimming HUD the driving HUD is very close to the main HUD. The weapon HUD is replaced by an overheat meter for the vehicles main weapon and the health and stamina bars turn into health and armor for the vehicle.

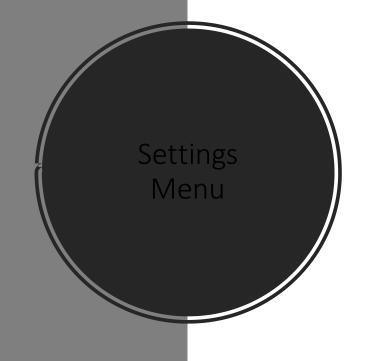




When your character dies or fails a critical mission you are directed to the game over screen. It is a simple splash screen with 3 options. Continue loads the last save, Load brings you to the load menu and main menu brings you to the main/start menu.

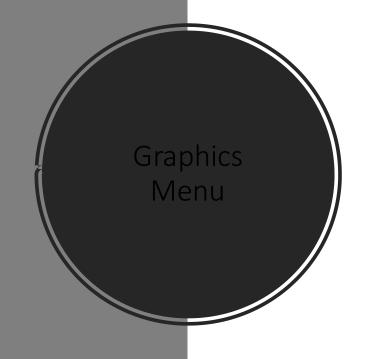


# <u>Settings</u>



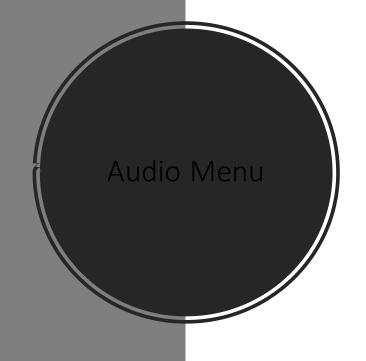


The Settings can be accessed main and pause meus. There are 5 buttons that lead to the Graphics, audio, controller, and accessibility menus.



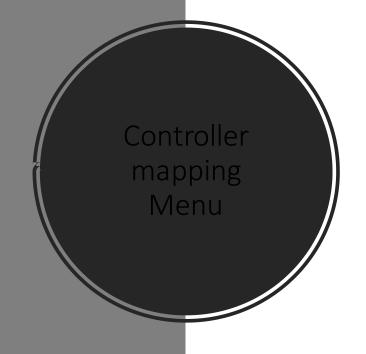


I chose a simple style for the graphics menu so that it would come across as easy to read and naviagate.



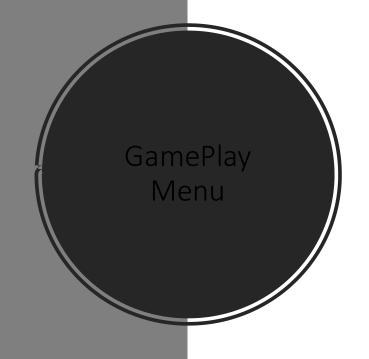


I chose a simple style for the audio menu so that it would come across as easy to read and navigate.



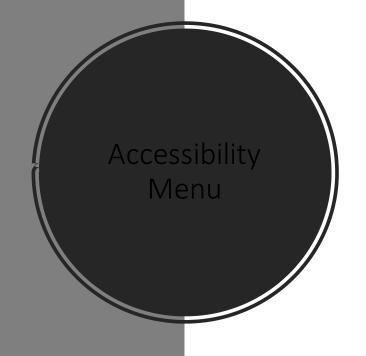


I chose a simple style for the Controller mapping menu so that it would come across as easy to read and navigate.



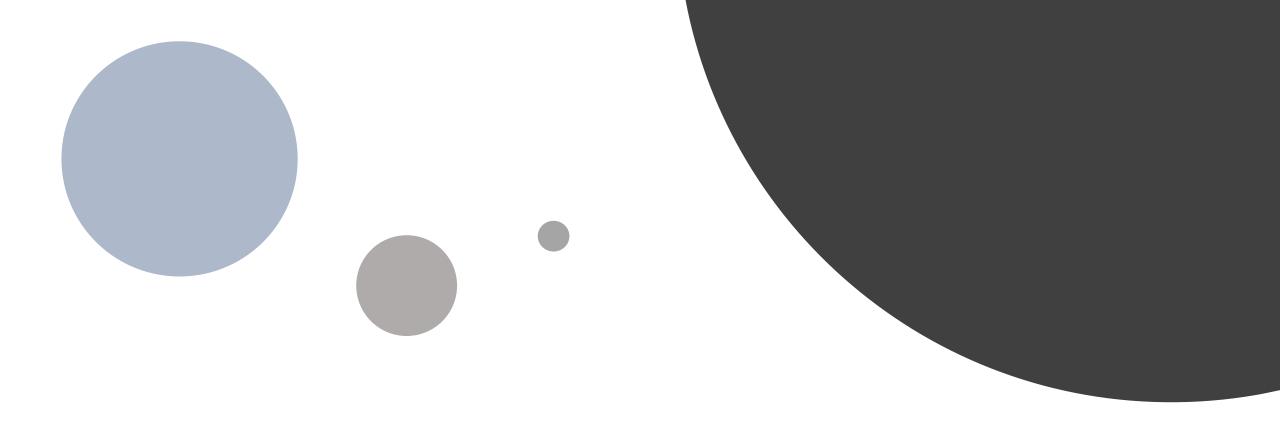


I chose a simple style for the game play menu so that it would come across as easy to read and navigate.



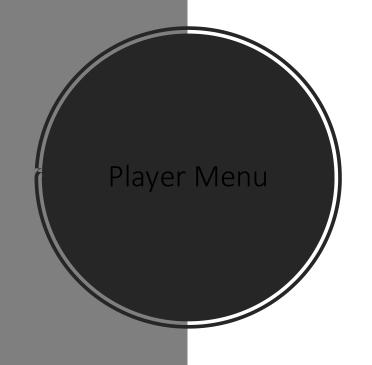


I chose a simple style for the acessibility menu so that it would come across as easy to read and na menu so that it would come across as easy to read and navigate.



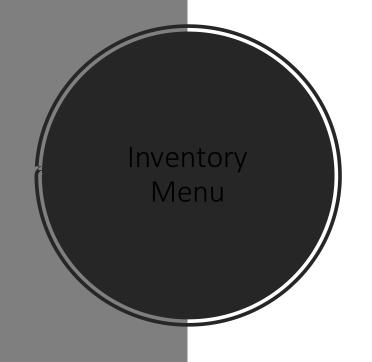
## Player Menu

Accessible from the main game state





The player Menu has 5 buttons that lead to menus for, Inventory, Missions, Skill tree, Crafting and world map.



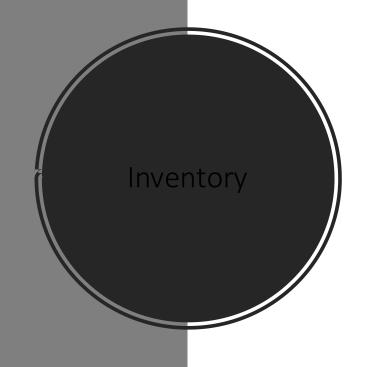


The Inventory menu has 3 buttons that lead to weapons, spells and Items. Creating an additional 3 screes was necessary to keep the screen from becoming overly crowded.





The weapons menu is simple it displays the weapons you own as well as the strength and durability of each weapon.





The inventory screen shows the items you have and the amount.



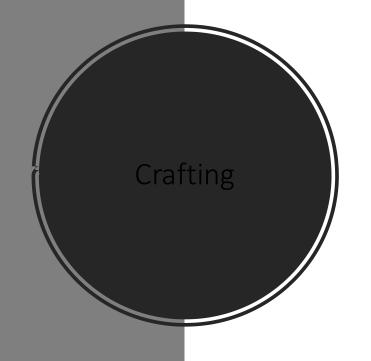


The Spells Inventory displays the Spell along with its availability.





The missions are listed on the sidebar with coloured icons noting their priority - Orange is reserved for the Main Missions (missions that move the character forward in the game); Yellow denotes tasks with useful rewards that are not necessarily needed to complete the game;

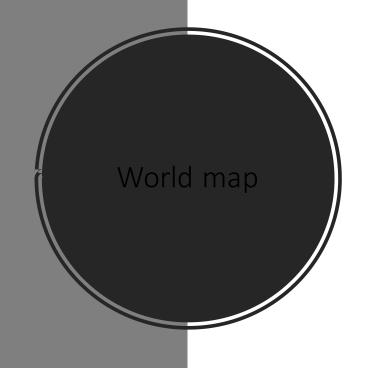


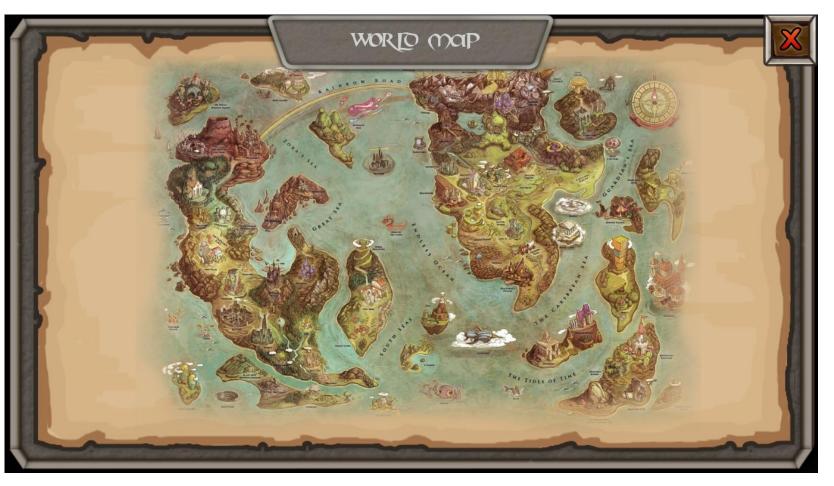


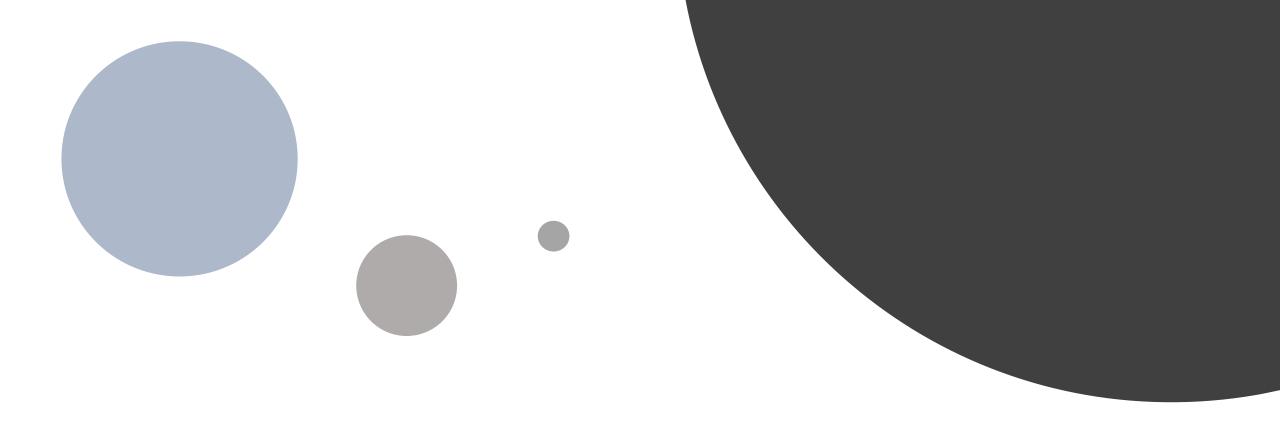
The crafting Menu features a list of inventory items that you have and slots the combine items as well as a slot that displays a collectable item that is the outcome of the combination.





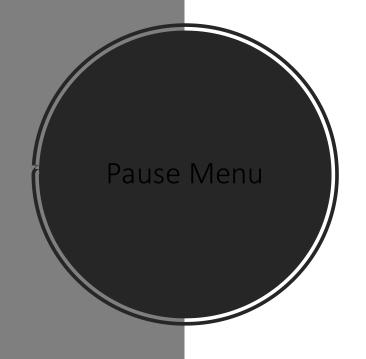






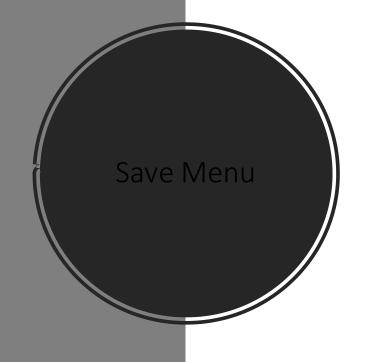
#### Pause Menu

Accessible from the main game state



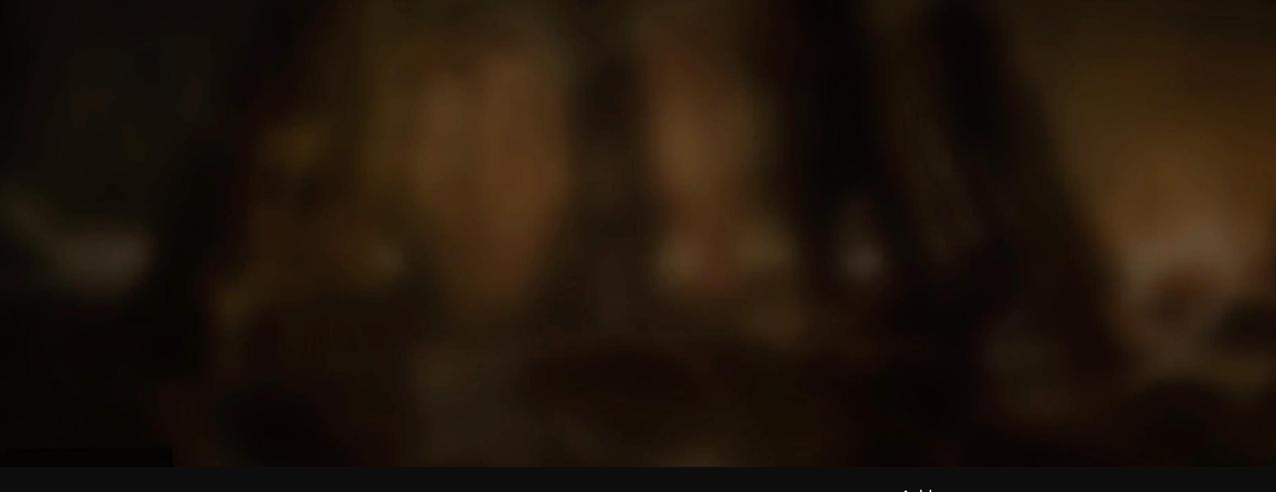


The Pause menu has 5 buttons. The resume button returns you to the main game state. The save button leads you to the save menu. The load button leads you to the load menu. The settings button leads you to the settings menu and the main menu button takes you to the main menu.





The save menu is almost identical to the load menu accept there is a save button in the top left corner.



Thanks!

Ashley

Quan

Tiara

Adnan

Sydney