Game Title

New Game

Continue

Load Game

Settings

Exit

Game Title

New Game

Continue

Load Game

Settings

Exit

Are you sure you want to exit?

Yes

No

Settings

General | Graphics | Video | Controls

Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum...

Area Name - 40%   5:41:53   04/06/2025

Area Name - 60%   1:20:00   02/06/2025
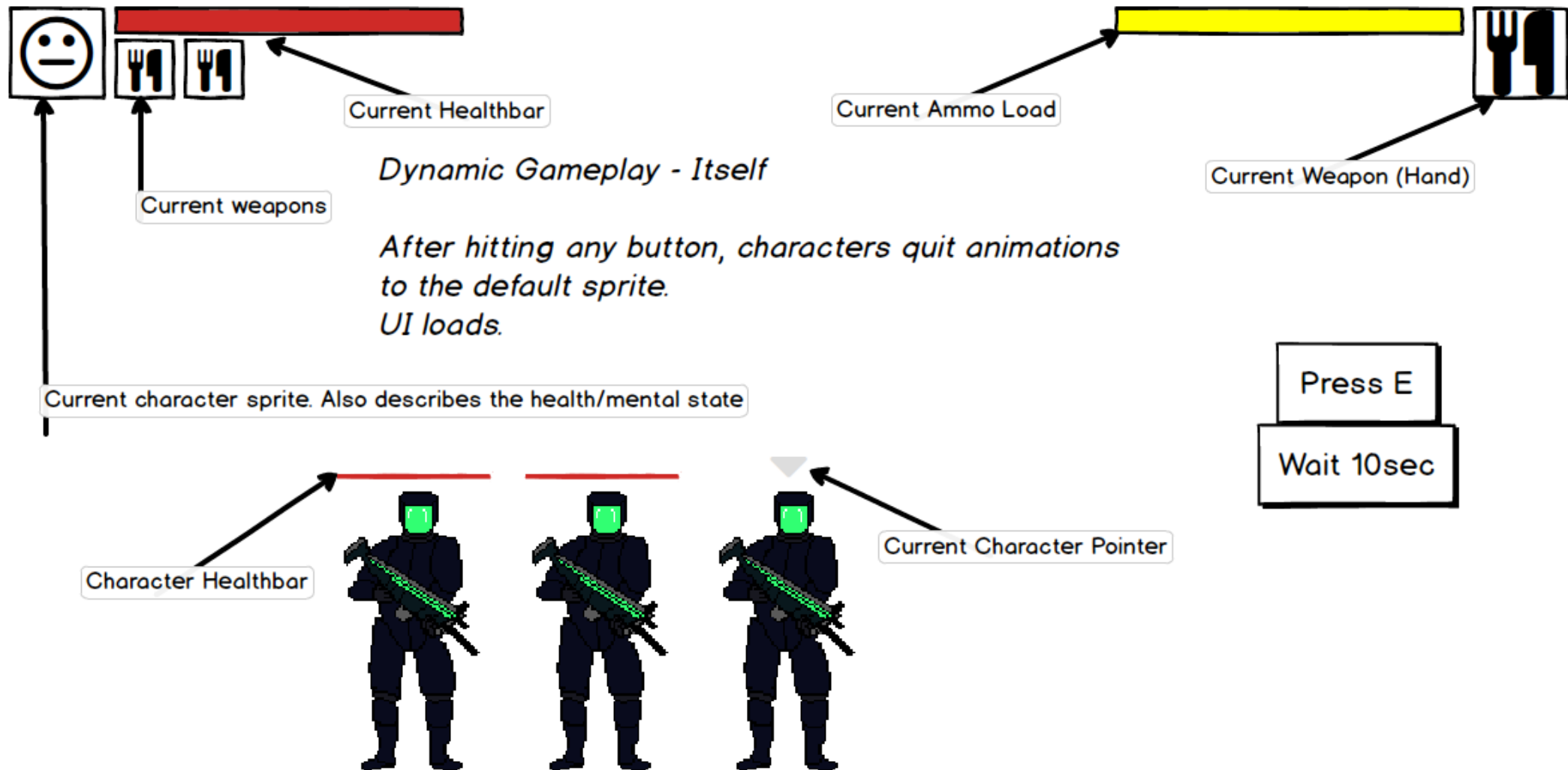
Area Name - 12%   6:51:01   01/05/2025

Dynamic Gameplay - Waiting

Characters use idle animations or stay still till user
presses any button.
HUD is invisible.

Current Healthbar

Current Ammo Load

Current Weapon (Hand)

Current weapons

Dynamic Gameplay - Itself

After hitting any button, characters quit animations to the default sprite.
UI loads.

Current character sprite. Also describes the health/mental state

Press E

Wait 10sec

Current Character Pointer

Character Healthbar

Inventory

Group

QuestBook

Stats

Settings

Quit

Dynamic Gameplay - Menu gamestate.

After hitting CERTAIN button, menu appears at left.
Characters (If not in fiight), do idle animations.

Press E

Dynamic Gameplay - Menu gamestate - Inventory.

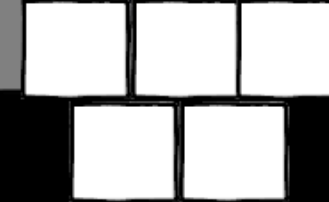After choosing Inventory, camera zooms in.

Ammo Space

Weapon Space

Backpack

Name 1

Name 2

Name 2

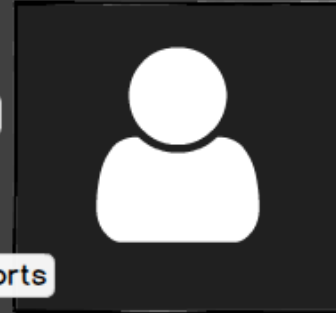Depending on the characteristics, member backpack may be unique.

Animated Profile

Member Passports

General Info

Name: Name 1
Class: Tank
Nationality: Croat
Personality Furious

Name: Name 2
Class: Tank
Nationality: Croat
Personality Furious

Name: Name 2
Class: Tank
Nationality: Croat
Personality Furious

Dynamic Gameplay - Menu gamestate - Group.

After choosing Inventory, camera zooms out.

Click to select, A/D to switch. Then Member becomes Current Member.

Main Quests

Side Quests
Collectables

Dynamic Gameplay - Menu
gamestate - QuestBook - State0

W/S to navigate
D to choose

Press D

Main Quests | Searching Private Carl

Main Questline.

Finding a Cure
Lost Child
Guarantees

Main Quests Actual/Done

Dynamic Gameplay - Menu
gamestate - QuestBook - State1

W/S to navigate
D/A to choose/back

Press A | Press D

Main Quests	Searching Private Carl	Checking the Sector 2
Main Questline.	/- Private Carl has lost connection in Sector 2. Find him.	Checking the Sector 1
	/upd- Sector 1 is clean	

Main Quest's Subquests Actual/Done

Dynamic Gameplay - Menu
gamestate - QuestBook - State2

W/S to navigate
D/A to choose/back

Press A	Press D

Main Quests

Main Questline.

Searching Private Carl

/- Private Carl has lost connection in Sector 2. Find him.
/upd- Sector 1 is clean

Checking the Sector 2

/- The next thing remains is to check Sector 2.
/upd- Main Hall is clean
/upd- Controll Panel is clean

Dynamic Gameplay - Menu
gamestate - QuestBook - State3

W/S to navigate
A to back

Press A

Dynamic Gameplay - Stats State

Shows stats of each member.

Name 1

Power:	10
Agility:	5
Mental:	100/100
Physical:	100/100

Emotional Status:
"I'd say, I felt better yesterday."

Name 2

Power:	10
Agility:	5
Mental:	100/100
Physical:	100/100

Emotional Status:
"Could have gone home now."

Name 2

Power:	10
Agility:	5
Mental:	100/100
Physical:	100/100

Emotional Status:
"We stay strong."

Depends on mental state

Graphics

Video
Sound
Controls

Dynamic Gameplay - Settings State - State0

Shows settings menu.
Operates the same as QuestBook

Are you sure you want to exit?
Unsaved data will be lost

Yes

No