

Sprint 1 Requirements

- Team Logo
 - Finalize design
- Menu screen
 - Background
 - Medieval background with a cave signifying entrance to the game and a campfire in the center
 - Will have simple character model standing in the center around campfire.
 - Buttons on menu should include start, options, market, trading, and tests.
 - Clicking start button should result in the menu interface disappearing so just the background and character are still there
 - Clicking on other buttons will just result in a blank placeholder screen for now as we haven't decided what will be included.
 - Also want to display the Lobby on the right side of the menu screen. The Lobby should contain a list of players currently in the game.
 - Below the lobby there is a room code that would allow users to join the same lobby as the user who created it. The room code will be randomly generated.

Logo Example:



Menu Example:

MENDAX

- START
- OPTIONS
- MARKET
- TRADING
- TESTS

LOBBY 1/4 Players
Player 1
Room Code: XCVZ

Background Example:

