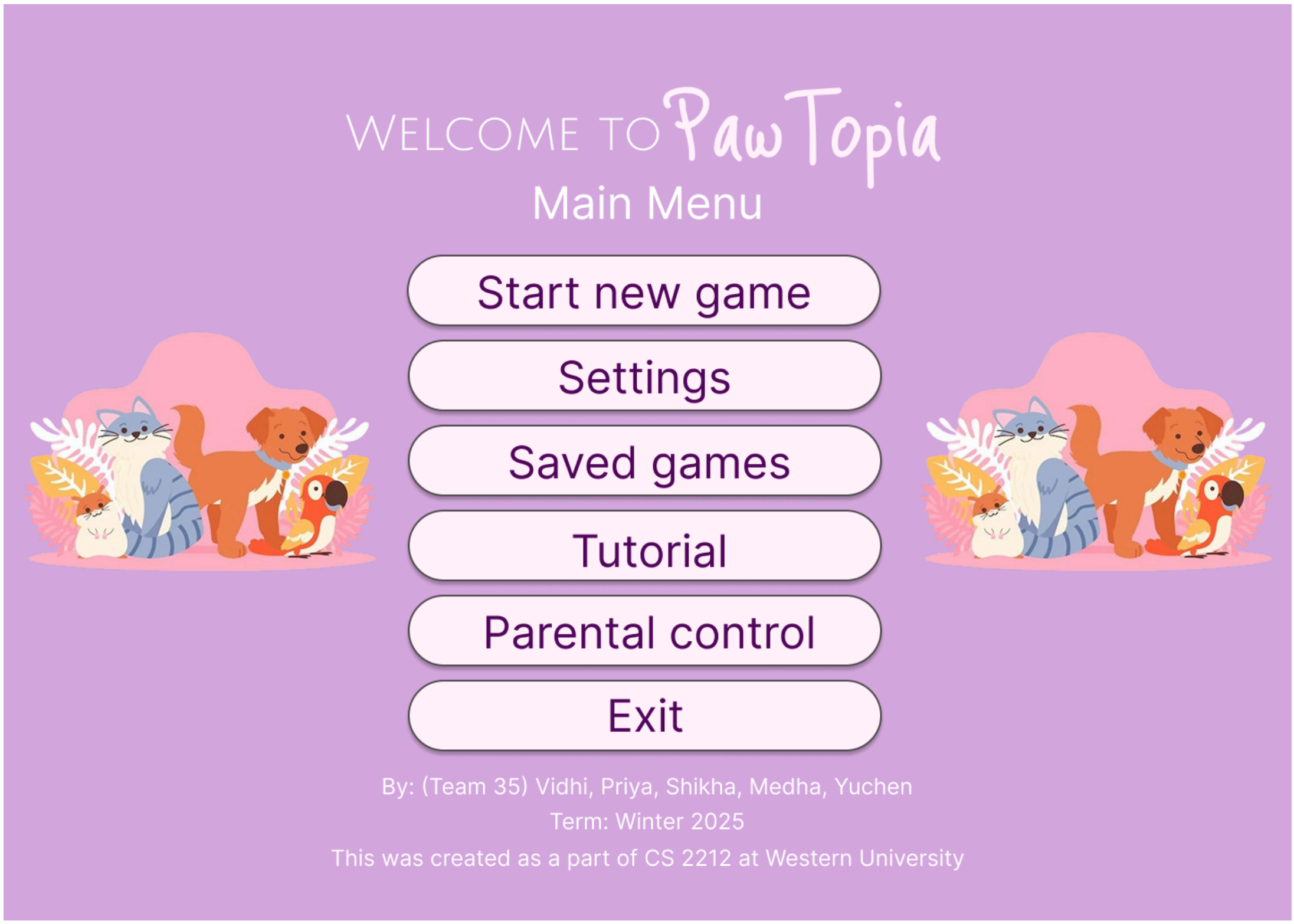
User Interface Mockup

Last edited by Priya Ashok Sardhara 9 minutes ago

User Interface Mockup

Wire Frames



Select Your Pet!

Character 1

The Joyful Attention-Seeker

- *Cheerful & Playful*
- *Attention-Seeking*
- *Treats Lover*
- *Walk Lover*
- *Happy-Go-Lucky*

Character 2

The Lone Wanderer

- *Highly Active & Agile*
- *Independent*
- *Specialized Diet*
- *Reserved & Cautious*
- *Sensitive to Environment*

Character 3

The Laid-Back Ruler

- *Lazy & Relaxed*
- *Mischievous in its own time*
- *Food-Oriented*
- *Avoids Walks*
- *Couch Potato*

Play!

Select Your Pet!

Start new game

Saved games

Tutorial

Exit

Character 2

The Lone Wanderer

- *Highly Active & Agile*
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Play!

Parental Controls

Enter Pin

Submit

Cancel

Parental Controls

Parental Limitations

Parental Statistics

Revive Pet

Return

Parental Controls

Parental Statistics

Total Play Time — -- hours -- mins

Average Play Time per Session — -- mins per session

Reset

Return

Parental Controls

Parental Limitations

Time Restrictions — Enable — Disable

Playtime Range — Start Time — End Time

Return

Parental Controls

Revive Pet

1. Save slot 1 — score: 56 — 56 — 56

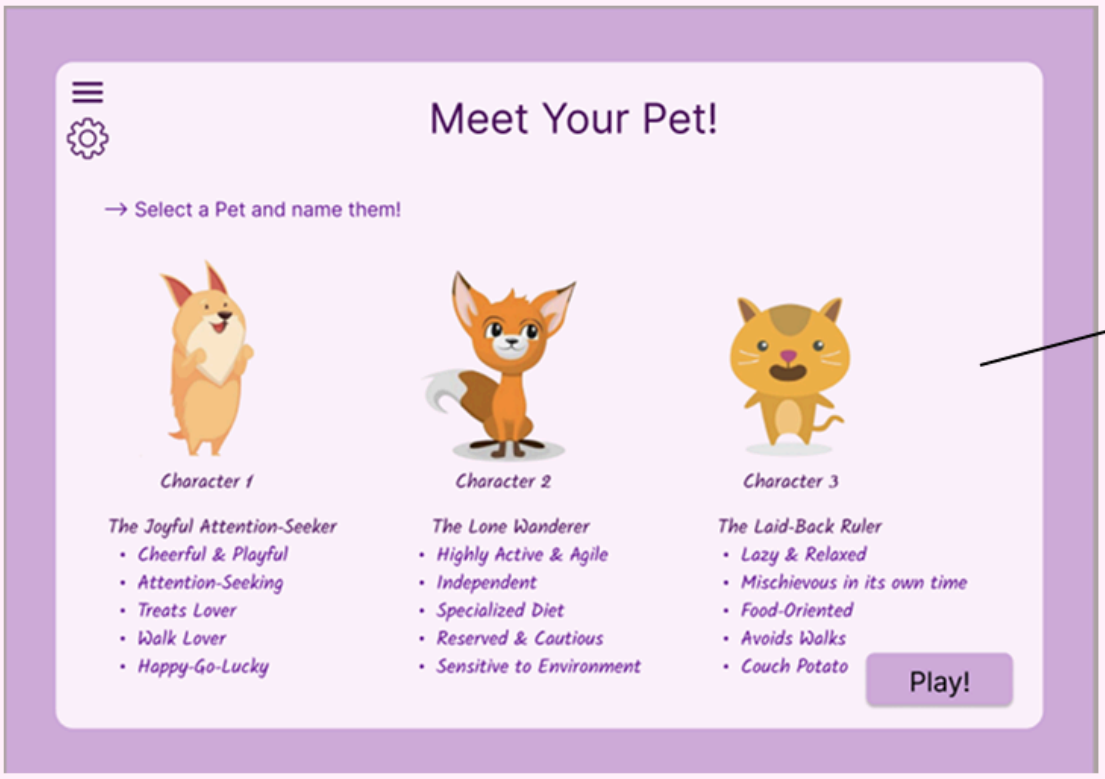
2. Save slot 2 — score: 23 — 56 — 56

Revive

Return

How To Play

Go to “New Game”, Select a pet!



Choose a pet of your liking from the three given pet types with different characteristics and give them a name!

Next

How To Play

Your pet has a variety of needs that must be taken care of.
These include hunger, sleep, health, and happiness.

Tired → Make them Sleep

Pet is happy with player

Pet getting unhealthy

Hungry → Feed them

Next

How To Play

To keep your pet happy and healthy, you can interact with it.
The available commands are: Feed, Play, Give gift, Take to the vet, Exercise and Go to bed.

Go to bed

Give gift

Feed

Play

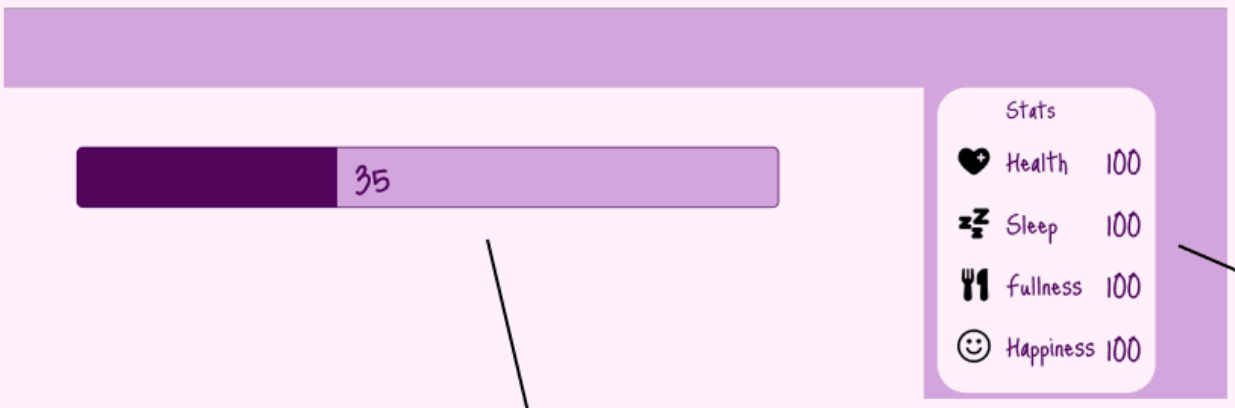
Take to vet

Exercise

Next

How To Play

Each pet has stats displayed on the screen, including Health, Sleep, Fullness, and Happiness.



Keep an eye on these stats to make sure your pet is well taken care of.

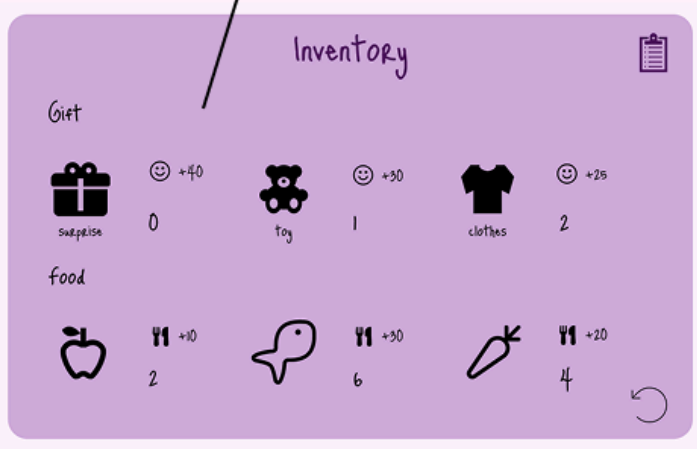
This is the score bar for,
if it reaches 0 game is over

Next

How To Play

You can feed your pet or give it gifts using the items in your inventory.

Click on an item from your collected stuff to use it.



You can buy stuff from here for your pet!

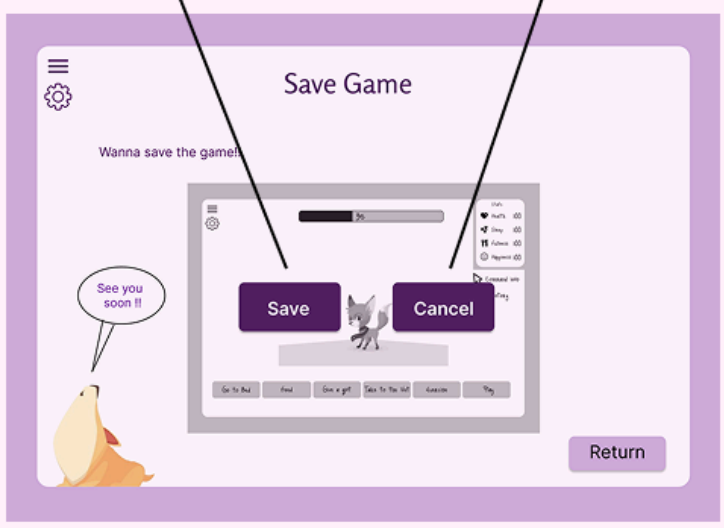
Next

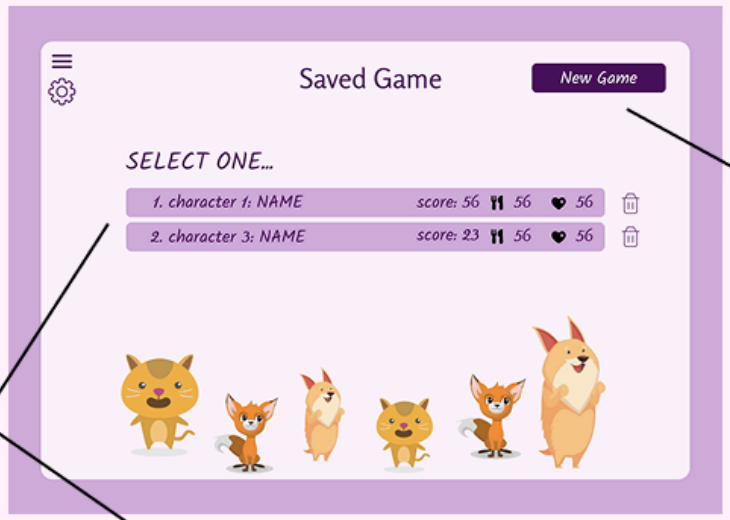
How To Play

You can save your progress and return later by clicking on the save button in the menu.
When you return, you can load your saved game from the main menu.

Click on “Save” to save the game, which will be appeared on Load Game list

Click on “Cancel”, if don’t want so save





Click on “New Game”, to start with a new character and the game.

Click on any previously saved games of yours, to continue them!

Next

How To Play

Understanding Stats

Gradual decrease in stats

Stay attentive to the sounds

When stats are red, it indicates that the stats are very low, need to take care of it as soon as possible

When any stat at 0:

Health = 0, Pet dies
Sleep = 0, Pet collapses
Fullness = 0, Pet enters Hungry state
Happiness = 0, Pet enters Angry state

Next

How To Play

Special Keys !!

Feed

F

To give food to the pet when hungry

Vet

V

To take the pet to the vet when unhealthy

Exercise

E

To make the pet exercise

Gift

To give a gift to the pet

G

Bed

To make the pet sleep

B

Play

To play with the pet

P

Next

Settings

Master Volume

Music Volume

Sound Effect Volume

Reset

Main Menu

Saved Game

New Game

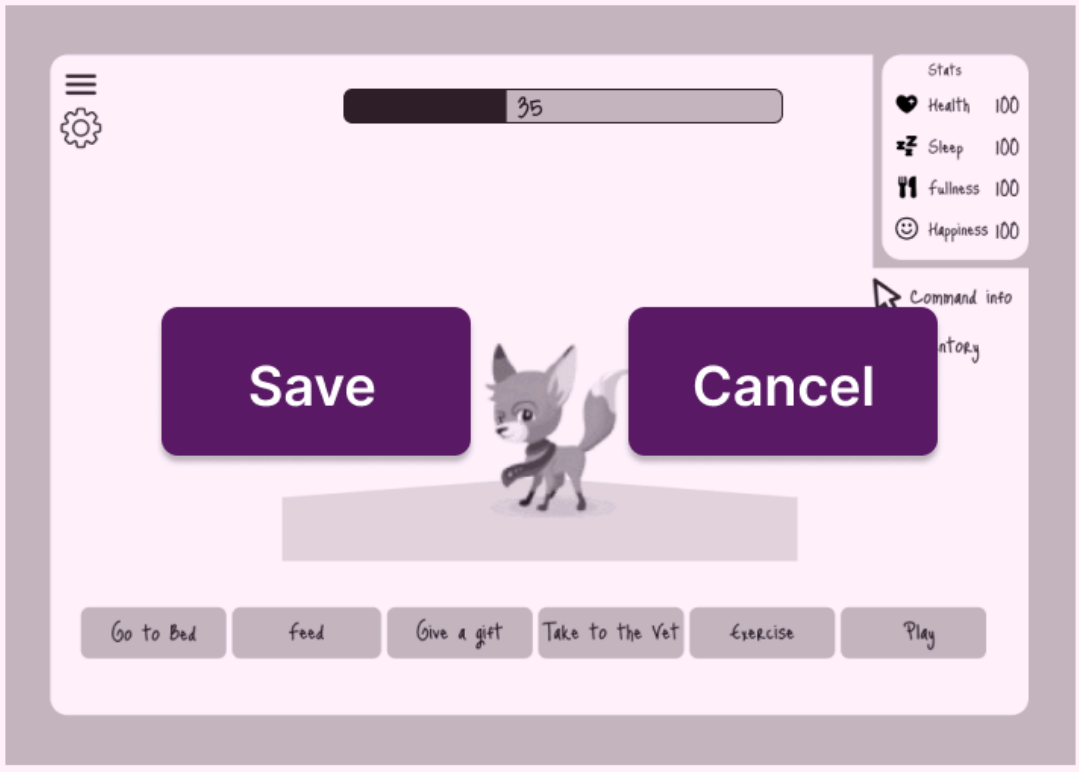
SELECT ONE...

1. character 1: NAME score: 56 56 56

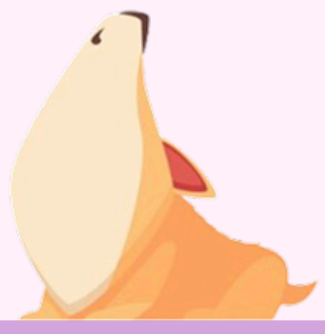
2. character 3: NAME score: 23 56 56

Save Game

Wanna save the game!!



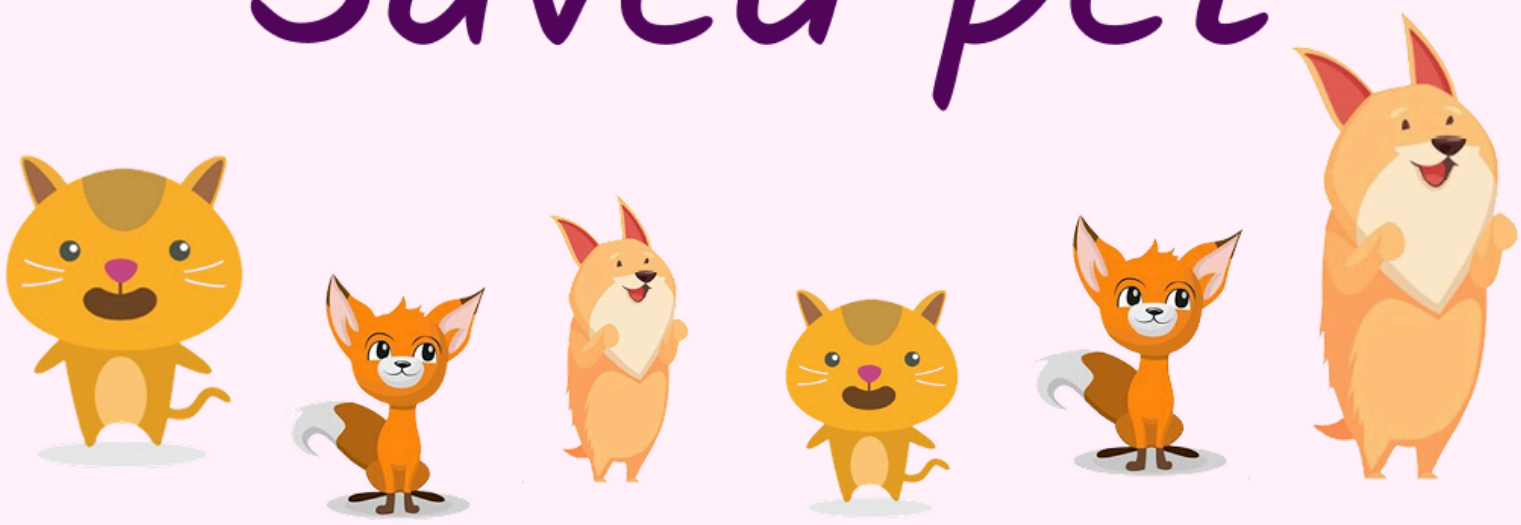
See you soon !!



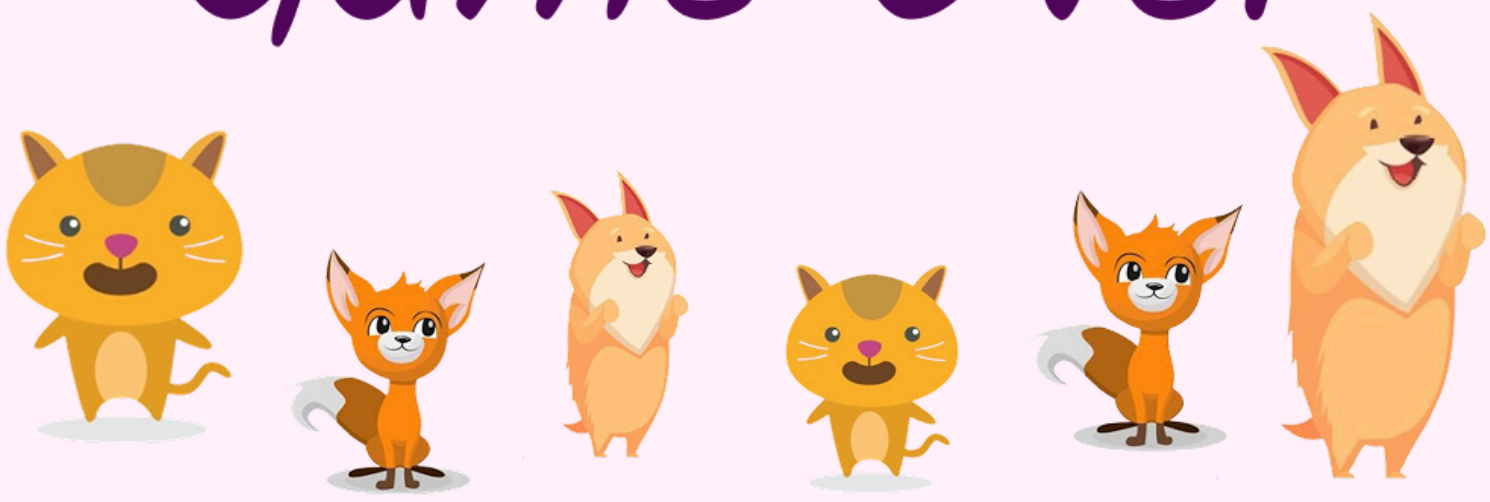
Return

Saved Game

Saved pet



Game Over



Saved Game

Loading pet

Select Your Pet!

Character 1

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- Mischievous in its own time
- Food-Oriented
- Avoids Walks
- Couch Potato

Play!

Select Your Pet!

YOU HAVE SELECTED....

Name your character

name

Play!

35

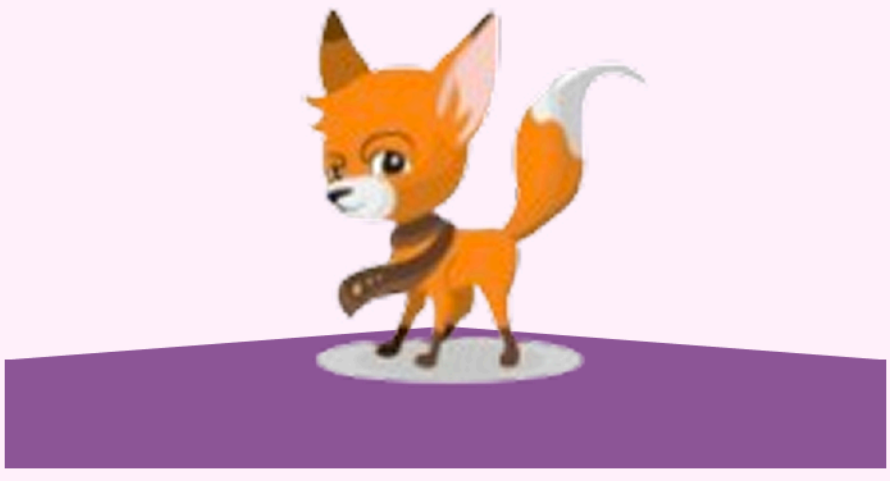
Stats

Health	100
Sleep	100
Fullness	100
Happiness	100

Command info

Inventory

Save



Go to Bed | Feed | Give a gift | Take to the Vet | Exercise | Play

The above given wireframes are created by using Figma!

Link to Source File:

https://www.figma.com/design/ADVu9FUw5mwKdPgCwNuxqT/Untitled?node-id=0-1&p=f&t=BPLJooC89Rq0npjV-0

Description of Wireframes

Main Menu Screen

- The main menu serves as the entry point of the application, providing a clean and user-friendly navigation interface.
- The design prioritizes simplicity, with clearly labeled buttons that allow users to start a new game, load a saved game, access settings, or exit.
- The placement of buttons ensures accessibility for both new and returning users, following a conventional top-down layout for familiarity.
- A background image or theme may be used to reinforce the game's visual identity.

New Game Setup

- This screen allows users to start a new game, prompting them to enter a name and select initial preferences.
- A drop-down menu or selection buttons help streamline the setup process, ensuring that users can make choices efficiently.
- The design focuses on reducing friction, ensuring that players can quickly start playing without unnecessary steps.

Load Game Screen

- The load game screen provides a structured list of previously saved games, allowing players to resume progress seamlessly.
- The user interface includes a simple scrollable list with clear labels for each saved game.
- A preview of the last session may be included to help users recall their progress.

Game Play Interface

- The game play screen is designed to be immersive, with the main interactive elements positioned centrally.
- Various game states (happy, hungry, angry, etc.) are visually represented, helping users easily understand their status.
- Interactive buttons are positioned ergonomically, ensuring smooth gameplay flow.
- The interface maintains a balance between functionality and aesthetics, ensuring an engaging experience.

Inventory & Store

- The inventory screen allows users to manage collected items efficiently.
- A grid-based layout ensures clear visibility of available items, making selection easy.
- The store interface is integrated seamlessly, providing options to purchase new items with a user-friendly layout.

Parental Control Screens

- Multiple wireframes outline different parental control features, ensuring safe usage for younger audiences.
- Options to set restrictions and monitor usage are included, enhancing user control over the game's accessibility.
- The interface maintains simplicity, ensuring ease of use for parents unfamiliar with the game.

Settings Screen

- The settings menu provides customization options, including volume control, graphics settings, and language preferences.
- A tab-based design ensures easy navigation between different categories of settings.
- The layout follows industry-standard UI principles, making adjustments intuitive.

Tutorial Screens

- A step-by-step tutorial introduces new users to the game mechanics.
- Screens guide players through various features, ensuring a smooth onboarding experience.
- The design ensures clarity, using concise text and visuals to enhance comprehension.

Save & Game Over Screens

- The save game screen allows users to store progress with a simple interface for naming and managing saves.
- The game over screen provides feedback to users, with an option to restart or return to the main menu.
- A visually distinct design helps differentiate the game over state from regular gameplay.