

SPACE INVADERS GAME GUI DOCUMENTATION

This document defines the Space Invaders Game GUI interface design and includes some GUI tests.

First view during first run of the application:

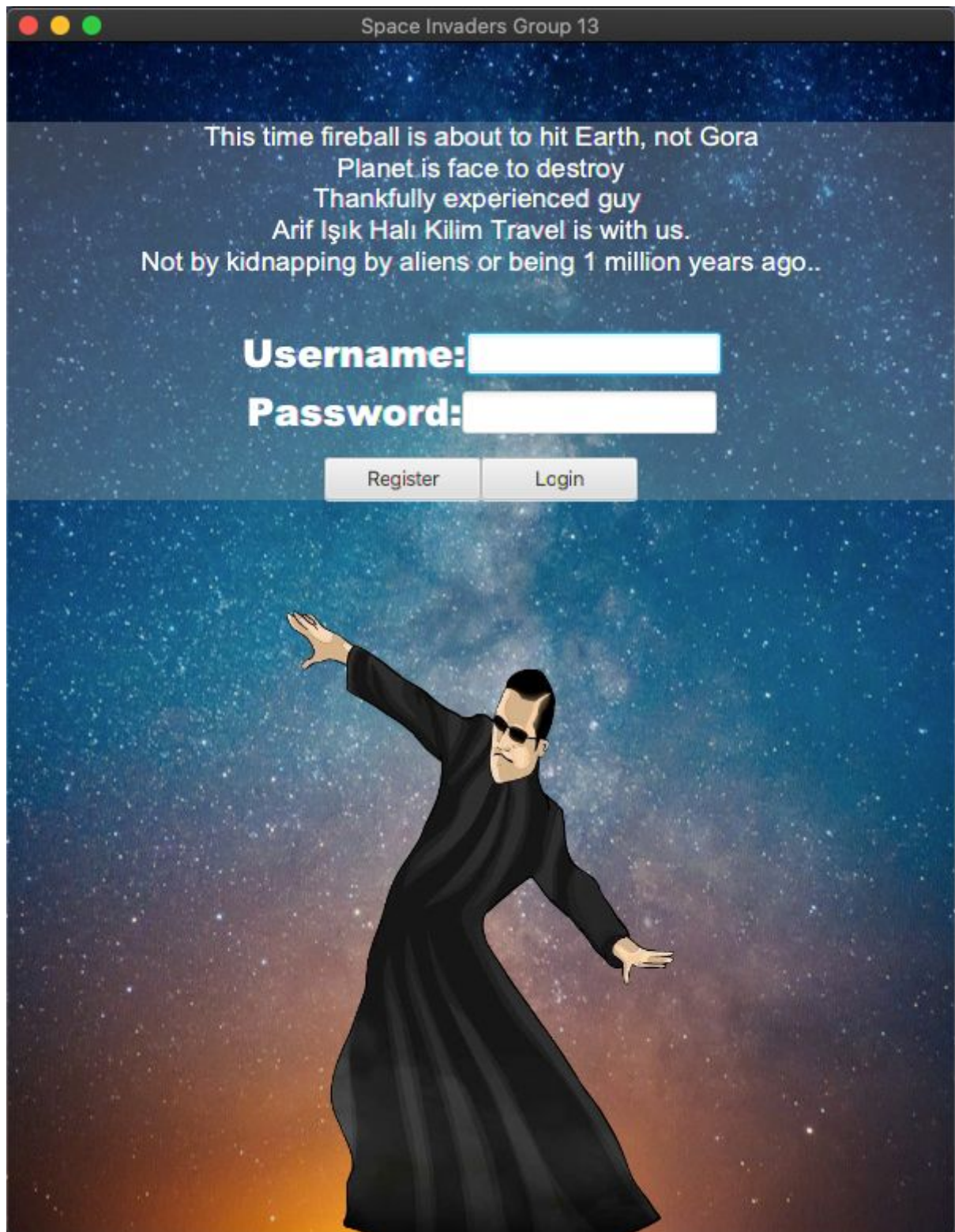


Figure 1: Sign-in Screen

Sign in page will be loaded in the first run. There are two text fields in this scene. User fill these inputs by his/her username and password. Both are string type. In case of wrong information, application returns 'Username or Password are wrong' on

the screen. After an user who has an account already filled the account information, user will redirected to the main menu on the screen.

If an user does not have an account, s/he can register himself by clicking 'Register' button.

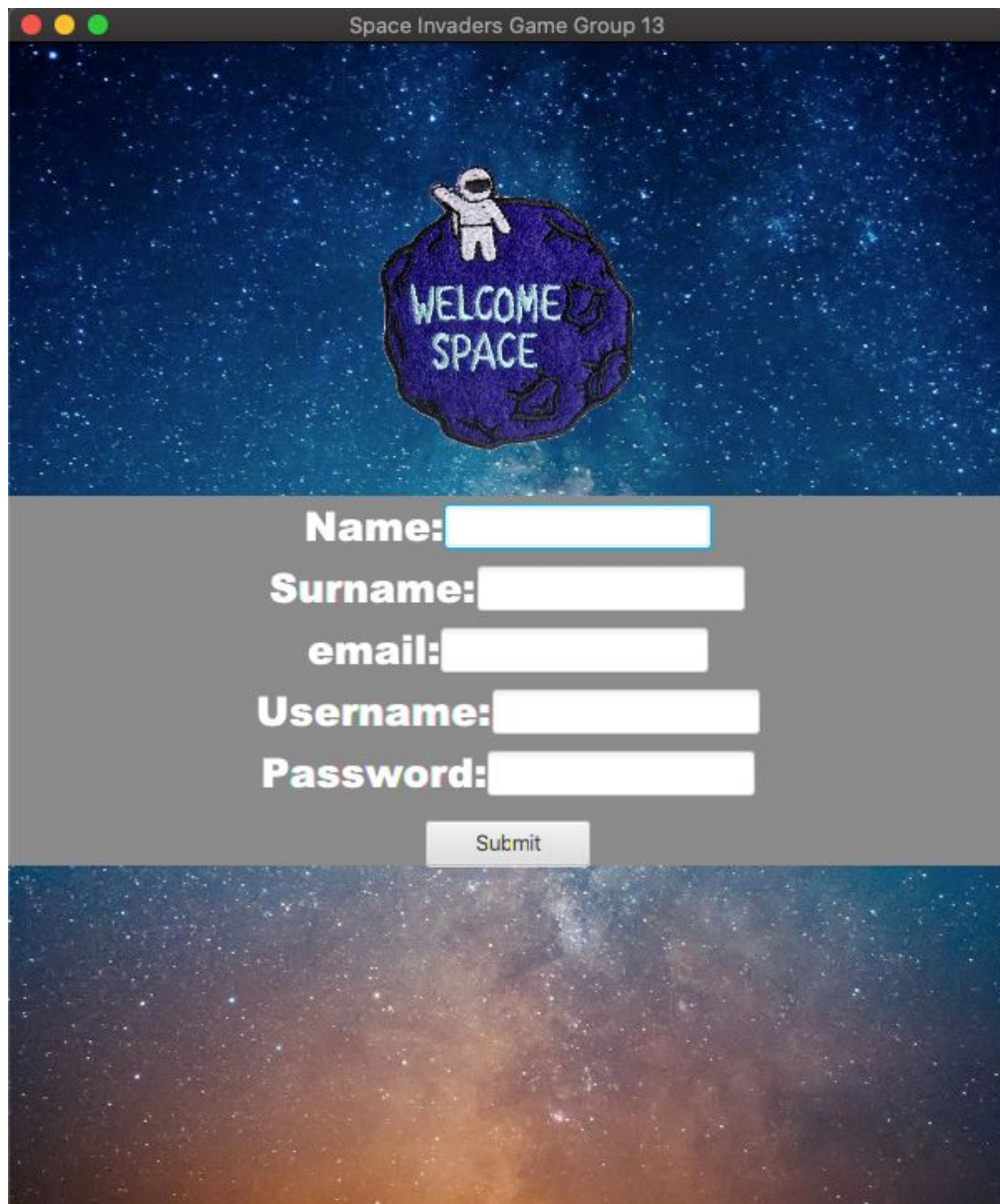
The image shows a web browser window titled "Space Invaders Game Group 13". The background is a space-themed image with a starry sky and a purple planet. On the planet, there is a small astronaut figure and the text "WELCOME SPACE". Below this, there is a registration form with five input fields: "Name:", "Surname:", "email:", "Username:", and "Password:". Each field is followed by a white rectangular input box. At the bottom of the form is a "Submit" button. The browser window has standard macOS-style window controls (red, yellow, green buttons) in the top left corner.

Figure 2: Register Screen

The user will be redirected to the register page after clicking the 'Register' button. This scene has 5 blanks which are 'Name', 'Surname', 'email', 'Username' and 'Password'. User has to fill those inputs. 'Username' has to be unique.. However, 'Password' should contain at least 5 characters and 'Email' must be valid. After filling

those inputs, user should be able to register by clicking 'Register' button and registration is completed then will be redirected to login page as NOT logged in.

Now, registered user can login to see the main menu scene.

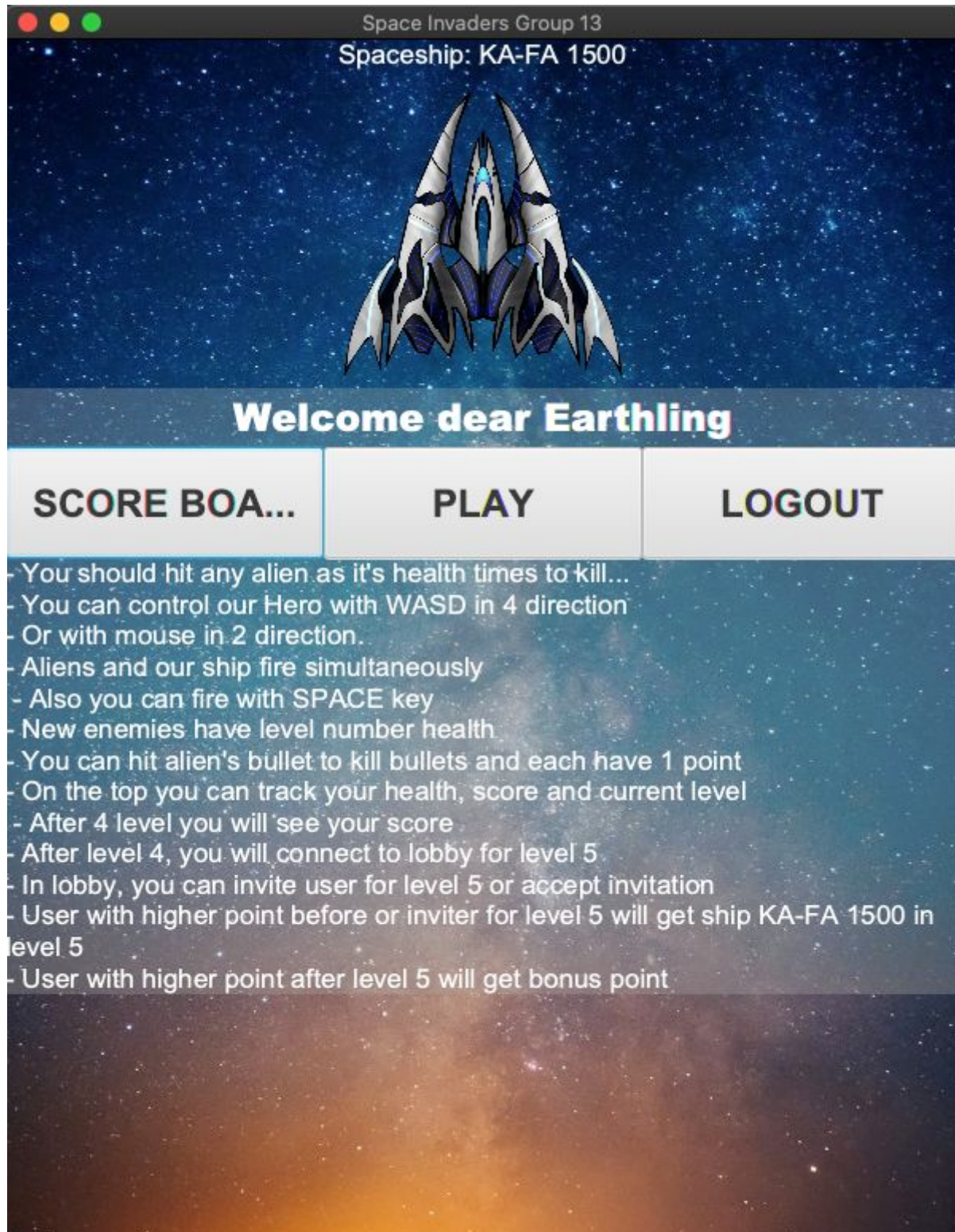


Figure 3: Main Screen

There are three buttons on this scene. 'Play' is to start the game, Score Board is to go to see scores and 'Logout' is to log out the user prompts back to login screen.

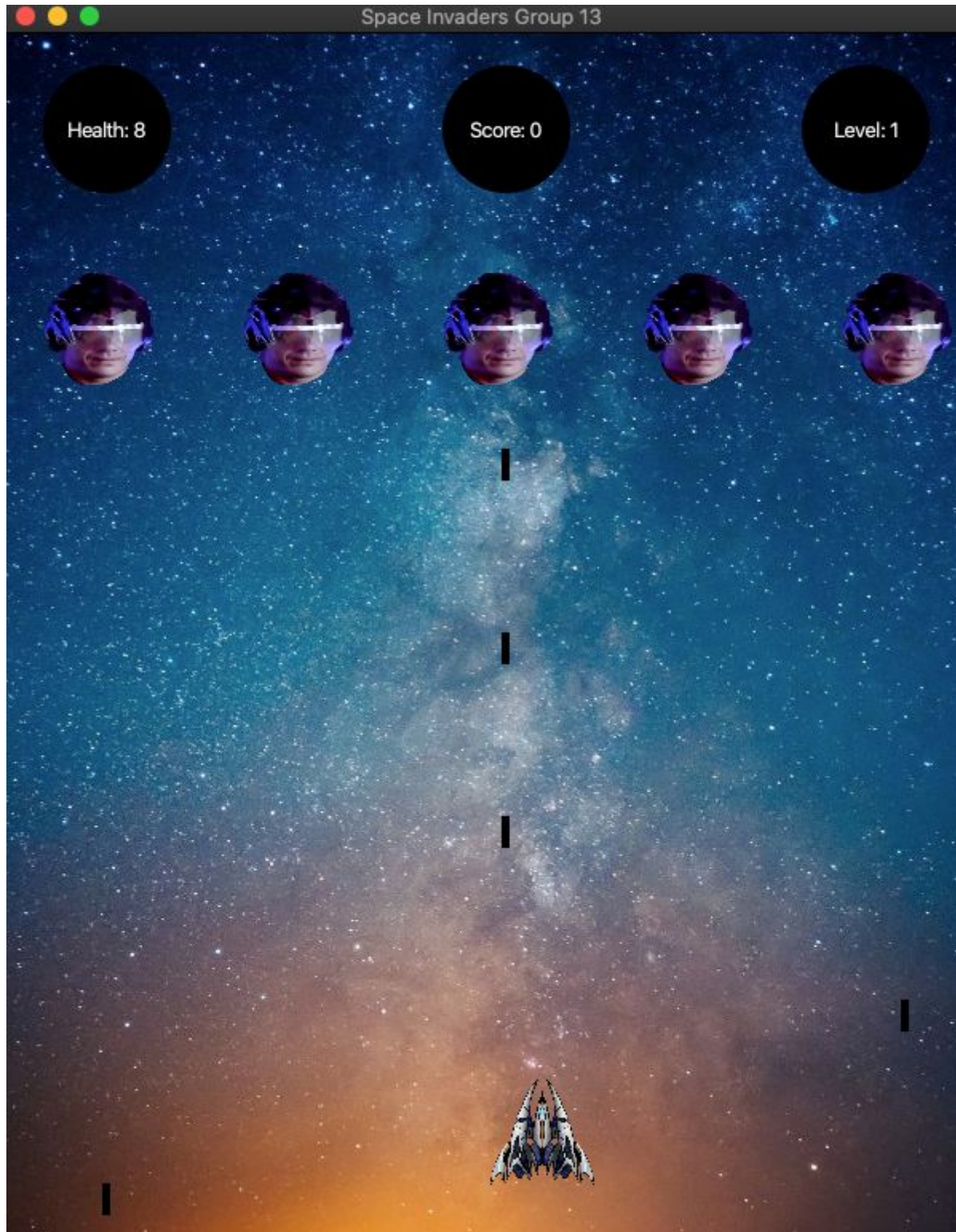


Figure 4: Level-1

Game starts with level 1. There are 4 levels in total. On the top you can track your health, score and current level.. game rules are follows:

- You should hit any alien as it's health times to kill.
- You can control our Hero with WASD in 4 direction or with mouse in 2 direction.
- Aliens and our Hero fire simultaneously, also you can fire with SPACE key
- You can hit alien's bullet to kill bullets and each have 1 point
- On the top you can track your health, score and current level
- After 4 level you will see your score and you can go back to this menu

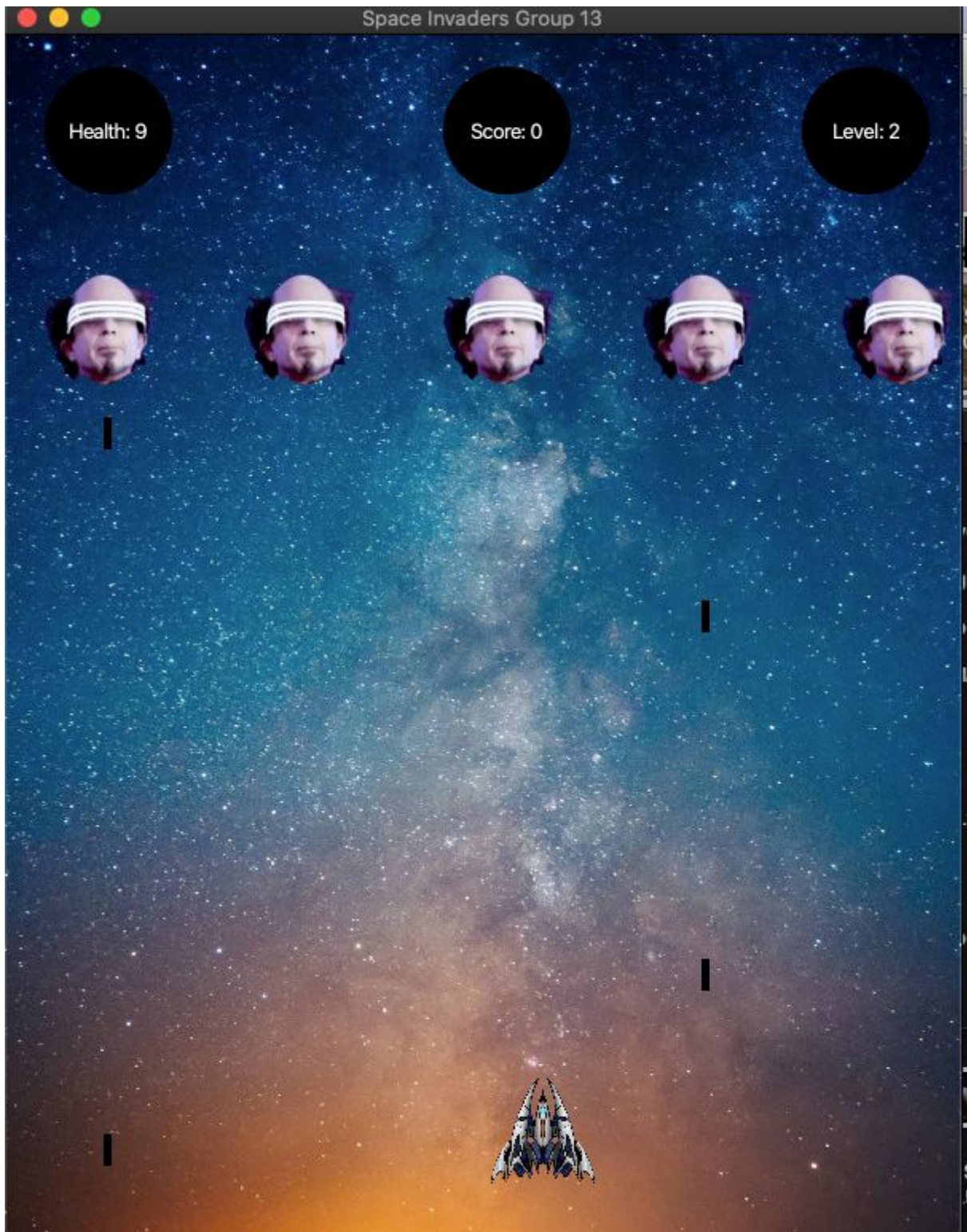


Figure 5: Level-2

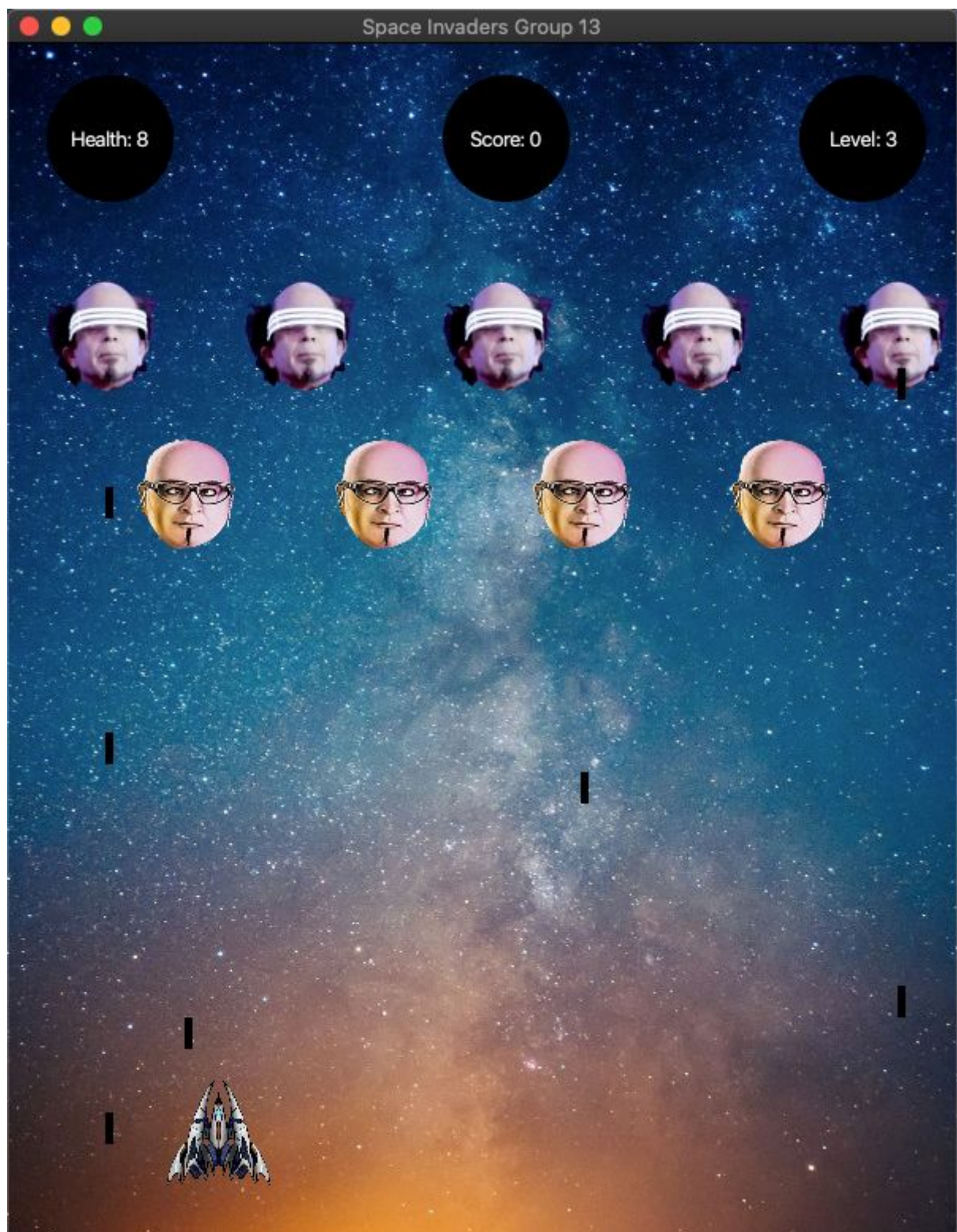


Figure 6: Level-3

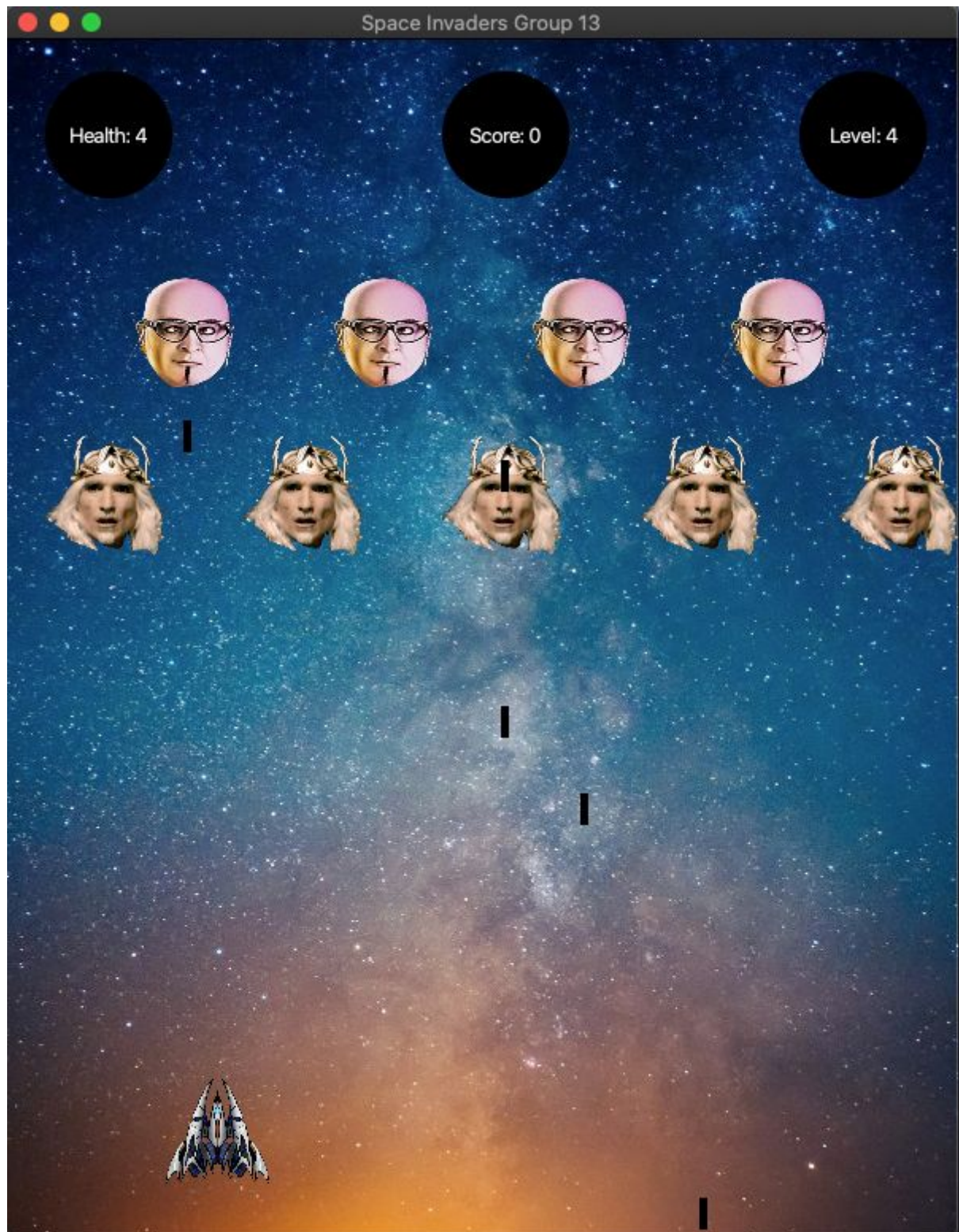


Figure 7: Level-4

The game can be ended in two ways. Accomplished (completing 4 levels) or Fail (getting hit 10 times, dying)

After game over, player's score is shown in a circle then can go back to main menu with button. Player's score will be represented in cumulatively, in other words, every time a user plays their score increases.

If user will be able to finish level 4, will wait until matched with another player. After matching 3 seconds to go. User will see 2nd player's ship and movements. There are 1 final boss. After beating it, an alert screen will say the scores.

If the user clicked the Score board' button in the main menu, weekly and monthly scores will be represented in descending order of scores in two tables total.



The image shows a screenshot of a game's score board. At the top, a title bar reads "Space Invaders Game Group 13". Below the title bar is a character in a white lab coat with arms crossed, set against a starry space background. The main content area is divided into two side-by-side tables: "Weekly Scores" on the left and "Monthly Scores" on the right. Both tables have columns for "Username" and "Score". The data is identical in both tables, listing seven users: sinan, talha, irem, suha, elif, furkan, and simge, with scores ranging from 2410.0 to 49.0. Below the tables are horizontal scroll bars. At the bottom left, there is a "Main Menu" button. The background of the bottom section is a nebula.

Weekly Scores		Monthly Scores	
Username	Score	Username	Score
sinan	2410.0	sinan	2410.0
talha	1272.0	talha	1272.0
irem	1065.0	irem	1065.0
suha	398.0	suha	398.0
elif	394.0	elif	394.0
furkan	334.0	furkan	334.0
simge	49.0	simge	49.0

Main Menu

Figure 8: Score Board Screen

By clicking the column names, user can sort the column.