UI Requirements

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| **Requirement** | **Test Case** |
| User can begin game (title screen) | GUI element that user can interact with (i.e. button) to proceed to beginning of game procedures |
| User can create a new character to play as (character select screen) |  |
| User can select a saved character to play as (character select screen); visual cue for confirmed class selection | Show list of characters the user has created so far |
| User can select a class for a new character (class select screen); visual cue for confirmed class selection | Display a grid of available character classes to select |
| User can see information about a character class (class select screen) | When hovering over a character class, show a display window that contains information about the class |
| User can select a world to enter (world select screen); visual cue for confirmed world | Once character/class is determined, present a screen to choose starting environment |
| User can see their character in the game world (game mode) | Visual representation of user’s character based on class |
| User can see their current stats (HP, atk, speed, etc.) (game mode) | Right area of screen shows character’s stats |
| User can see enemies in the game world (game mode) | Visual representation of enemies on-screen |
| User can see how much damage is being dealt/received (game mode) | Display a number for how much damage is received (red) above entity that receives damage |
| User can see when their character has died (game mode) | Upon a character losing all health, a visual cue (text box, transition to game over screen, etc.) will occur on screen indicating death |

Examples (taken from the game that this project is based on):

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|  | Title Screen |
|  | Character Select |
|  | Class Select |
|  | Game Mode |