**Graphics**

**Programming**

**Audio**

\*(optional)

*Theme of menu items will be:* ***Old scrolls and blue-black ink.***

\*Splash screen

Main menu:

* background
* sounds
* buttons
* functionality

Will contain only the tittle and buttons (may be animated) that will take the user to various screens. Load game will only be available after a game is actually saved. New game will be highlighted while Load game is not available.

New game

* background
* sounds
* buttons
* functionality

Screen with options (such as grid size, difficulty and modifiers) with reference to the game and its conditions. Some options may be unlocked only after clearing specified challenges. Start game option only unlocks after mandatory options are selected. Options can be saved as presets locally.

Load game

* background
* sounds
* buttons
* functionality

Loading a previously saved games(either locally or from the DB). Games are organized by save date. Games saved to the DB are always shown before the local saves.

Custom Content

* background
* sounds
* buttons
* functionality

Can inport user made Resources(such as textures and sounds) that can be enabled. Enabled resources will load instead of regular game files.

Options

* background
* sounds
* buttons
* functionality

Basic options split on multiple subpages(Video, sound, controls and accessibility options).

**Game**

* rooms
* units
* sounds
* user interface
* functionality

The actual game. Game rules are described by the Delve PDF.  
Camera movement only enabled when grid size would not fit the screen, it is done by either moving the mouse to the respective sides of the screen or by pressing the bound keys(default: WASD).

Excavating is done by Left clicking on an unexcavated room that is next to an already excavated one, than the game will display the findings in a popup that is saved and will be viewable in a timeline page.

Building is done by left clicking on an excavated tile that has no building on it or otherwise permitted, and the selecting the desired building from a popup. Building that cannot be built will still be visible alto grayed-out, the reason of why the buildings cant be built will be shown when hovering over them as well as what they do.

Viewing information on already built buildings can be done by left clicking them in the grid, this will show different things depending on the building and its current situation.

Interacting with a building is done by right clicking on them in the grid, this will show a dropdown menu with actions related to the building (such as deconstructing or placing traps or barricades).

Units can be moved around by clicking on them and dragging them to the desired location.

When the game ends by any means the user will be able to look at some statistics of the game (like game time, rooms built or units lost) as well as a map of the fortress they built.