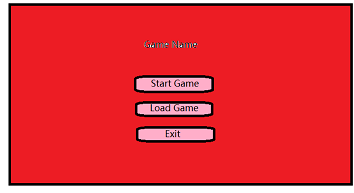
GamePlay Description

How to interact

Our game is a single player. So, the interact is only with NPC. The main interact between the player and NPC is to receive the task, get the content of the task and complete the task. For example, when player receive the task NPC will say something encouraging and when player complete the task NPC will say thank you.

User Interface Design

Game menu



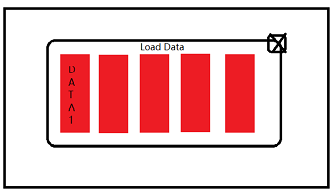
This a Game menu. Player can start game, load game and exit the game.

Normal UI



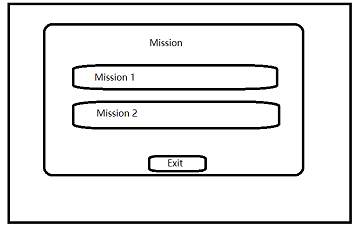
This a Player UI. Player can see Hp and Mp.

Load UI



This a Load Data UI. Player can choose the data.

Mission UI



This Mission UI. Player can choose the mission.

Control

|  |  |  |
| --- | --- | --- |
| Button | Use | Function |
| Trigger |  | Player can move forword. |
| Trackpad |  | Player can change item. |
| Grip |  | Player can use item. |