MAIN MENU (TITLE SCREEN)

Purpose: First screen on boot, simple, clean.

Layout Diagram (Wireframe)

```
-------------------------------------
|               LOGO                |
|          "Hotdog Hustler"         |
|-----------------------------------|
|      [ NEW GAME ]                 |
|      [ LOAD GAME ]                |
|      [ SETTINGS ]                 |
|-----------------------------------|
|        Version #  |   Kato.8      |
 -------------------------------------
```

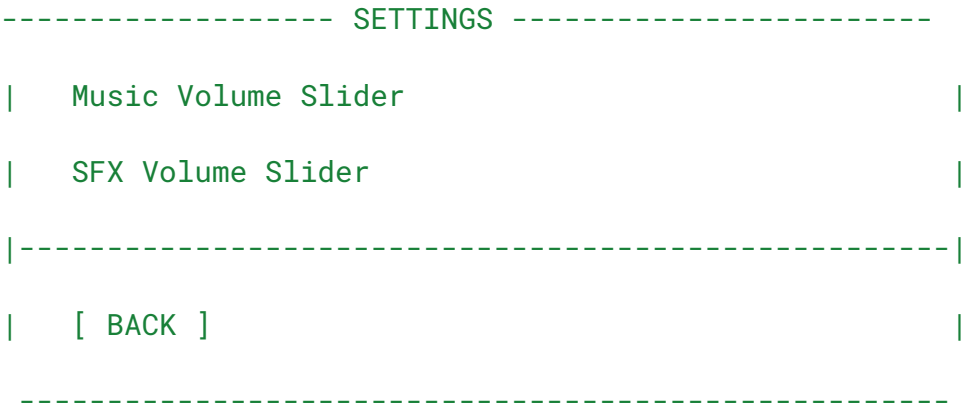## Elements Needed (matches art sheet)

- Game logo

- Title background

- Buttons (New Game, Load, Settings)

- Menu icons

- Panel background (shared with pause/settings)

UX Notes

- New Game → Start Day 1

- Load Game → Loads last autosave

- Settings → Simple audio toggles
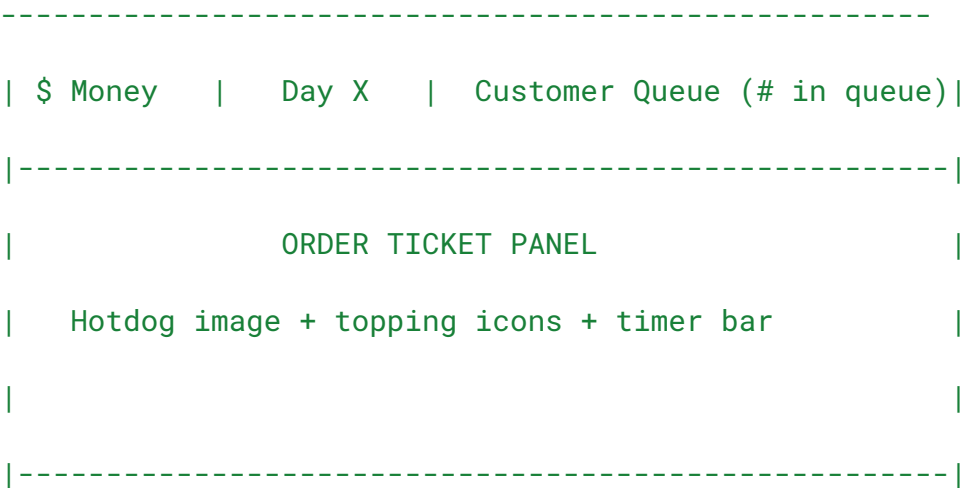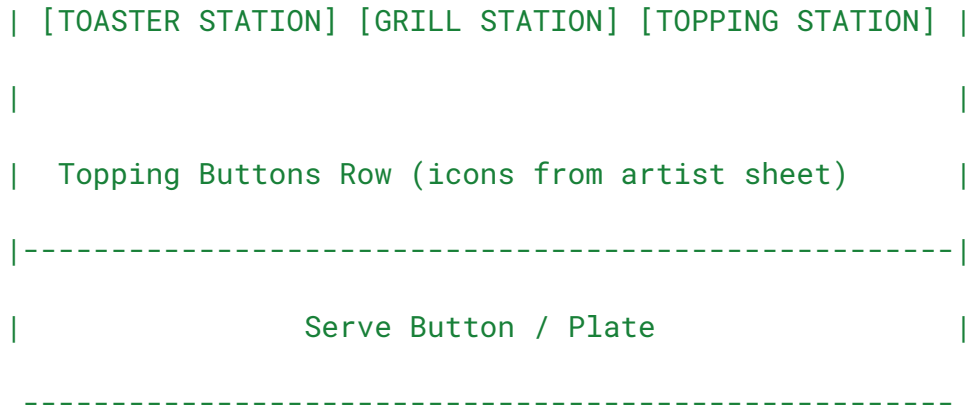
SETTINGS PANEL (FROM MAIN MENU)

Wireframe

```
------------------ SETTINGS ----------------------

|   Music Volume Slider                          |

|   SFX Volume Slider                            |

|------------------------------------------------|

|   [ BACK ]                                     |

  ------------------------------------------------
```

GAME HUD (IN-GAME)

Purpose: Display orders, timers, money, and topping UI during gameplay.

Layout Diagram

```
----------------------------------------------------

| $ Money   |   Day X   |  Customer Queue (# in queue)|

|--------------------------------------------------|

|                ORDER TICKET PANEL                |

|   Hotdog image + topping icons + timer bar       |

|                                                  |

|--------------------------------------------------|
```

```
| [TOASTER STATION] [GRILL STATION] [TOPPING STATION] |

|                                                     |

|   Topping Buttons Row (icons from artist sheet)     |

|-----------------------------------------------------|

|                 Serve Button / Plate                |

  ---------------------------------------------------
```

Elements Needed

- Money counter

- Queue display (5 customer icons)

- Order ticket (hotdog + toppings list)

- Order timer bar

- Station interaction icons (toast, grill, toppings)

- Topping icons row (scrolling or fixed grid)

- Serve button highlight

UX Rules

- Walking up to a station highlights it and switches your active interaction mode

- Topping buttons show LOCKED until purchased

- Order ticket updates dynamically

- Customer feedback:
    - Facial expressions
    - Tumbs up or down bubble above?

- Timer bar turns yellow, then red

END-OF-DAY SUMMARY SCREEN

Purpose: Present performance, earnings, and transition to the shop.

Layout Diagram

```
--------------- DAY X COMPLETE --------------------

| Customers Served:      ###                        |

| Customers Failed:      ###                        |

| Accuracy:              ##%                         |

|--------------------------------------------------|

| MONEY EARNED:          $###                        |

|--------------------------------------------------|

|        [ GO TO SHOP ]     [ NEXT DAY ]            |

  --------------------------------------------------
```

Elements Needed

- Dim overlay

- Summary card/panel

- Metrics text blocks

- Money earned animation

- Buttons for Shop / Next Day

UX Notes

- Player cannot skip this screen

- "Next Day" is locked until shop is closed

- Auto-save triggers here

UPGRADE SHOP (TOPPING UNLOCKS)

Purpose: Spend money to unlock new toppings.

Wireframe (Grid Layout)

```
------------------ UPGRADE SHOP -------------------

| Money: $###                                     |

|-------------------------------------------------|

| BASIC        | BETTER        | PREMIUM          |

|-------------------------------------------------|

| [Relish] $X | [Onion] $X    | [Chili]   $X      |

| [Mayo]   $X | [Tomato] $X   | [Bacon]   $X      |

| [HotSauce]$X| [Jalapeno]$X  | [Guac]    $X      |

| [BBQ]    $X | [Pico]    $X  | [PulledP] $X      |

|-------------------------------------------------|

|   [ CONFIRM PURCHASE ]   [ BACK TO SUMMARY ]    |

 -------------------------------------------------
```

Elements Needed

- Category tabs (Basic / Better / Premium)

- Topping icons + price bubbles

- Locked overlay (padlock icon)

- Unlock animation

- Confirm/Cancel buttons

UX Notes

- Topping unlock adds to order pool

- Cannot unlock beyond current money

- After unlocking → visual pop animation

PAUSE MENU / SETTINGS

Wireframe

```
------------------ PAUSED ------------------------
| [ RESUME ]                                      |
| [ SOUND ON/OFF ]                                |
| [ MUSIC ON/OFF ]                                |
| [ RESTART DAY ]                                 |
| [ QUIT TO MENU ]                                |
 -------------------------------------------------
```

UX Notes

- ESC toggles

- Dim overlay with fade-in

- Keep minimal, readable

TUTORIAL (DAY 1 ONLY)

Very minimal, does NOT interrupt gameplay.

Wireframe (Tooltip Style)

```
Tooltip: "Toast buns here!"
 Tooltip: "Grill sausages here!"
 Tooltip: "Add toppings here!"
 Tooltip: "Serve orders before time runs out!"
```

UX Notes

- No giant panels

- Small arrows + text bubbles

- Disappears after the first few interactions