User Interfaces:

Now we will move on to describing each of the interfaces that the user would come across.

Title Screen:

The user sees the title screen when the user opens the game. The title screen welcomes the user to the game, displays the name and logo (is there a word for this? logo?) and offers four options, namely, "NEW GAME", "ROBOT ARCHIVES", “SETTINGS”, and "EXIT". The "NEW GAME" option leads the user to the "Player Selection" screen, which shall be discussed in the next paragraph. The "ROBOT ARCHIVES" button allows the user to view past records of each of the Robots, including information such as

1. number of wins,
2. number of losses,
3. number of attacks for each robot, and
4. the amount of damage taken.

The function of the "EXIT" button is the same as the "Close [X]" button on the top right corner of the window. Typically, the user would click on the "NEW GAME" button to start a new game. The system will proceed to the "Player Selection" screen.

The "Player Selection" screen allows the user to set up the game. The user would select either

a) a two-player game,

b) a three-player game, or

c) a six-player game.

The user is restricted to select exactly one of these options.

Next, the user inputs the names of the players for the provided number of players. A selection of two or three players disables four or three of the name-input fields respectively. Moreover, the user is also presented with options to choose between human player and AI player for each individual player, besides their name. If the user selects an AI for a player, a dialog box pops up and prompts the user to select the robots.

At the bottom of the screen, there are three options, namely

1. “Back” button, which the user can pick if he or she chooses to not go ahead with a new game,
2. “Options” button, allowing users to select options specific to the game, and
3. “Play” button, leading the user to the Game screen.

Robot Selection Pop-up screen:

The robot selection pop-up screen offers the user with all options for the robots. The screen presents three drop down menus for each of the robots: the tank, the sniper and the scout. The drop down menus allows the user to select from all the robots available. If the user feels indifferent towards the robots, they may choose the ‘random ai’ option as well, offered beside the drop down menus.

Once satisfied, the user may select the OK button or the Cancel button, which leads them back to the “Player Selection” screen.

Options screen:

If the user wants to explore options offered for the game, he or she may choose to click on the “Options” button on the “Player Selection” screen, which would lead them to the “Options” screen.

The Options screen offers the user to choose between various options for the game, such as ‘Save Statistics’, or choose between Normal and Special rule. In the case of a special rule, the user gets ot pick the view of the map and the number o fsnipers, scouts and tanks.

Once the user is finished making changes to the screen, he or she will exit back into the “Player Selection” screen, if he or she wishes to make more changes to the player selections. This shall be done by clicking on an “OK” button at the bottom right of the screen.

Back in the “Player Selection” screen, the user may make changes to the set-up of the game. Once confident about the choices, the user clicks on the “START GAME” button to proceed to the game.

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Pressing on the “START GAME” button in the “Player Selection” screen leads the user to the game. (Now, we shall refer to the player as a player, instead of a User. )

The game screen has various noticeable features. First, a long, horizontal panel on the top shows thumbnails of all the players, with their names and color to indicate the specific player. If there is a player who has quit the game or his robots are all dead, their thumbnail on the panel is greyed out and has a red cross across it. The thumbnail of the current player is always going to be on the top right corner, with additional information displayed such as the powers, and next-active robot. The game board also has a quit game button on the top left corner of the screen. On the left side, there are optional buttons for zooming in, zooming out, and toggle between pan and click. The bottom right corner has an expandable window of the log generated in the game, which the user may use to refer to the game history.

The game board is oriented around the active piece of the player by default. When the player wants to move or shoot, they click on the particular hexagon, and the interface offers the player to choose between move and shoot. When the player wants to end their turn, they simply click on the “End Turn” button on the bottom right corner of the screen. The interface then asks the player to confirm their decision, additionally informing them of the number of moves they have left. Once the player confirms the decision to end their turn, the screen blanks out and displays an end of turn message, and asks for the next player (identifying the player by their name and colour) to take the Hotseat. In case of an AI player, the human player would have to wait until the AI player makes its move, at the end of which, the next human player is notified about their move.

Once the game is over, a dialog box pops up declaring the winner. The player is then lead to see the Results screen.

The Results screen displays the statistics of each robot of each player in a very compact yet well-organized manner. The User can pick the player based on their color, and view the statistics of each robot. There are three option buttons at the bottom: the ‘Go Back to Title Screen’, ‘View Log’, and the ‘Rematch’ button.

Settings:

The settings screen on the title page primarily offers the user with two options. The first option is for the sound, which is a slider. The other option is for key mapping, for advanced players who prefer to pick keys. There is a ‘Save’ and a ‘Back’ button at the bottom of the screen.

Robot Archive

The Robot Archive screen offers the user to search for a particular robot, and sort the list of robots by order. The information about a particular robot is shown on the right side when a particular robot is selected. The “Register”, “Revise”, and “Retire” buttons are also displayed below the statistics.