

Here is a list of all the GUI elements of Space Destroyer.

Score counter in the top left used for displaying the player's current score which increases by destroying ships and asteroids. This is a GUI element because a simple numeric text display is the most clear and fast way to communicate the player's score in the game.

Lives indicator in the top right shows how many lives the player has before the game ends. This is a GUI element because it is instantly and clearly readable and understandable and is necessary for an arcade shooter.

Power up indicator in the bottom center shows the current power up that the player has active. This is a GUI element because it is a small icon paired with a shrinking timer bar that shows how long the player has to keep using the power up.

Wave/level indicator in the top center shows the current wave number so the player knows how far they have progressed in the current wave. This is a GUI element because it is necessary for a game like this and it is a simple small text label that instantly shows the player the wave and their progression through it.

Pause button/overlay when the player hits "Escape" on their keyboard it pauses the game and shows buttons to press that say "Resume, Settings and Quit". This is a GUI element because it is necessary for every game to have a pause menu.