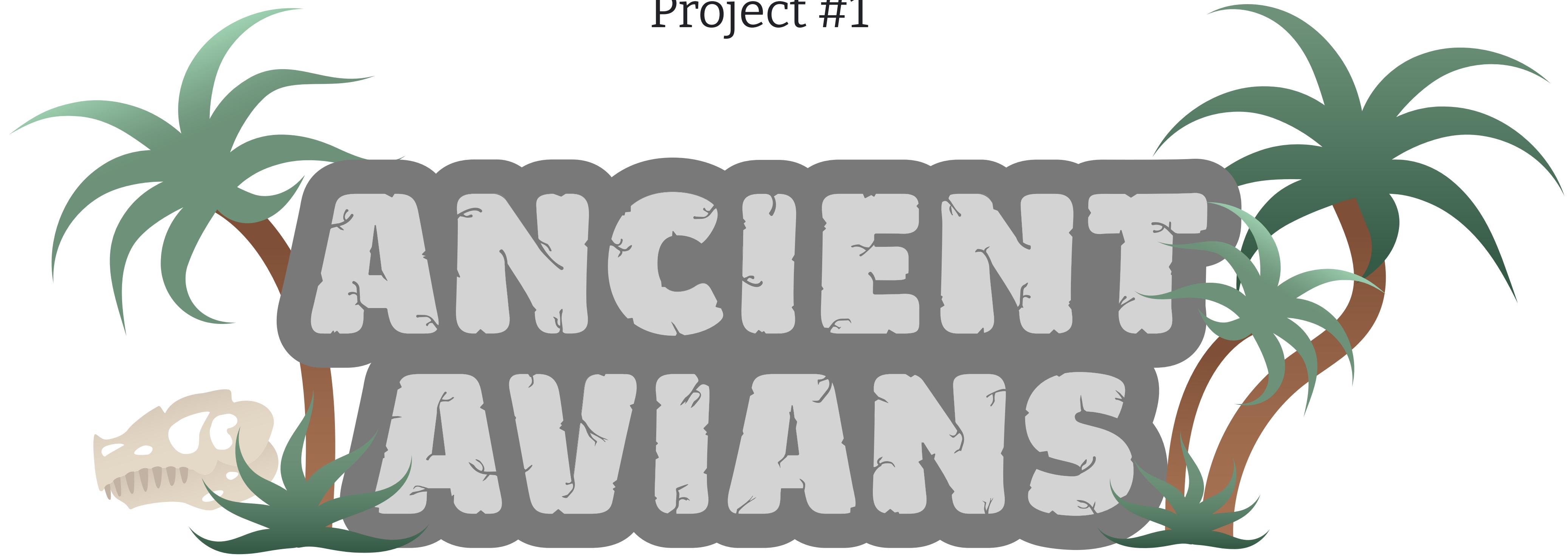
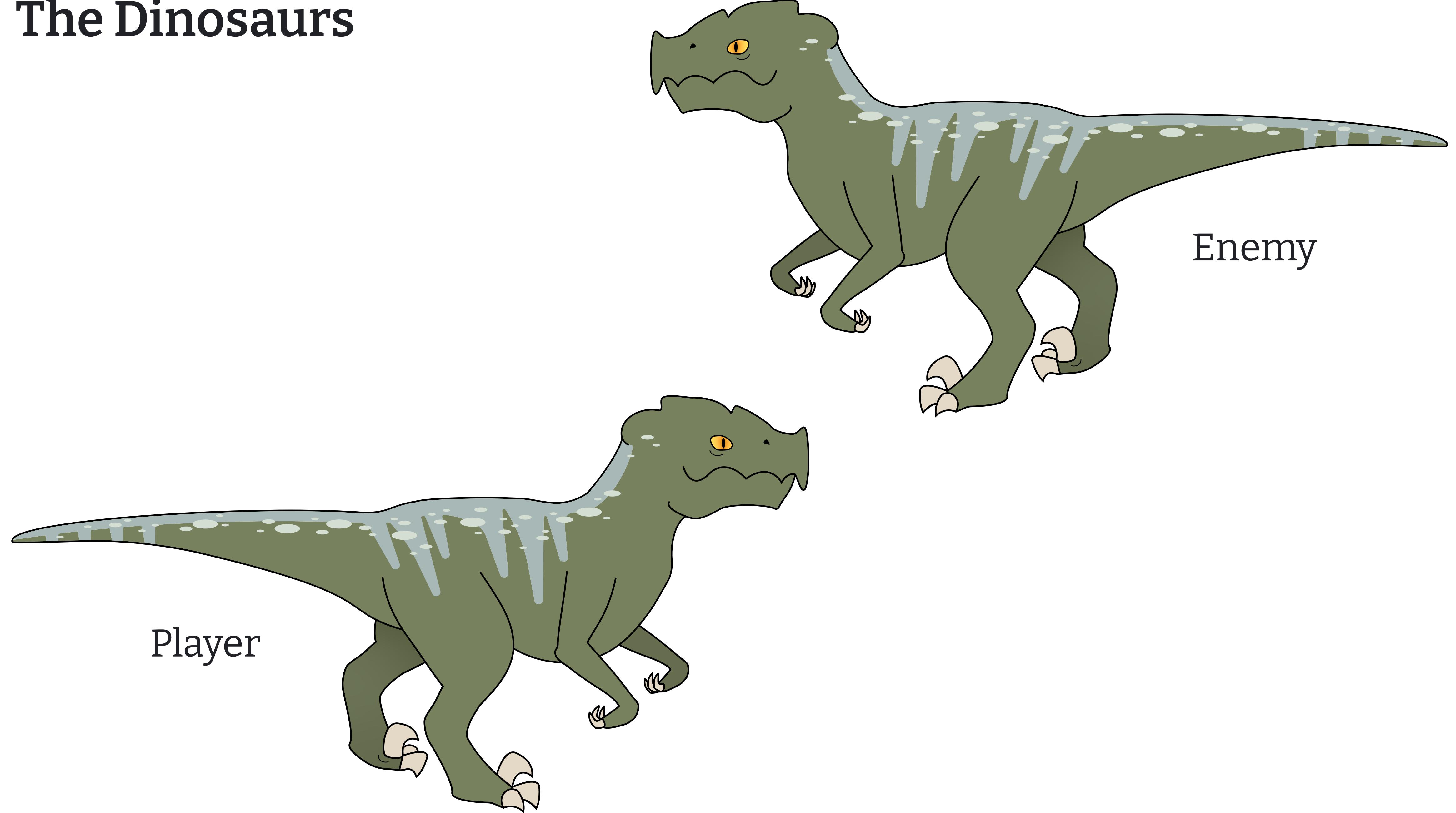


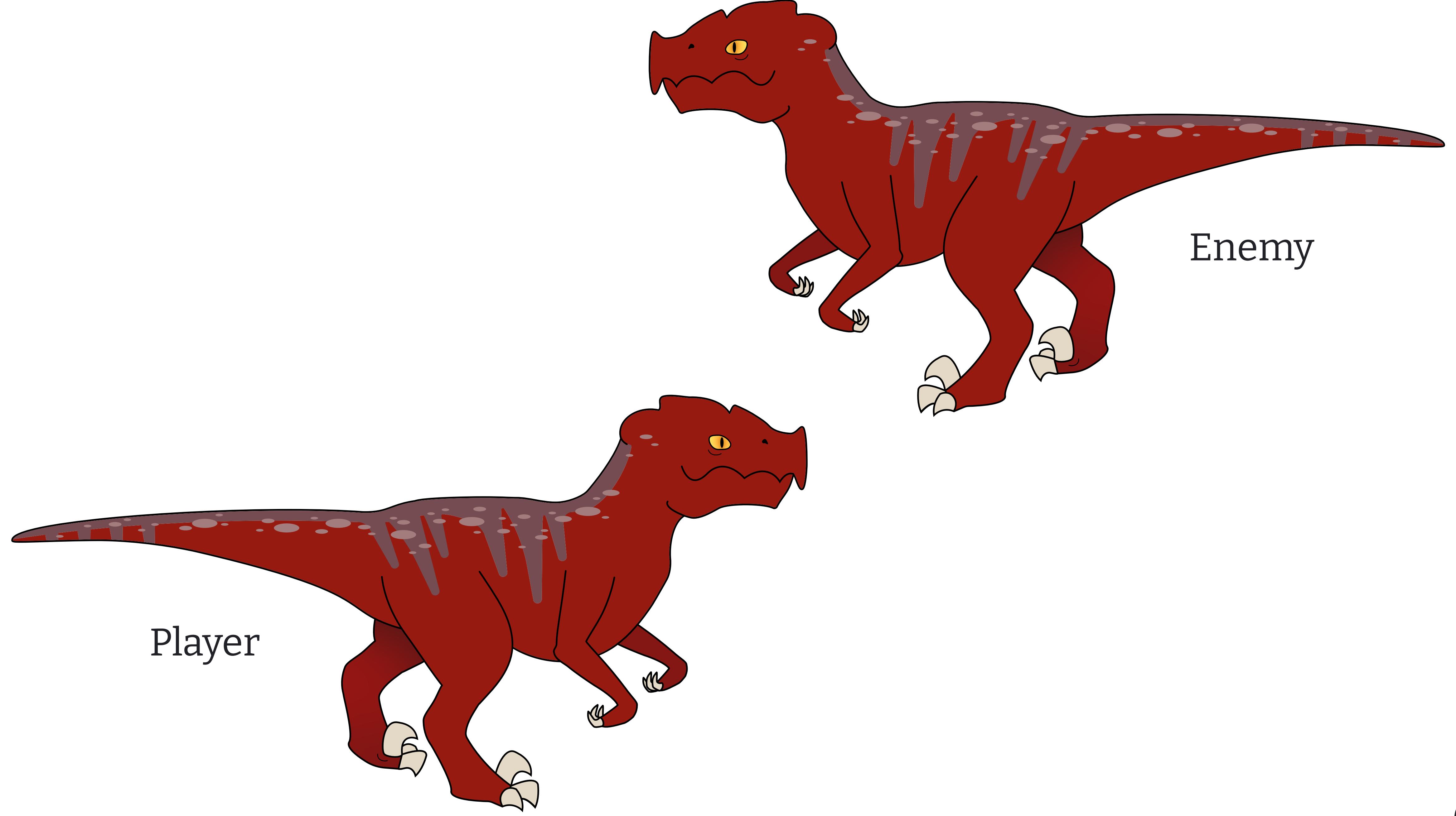
MMDA 344 - Independent Study
Project #1

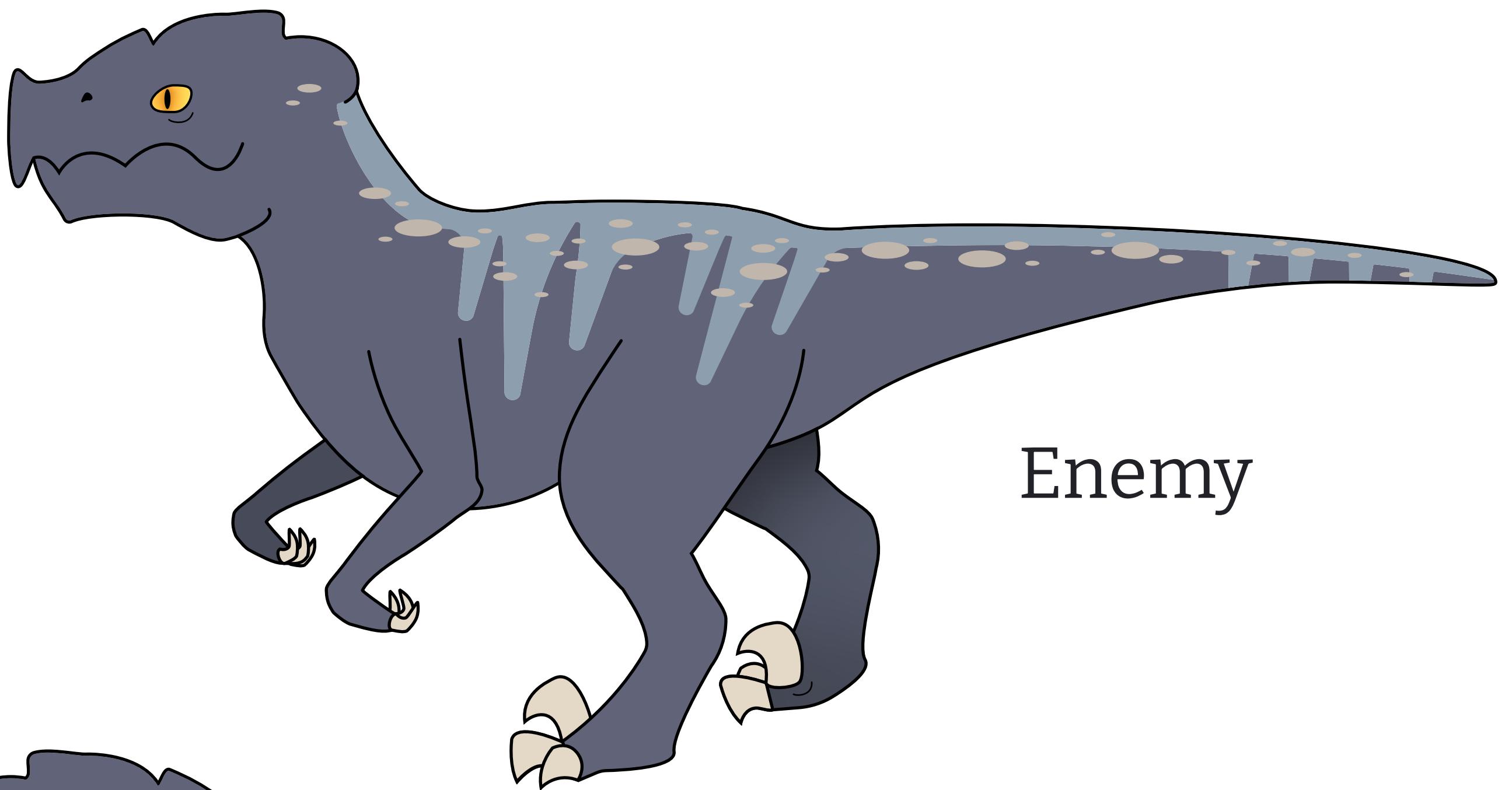
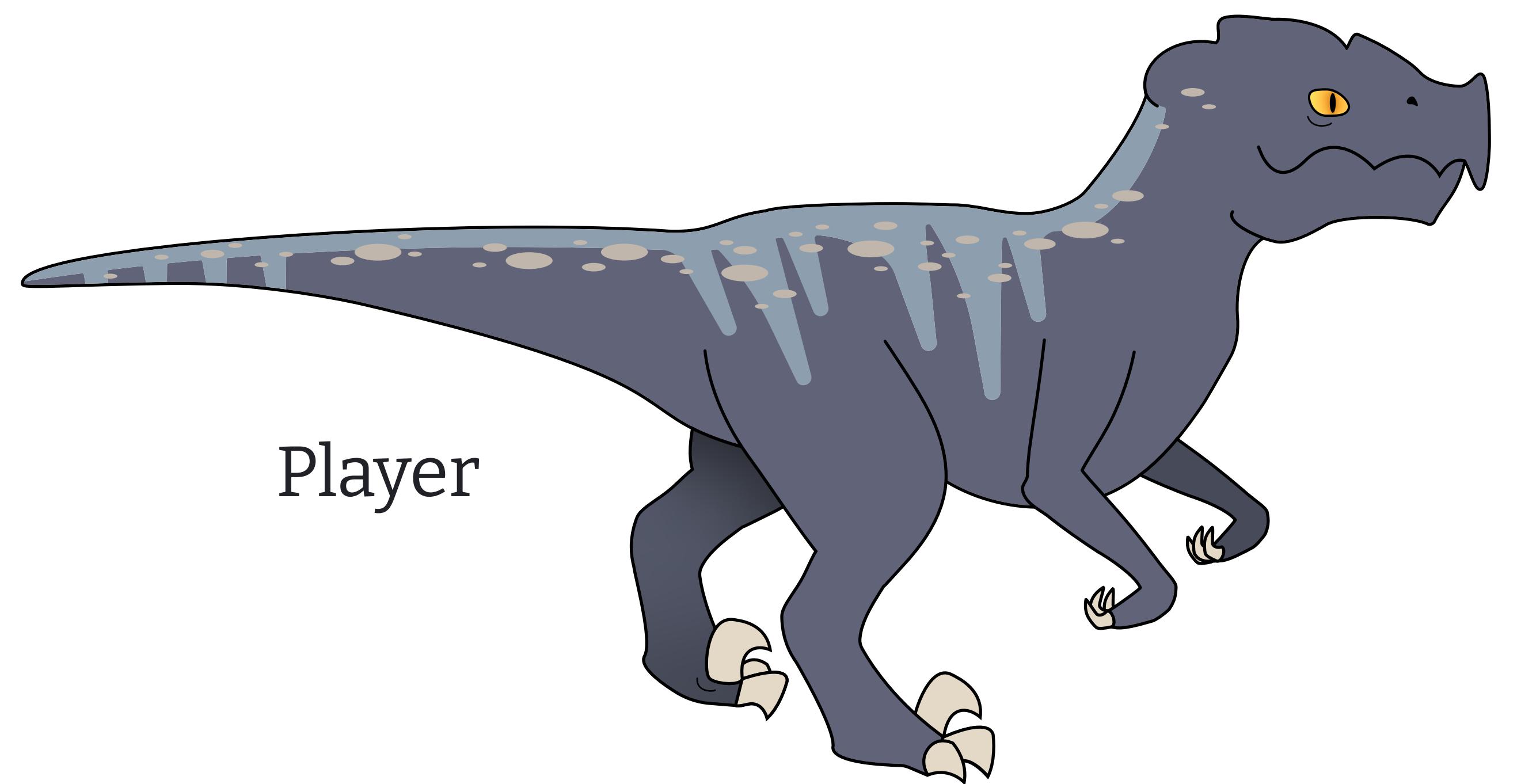


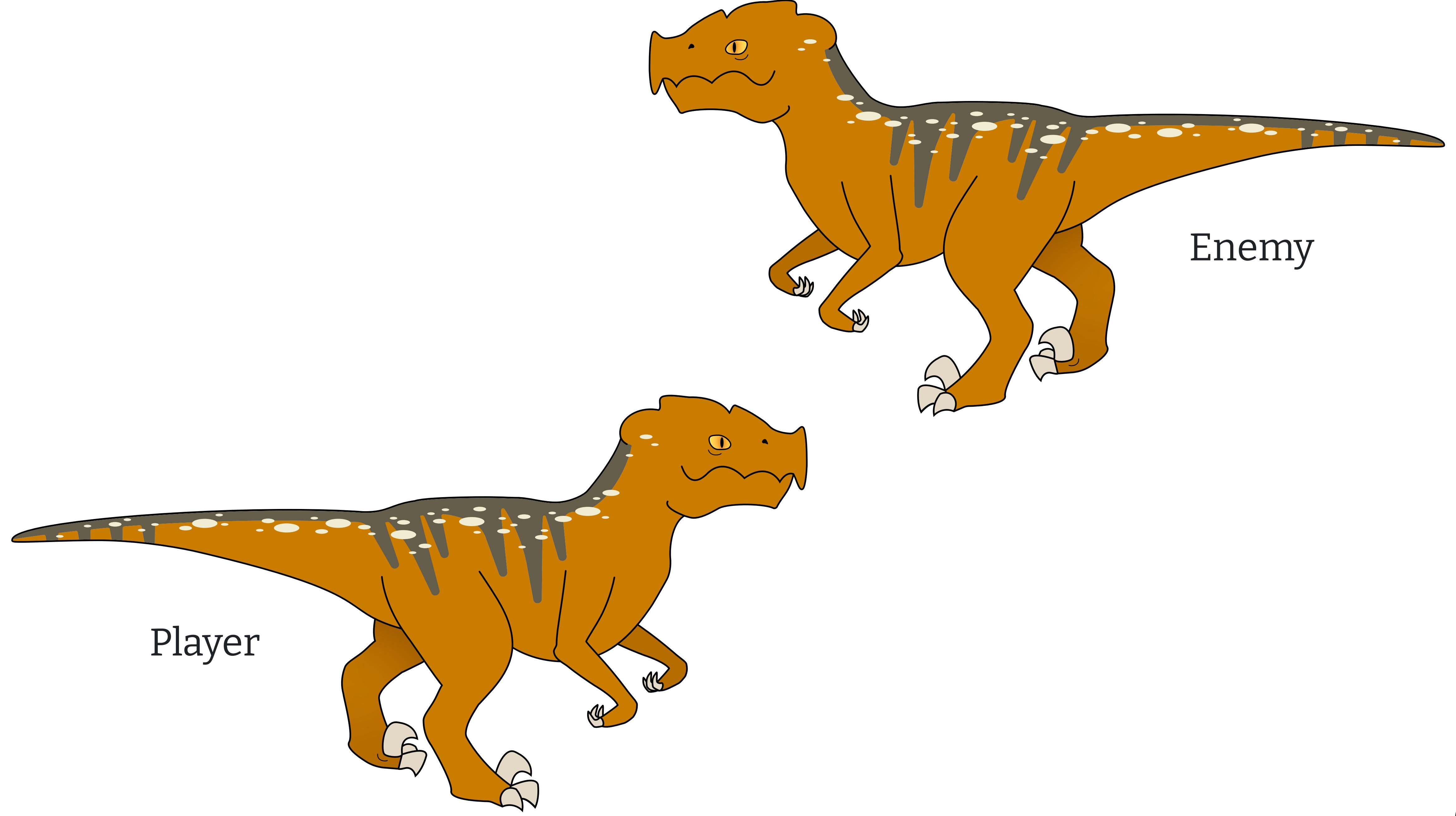
by
Zachary Howell

The Dinosaurs

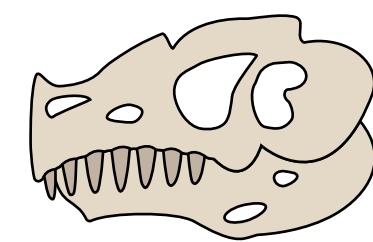




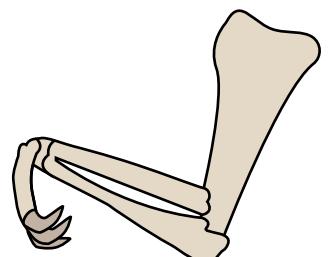




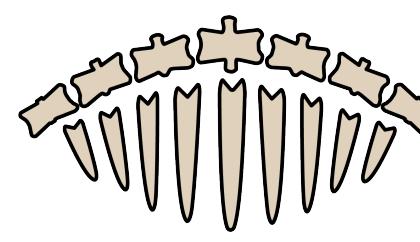
Equipment



Head



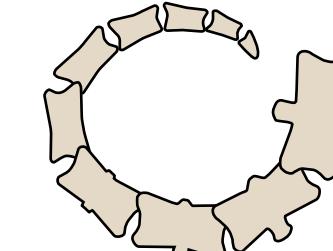
Arms



Torso



Legs



Tail

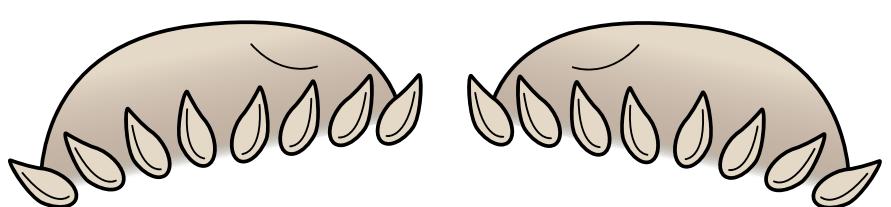
Dome Skull

Scythe Claws

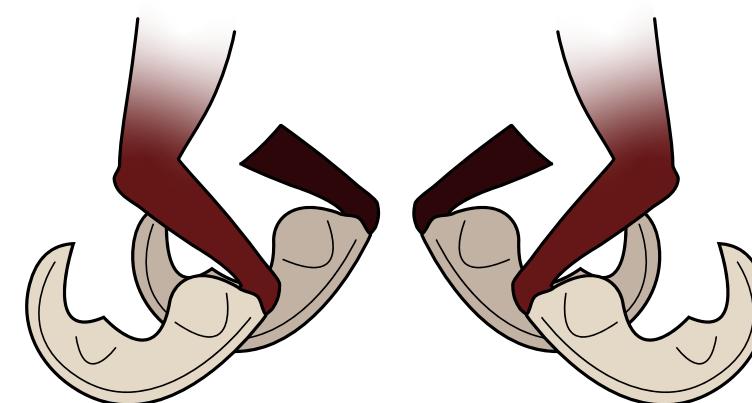
Spiked Armour

Bracer Claws

Club Tail



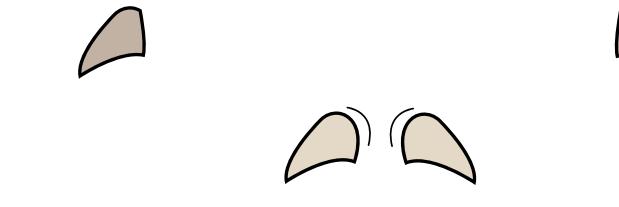
Razor Beak



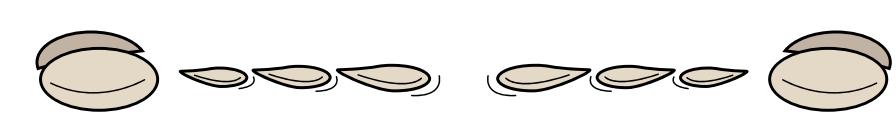
Short Feathers



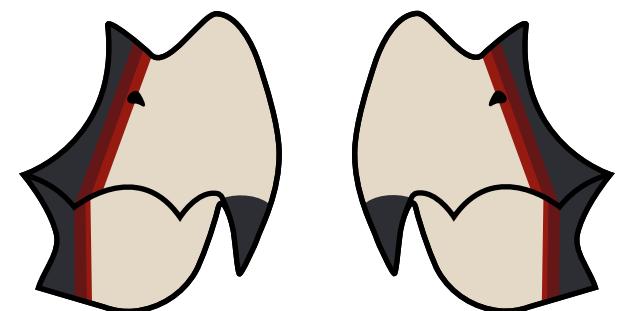
Sail Fin



Sprinters



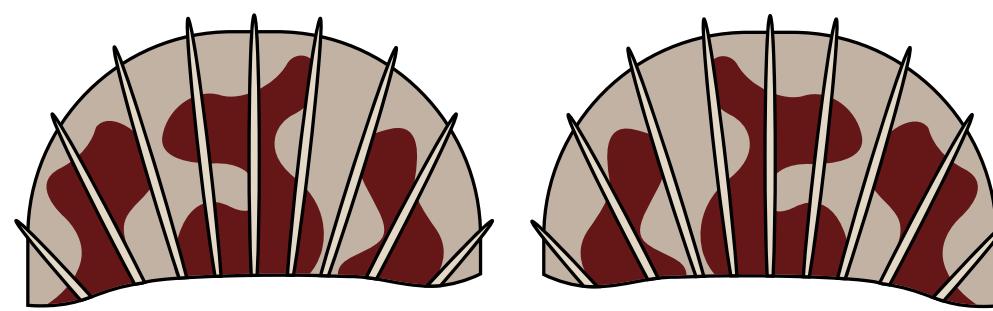
Tail Feathers



Brow Spikes



Elongated Claws



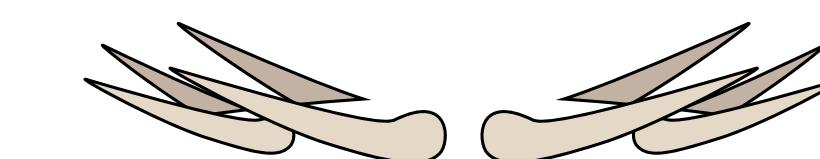
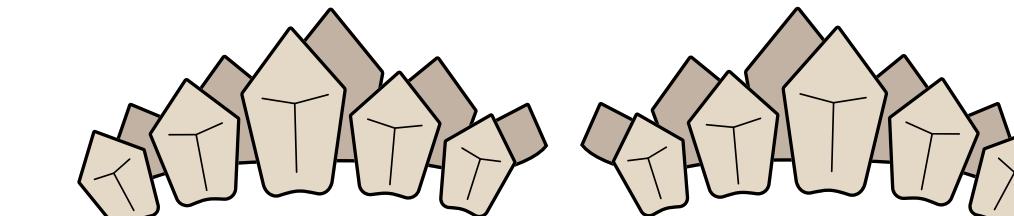
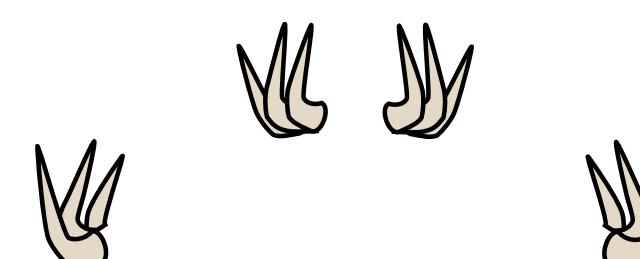
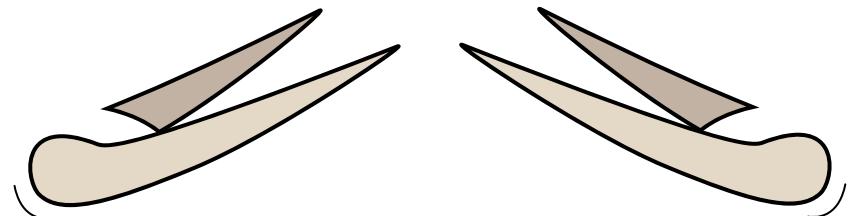
Dermal Plates



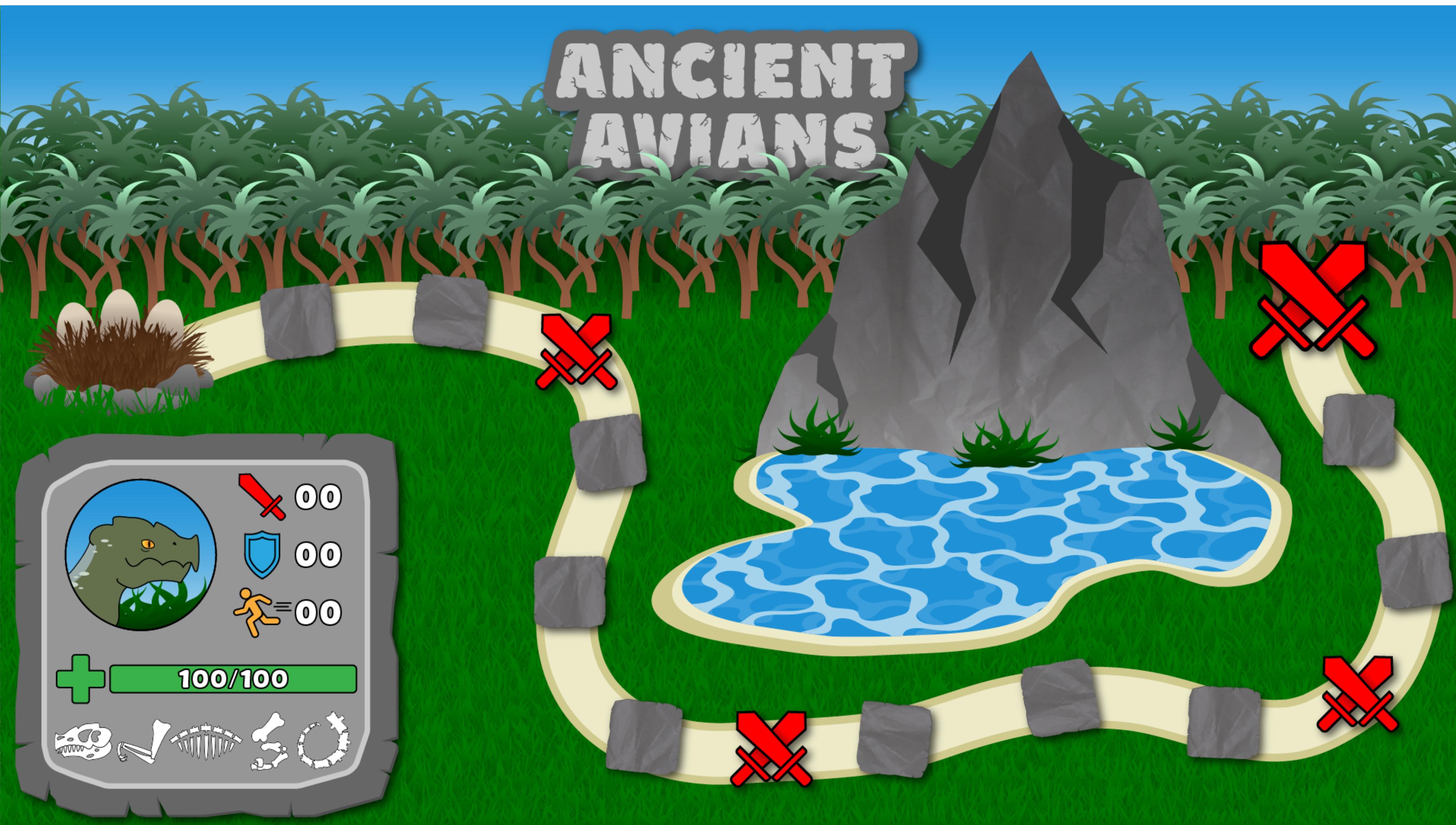
Hook Talon



Thagomizers



The Gameboard

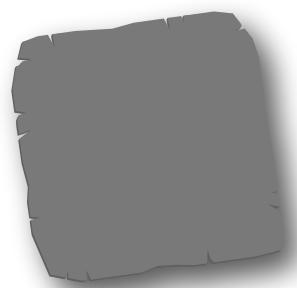
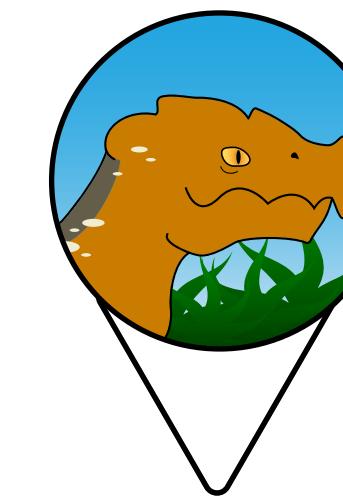
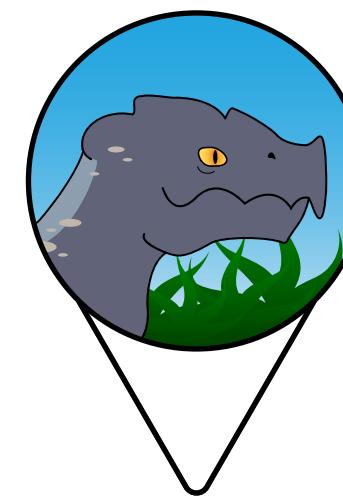
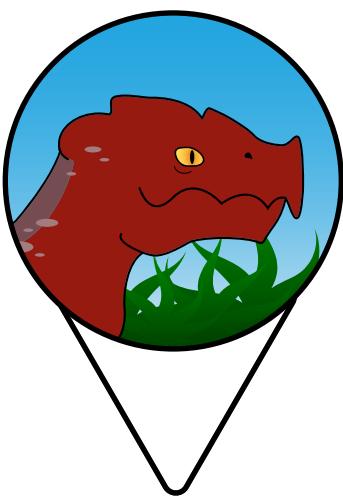
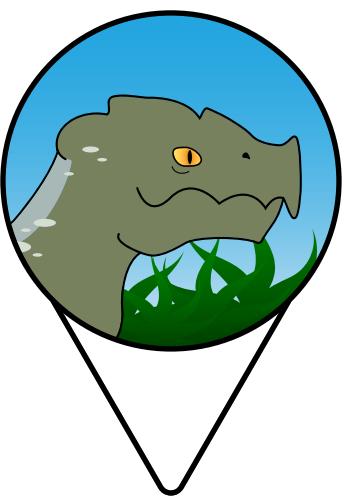


Gameboard UI

Board Spaces

Placement Markers

This icon will appear on the board based on what space the player currently resides.



Equipment Space

These spaces make up the majority of the board. When the player visits one, they will be presented with a choice of three equipment pieces from which they may choose one to equip or consume.

Battle Space

When the player lands on one of these spaces, they will face off with an enemy dinosaur. If victorious, the player may choose to equip or consume one piece of equipment from the defeated opponent.



The Player Card



Character Icon

The player's character will be displayed here and change based on what colour they choose.

Player Stats

The player's stats will be affected by the gear that they have equipped on their character, and those numbers will be displayed here, along with the character's health.

Equipment Status

The icons at the bottom will show what types of equipment the player has equipped on their character. The coloured icons show which slots have equipment and the white icons mean there is nothing equipped in that slot.

Equipment UI

Equipment Type

The type of equipment is displayed in the top left corner, next to the name of the piece.

Action Buttons

These buttons allow the player to either equip the item and adopt its stat totals, or consume the item to heal an amount equivalent to the large number in the upper right-hand corner.



Stat Total

The number displayed in the top right corner is the sum of all of the stat bonuses and penalties on a particular piece of equipment. This number determines how much health is restored when the item is consumed.

Stat Icons

These icons show the stat bonuses and penalties a piece of equipment applies to the player character's attack, defense and speed. The coloured numbers below are a comparison to what the player currently has equipped in that slot.

Equipment Examples

