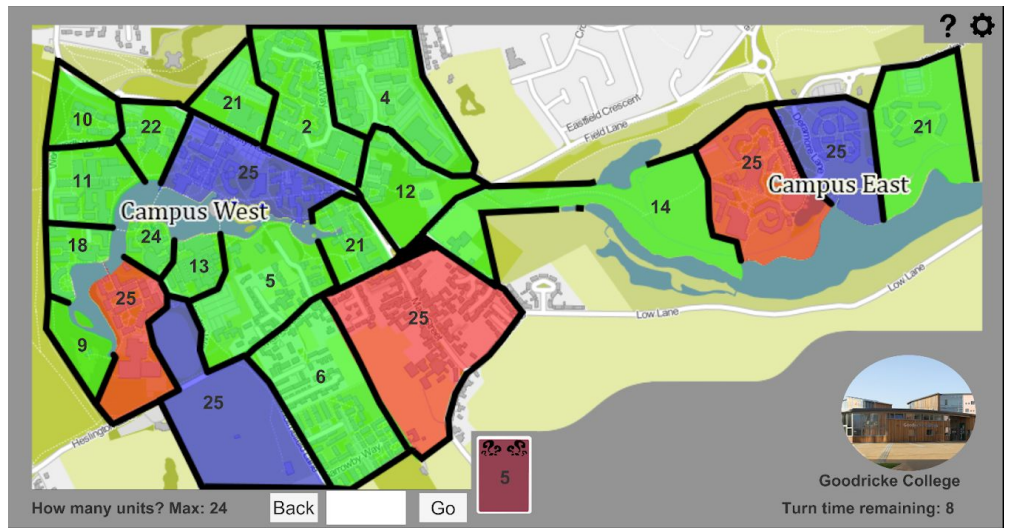


GUI Report

Starting with our requirements, we added the necessary buttons and menus. We then arranged the buttons in a way that was intuitive to use [Req 3], drawing from industry standards such as using the standard red X button in the top corner of a menu to close it. We also removed buttons that are not relevant to the situation, by having an action bar that shows actions relevant to the sector selected. For ease of use, we have based our design on our experience from playing similar games, so the user has to put in minimal effort to learn the system. We used common elements from other games such as indenting buttons being pressed, to signal to the user that their input has been registered.

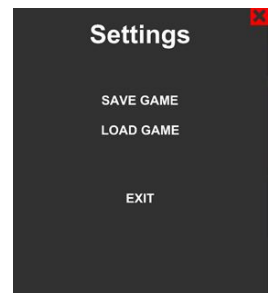


In-game Menu

This allows the user to access previous save files or save the current game state. This menu can be easily accessed by clicking the 'Cog' icon, which is a main point in Requirement 3.1, and adds ease of use. This justifies its usage in our program by being part of our requirements plus being easy to use.

Help Screen

The Help screen resides next to the settings cog as a '?', which is easy to see and click on to use. The help screen displays helpful tooltips that give advice on how to play the game, a crucial feature in Requirement 3.2. The tips can be removed by pressing an 'X' next to the '?', and don't obstruct any of the game area increasing their usability for the user. This justifies its usage in our program by being part of our requirements plus being easy to use, while not obscuring any of the map or game area.



Main Game Screen

Map

The in-game map displays all territories of the University of York campus and depicts each player's controlled areas with a different colour and units in that area. This is intuitive and makes it easy for the user to play the game by understanding where their territory is on the map, which is one of Requirement 3's main aspects. The map closely resembles the University of York campus, which complies with Requirement 7. This justifies its usage in our program by being part of our requirements plus being easy to play and use.

Sectors and Landmarks

Each sector is a specific area of the University of York campus, for example sector seven is the sports arena. The bottom-right corner shows the name of the currently selected sector, as well as the photo associated with it and the timer that shows the player how long they have until their turn ends. The use of this system complies with Requirement 7, and also provides the user with an easy-to-use system of displaying information and areas. This justifies its usage in our program by being part of our requirements plus being easy to see.

Input Field

The input field shows how many units you would like to move from one of your specific sectors. Upon entering sectors that are viable options will flash to show where to move units to. Once clicking on the chosen sector the combat will be resolved and units moved. Any incorrect inputs will lead to an error message which can be closed. The card to the right of the screenshot changes colour depending on the current player and displays how many chance cards this player owns. These can be used by clicking on the card. These inclusions correspond with Requirement 2 by closely representing a board game, and also helps to satisfy Requirement 3 by being simple for a user to engage with the game. This justifies its usage in our program by being part of our requirements plus being easy to use.



Main Menu

The main menu screen allows the user to start a new game, load a previously saved game or quit. Upon deciding to start a new game, the user will be presented with a screen that allows them to choose the number of human players (shown right) and a check box used to start the game in demo mode. Choosing 'load game' in the main menu will present the user with a list of the previously saved games for their selection, as per Requirement 6.

