A1 Screen Shots Group 10:

Screen List:

1. Loading
2. Login
3. Main
4. Help
5. High Scores
6. Level Select
7. Single Player Game
8. buy screen
9. Lobby
10. Game Room
11. MP Game

Cole Anagnost: 1, 5, 9

Chad Nelson: 7, 11, 2

Tim Flannigan: 3, 10, 6

Tasewell Fox: 4, 8

Purpose: To show the progress of loading the game (and maybe give the player something to look at).

Navigation: This is the screen that a player is presented with when they start the game, after loading is completed players are taken to the login screen.

The loading screen will most likely have some sort of animation (such as zombies wandering or running across the screen)

EXISTING USERS   NEW USERS

Username: cnelson711

Password: ********

Login

Username: cnelson711

Password:

Confirm:

Create Account

Authentication Failed: Incorrect password.

Input: Users click on a text box to enter their username/password via the keyboard. They may use tab to switch between fields, or they can simply click on another textbox. To submit their credentials or new account info, they can click either "Login" or "Create Account", or they may press enter. If authentication or user creation fails, a textual display shows at the bottom of the screen with the proper error message.
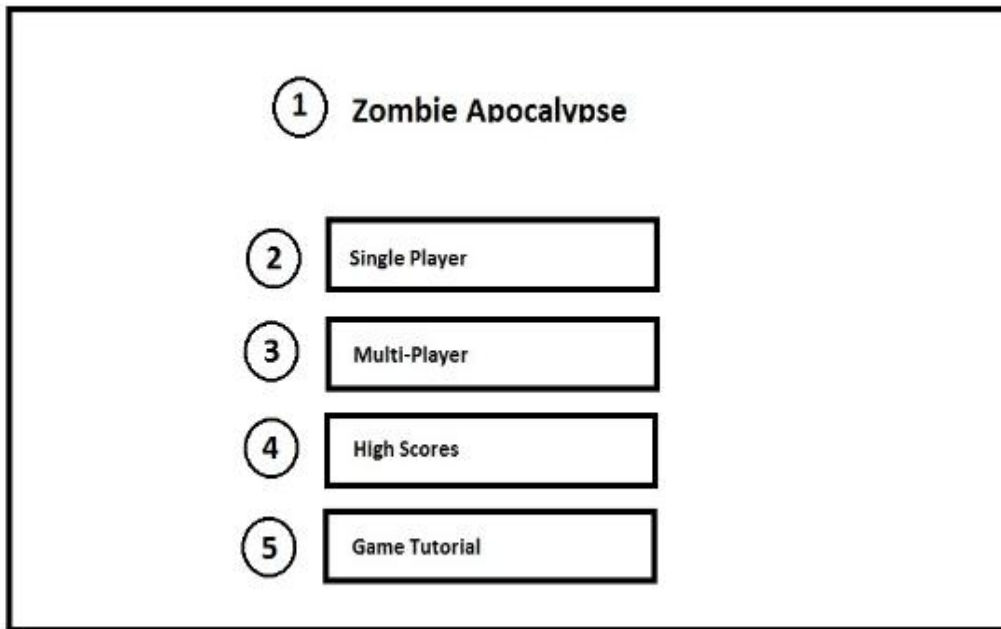
Purpose: This screen allows the user to login to the game; after successfully logging in (or creating a new user), the player will be able to store cash, weapons, high scores, and game status on the server and reload it by coming back to the game at a later date.

Navigation: Players reach this screen from the Loader screen after the game has been downloaded and locally cached on the users computer. A player leaves the screen and goes to the main menu by successfully logging in or by creating a new user.

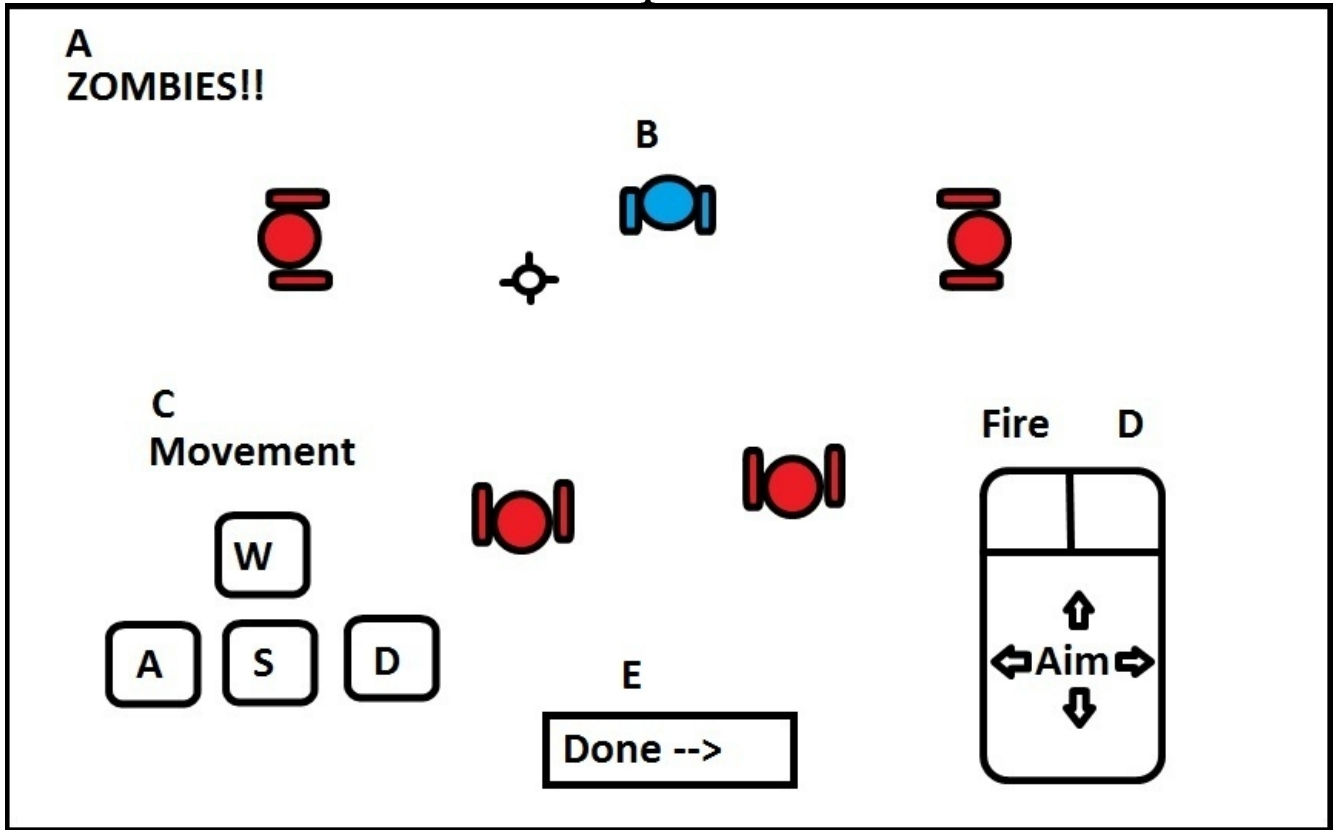Screenshot #2 (Login Screen)
Created by Chad Nelson

3: Main screen

       The purpose of the title screen is to be able to navigate to different parts of the game after it is finished loading. It allows you to start a single player game, a multiplayer game, view high scores, or play a tutorial that shows the user how to play the game.

1. The name of the game, Zombie apocalypse.
2. Clickable button that allows the user to start a single player game. Clicking this button will take the user to a login page that will allow the player to login and play the game.
3. Clickable button that allows the user to join or start a multiplayer game. This button will take the user to the multiplayer lobby.
4. Clickable button that will allow the user to retrieve and view high scores and statistics for the game.
5. Clickable button that will take the user to a page that will show the user how to play the game.

4: Help Screen

Purpose: The purpose of this screen is to provide the user with an overview of the controls and basic game play elements of the game. When the user enters this screen they will be met with a screenshot of the game overlaid with the various controls that are used in the game.

Navigation: Users arrive at this screen from the main screen. When they click the done button, they are returned to that main screen.

A – Game Title: This will be a stylized rendition of the game title (still undecided on the actual title of the game).

B – Game Screenshot: This will be a screenshot from the actual game. There is a possibility that this may be animated with demonstration clips when a user mouses over one of the control overlays at the bottom of the screen.

C – Keyboard Control Overlay: This will be a semi-translucent overlay that will be a graphical representation of all of the keyboard inputs of the game.

D – Mouse Control Overlay: This will be a semi-translucent overlay that will be a graphical representation of all the different mouse inputs of the game.

E – Done Button: This is the button that returns the user to the main screen

HIGH SCORES

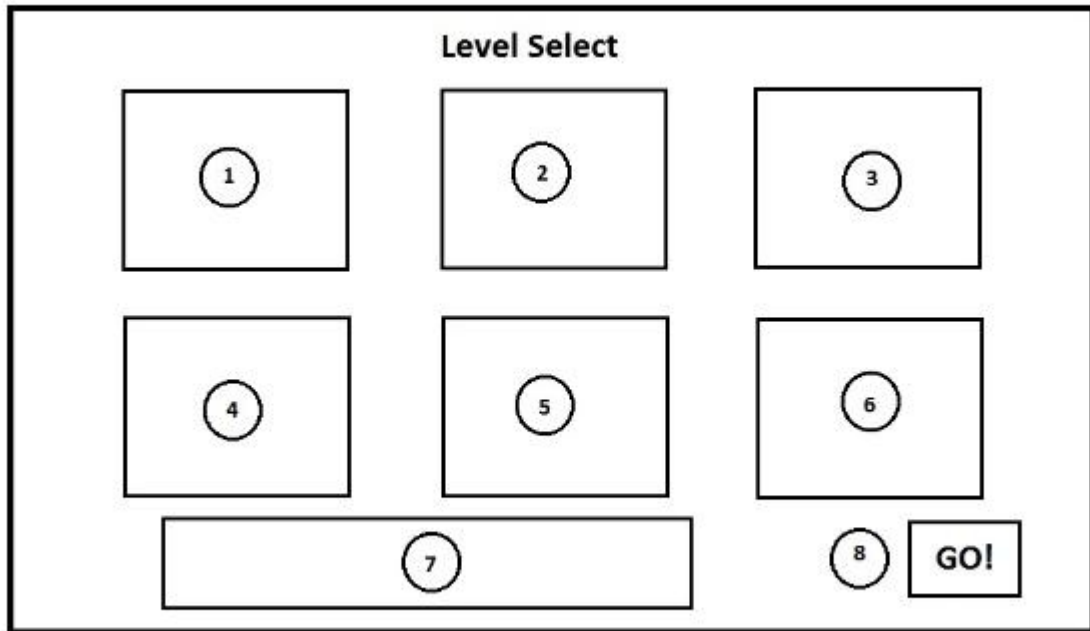| Map 1		Map 2		Map 3		Map 4	
1. player	1000	1. player	1000	1. player	1000	1. player	1000
2. player	900	2. player	900	2. player	900	2. player	900
3. player	800	3. player	800	3. player	800	3. player	800
4. player	700	4. player	700	4. player	700	4. player	700
5. player	600	5. player	600	5. player	600	5. player	600
6. player	500	6. player	500	6. player	500	6. player	500
7. player	400	7. player	400	7. player	400	7. player	400
8. player	300	8. player	300	8. player	300	8. player	300
9. player	200	9. player	200	9. player	200	9. player	200
10. player	100	10. player	100	10. player	100	10. player	100

(<back)

Purpose: To allow players to view high scores set by other players on each map.

Navigation: This screen is reached from the main menu, and the back button in the bottom corner returns the player to that screen.

Depending on how many maps are included in the game, and any sort of game type variation, the high score screen may also have selection buttons to choose which particular scores are shown.
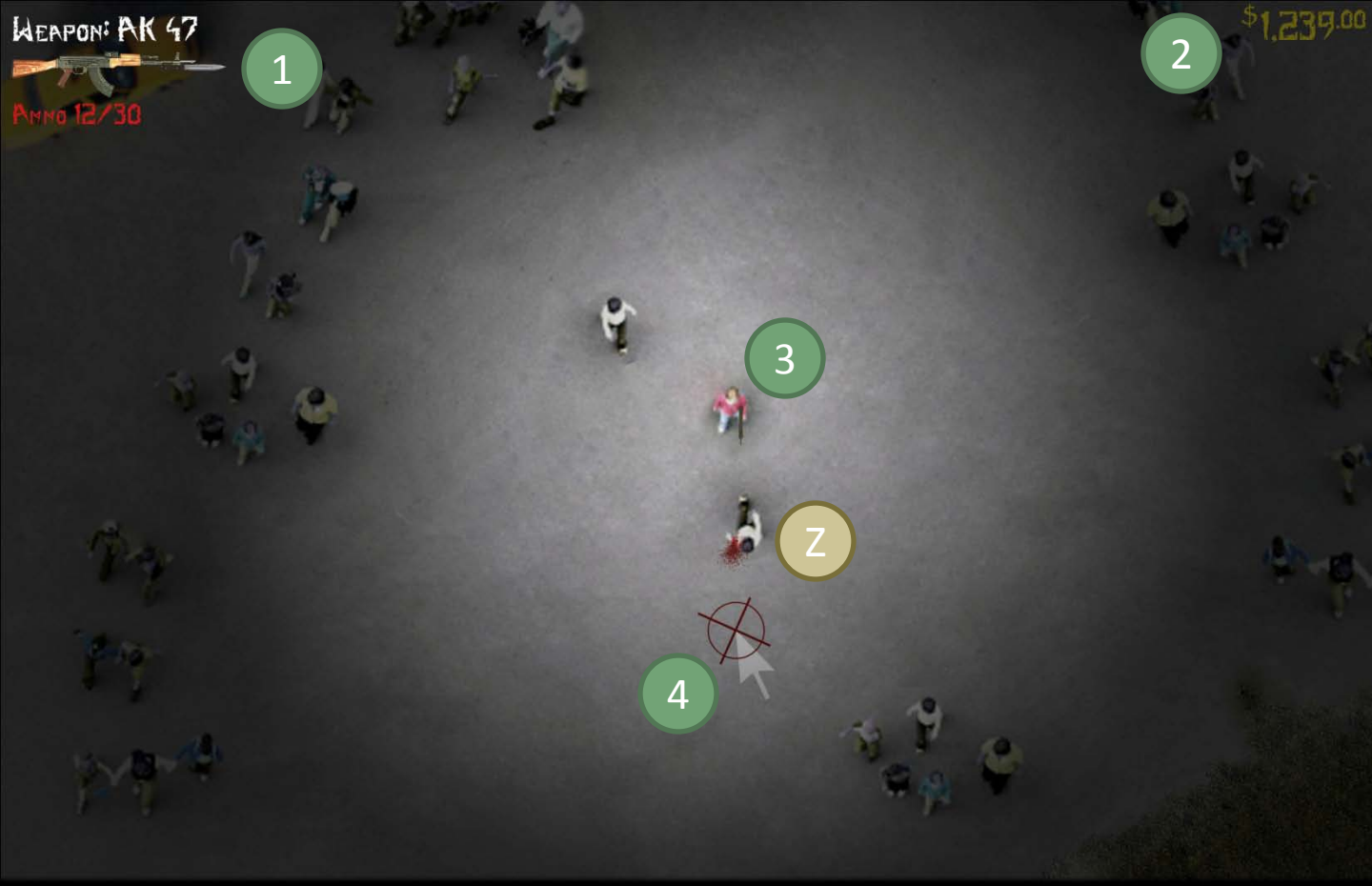
6: Level Selection

Once the player has logged in after selecting a single player game he ends up on this screen. The purpose of the level select screen is to choose the level the player wants to play on. Some levels may not be playable until the player unlocks them by completing another level. When the player selects one of the levels, a description is shown at the bottom of the screen. Once a level is decided on, the user needs to hit the GO button.

1-6. Each button is selectable. The buttons each represent a different level in the game. They will be recognizable by artwork and text on each button. Once one of them is selected, the description of the level is shown in box 7 at the bottom of the screen.

7.A text box that displays a description of the map that is selected by the player. Changes depending on which level box is selected.

8. A Clickable button that will accept the player's choice of level. Takes the player to the game screen when clicked.

1 Weapon Status Menu (output) – Displays the current weapon in use and the amount of ammo left in the clip

2 Cash Status (output) – Displays the player's money supply

3 Actual Player – Graphical representation of the player
To move the player (input), the user presses A (left), S (down), D (right), or W (up)

4 Mouse Cursor (input) – Used to rotate the player / aiming weapon

Z A zombie enemy

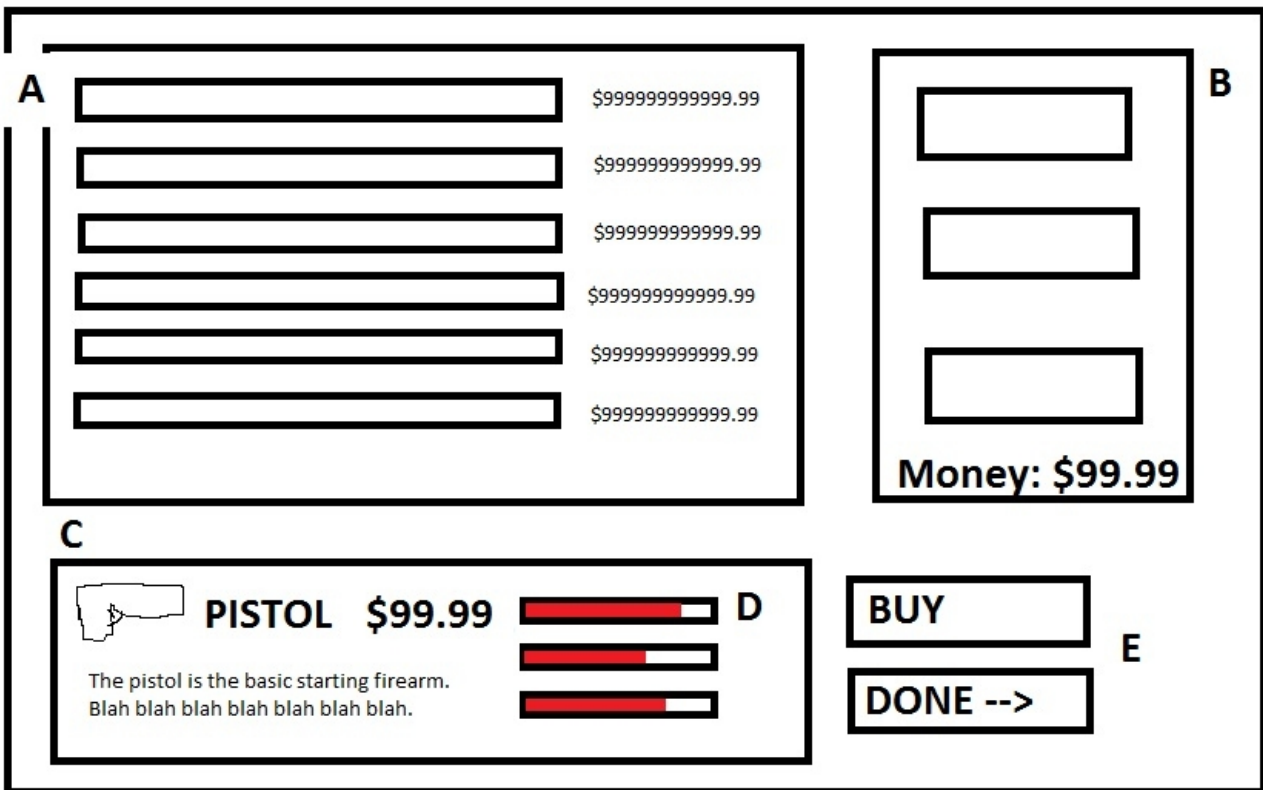**I** Other Input – User fires with the spacebar or by clicking

Purpose: This screen shows the basic display that users would see while playing the game.
Navigation: Players reach this screen from Level Select screen. If a player beats the level, they will go to the Buy screen. If a player is eaten alive by zombies, they will return to the level select screen.

Screenshot #7 (Single Player)
Created by Chad Nelson

8: Buy Screen

Purpose: This is the screen where the user can purchase new weapons and upgrades for their character to use in the game. On this screen users will be able to see how much money and what items they already own and then purchase new ones.

Navigation: This screen will automatically load between levels in the single player mode of the game. Clicking the done button will send the user onto the next level.
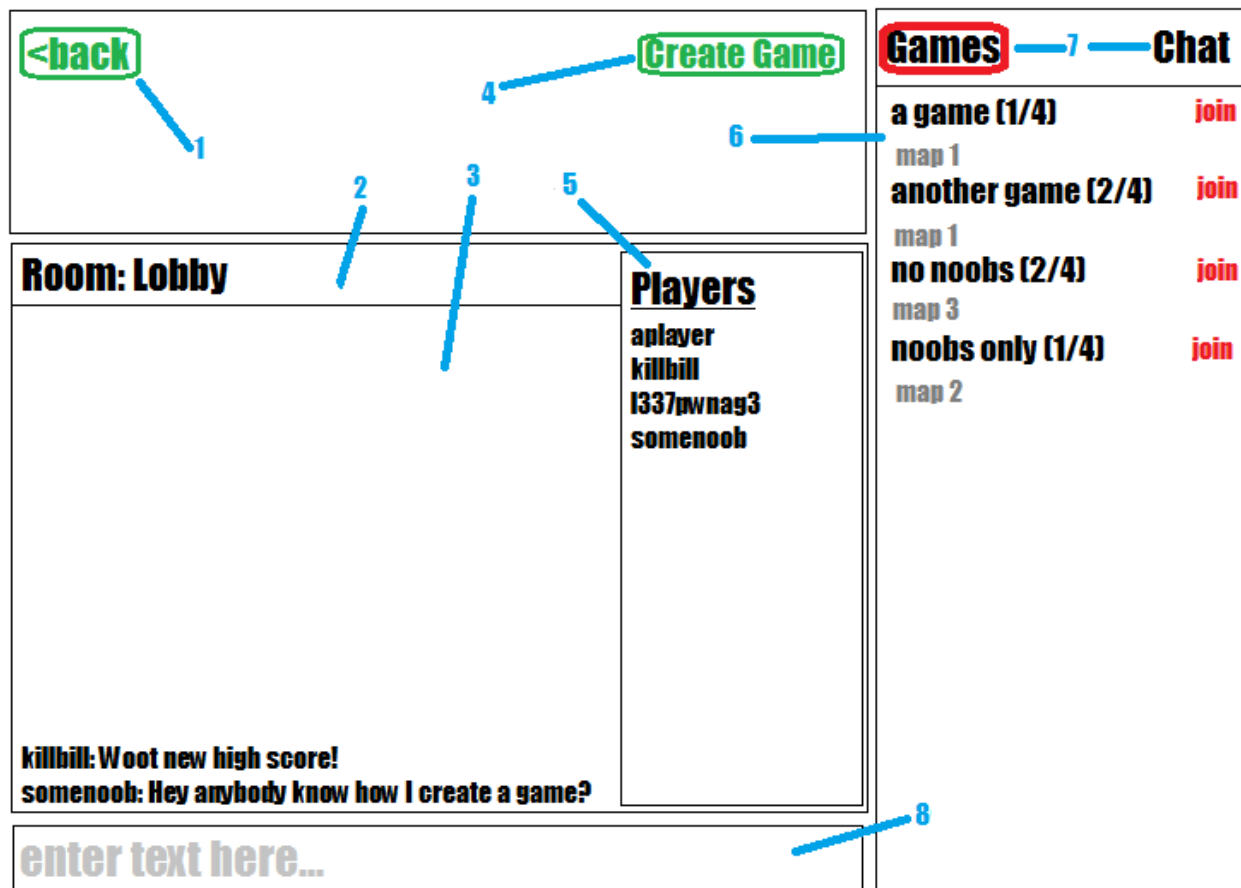
A – Item List: This is a list of the items that are available for purchase. This list will be scrollable and have the price of each item in the right column of the list.

B – Current Items: This panel contains the users current equipment and the amount of money they currently have. There will be three sections on this panel: Main weapon, side arm, and power up.

C – Selected Item Panel: This panel will provide information on the currently highlighted item in the item list. When a user clicks on an item in the item list this panels content will display an image of the item, a description of the item, its name, and its price.

D – Item Stats: This section appears in the Selected Item Panel and is a series of bars that represent the effectiveness of the item in a variety of statistical categories. Each item will have different stats.

E – Buttons: These are the buttons that make the users selections. Clicking on the buy button will purchase the item currently displayed in the selected item panel and the done button will finish all purchases and cause the game to proceed to the next level.

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Create Game

Games ─7─ **Chat**

Room: Lobby

Players
aplayer
killbill
l337pwnag3
somenoob

a game (1/4)   join
map 1
another game (2/4)   join
map 1
no noobs (2/4)   join
map 3
noobs only (1/4)   join
map 2

killbill: Woot new high score!
somenoob: Hey anybody know how I create a game?
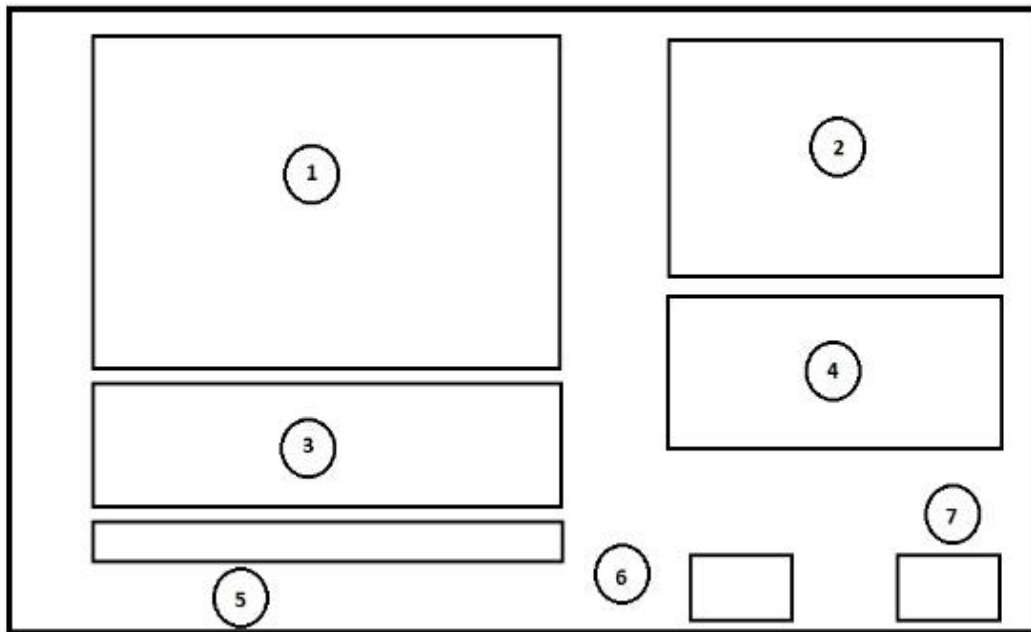
enter text here...

1. Back button - return to the main menu
2. Chat room - displays the name of the current chat room
3. Chat log - messages sent by other players in the chat room
4. Create game button - creates a new game and sends the player to the game room screen
5. Chat room list - list of players in the chat room
6. Game/chat room list - shows a list of games waiting for more players or a list of chat rooms the player can join
7. Game/chat room toggle - switches between viewing the game list or chat room list
8. Chat input line

Purpose: This screen allows a player to communicate with other players and to join or create a game.

Navigation: A player reaches this screen from the main menu

(by clicking on Multiplayer), selection of a game takes a player to the game room.

10: Game room

The user ends up at this screen once he has picked a multiplayer lobby, or created a new lobby. The purpose of this screen is to set up a multiplayer game with other players. The player can select the level to be played, change options that will affect the game, chat with other players in the game, and kick players not wanted in the game.

1. The level screen. This box just shows a picture of the level to be played. It changes depending on which level is selected in the options
2. This part of the screen has multiple options to change. Most of the options will be drop down menus or check boxes to change the options.
3. This box shows the chat that takes place in the room between players.
4. A list of the players currently in the lobby and ready to play the game.
5. The area the user can type into and send text to the other players in the lobby.
6. A clickable back button to go back to the previous game lobby selection screen.
7. A clickable button that starts the game with the selected map, options and players currently in the lobby.

1 Weapon Status Menu (output) – Displays the current weapon in use and the amount of ammo left in the clip

2 Cash Status (output) – Displays the player's money supply

3 Actual Player – Graphical representation of the player
To move the player (input), the user presses A (left), S (down), D (right), or W (up)

4 Mouse Cursor (input) – Used to rotate the player / aiming weapon

Z A zombie enemy

I Other Input – User fires with the spacebar or by clicking

P Another player

C Chats with other users (click in chat textbox to begin typing; enter sends)

Purpose: This screen shows the basic display that users would see while playing the game in multiplayer mode.

Navigation: Players reach this screen from Game Room screen. If the players beat the level, they will go to the Buy screen. If a player is eaten alive by zombies, they will return to the level select screen.

Screenshot #11 (MultiPlayer)
Created by Chad Nelson