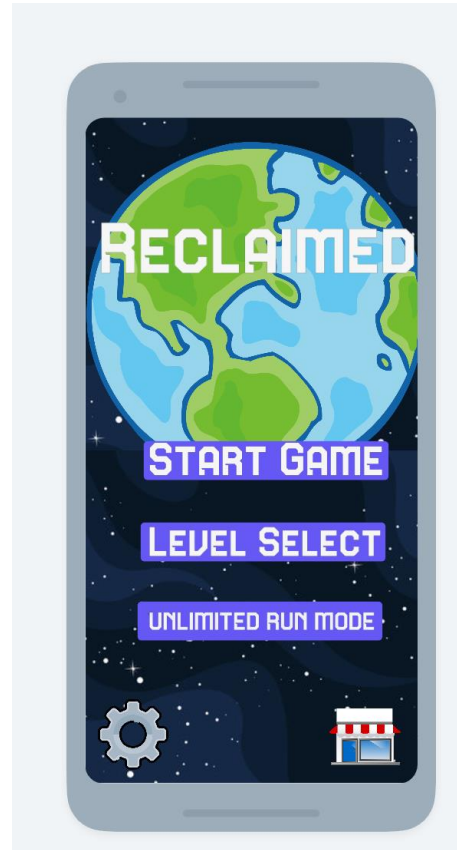
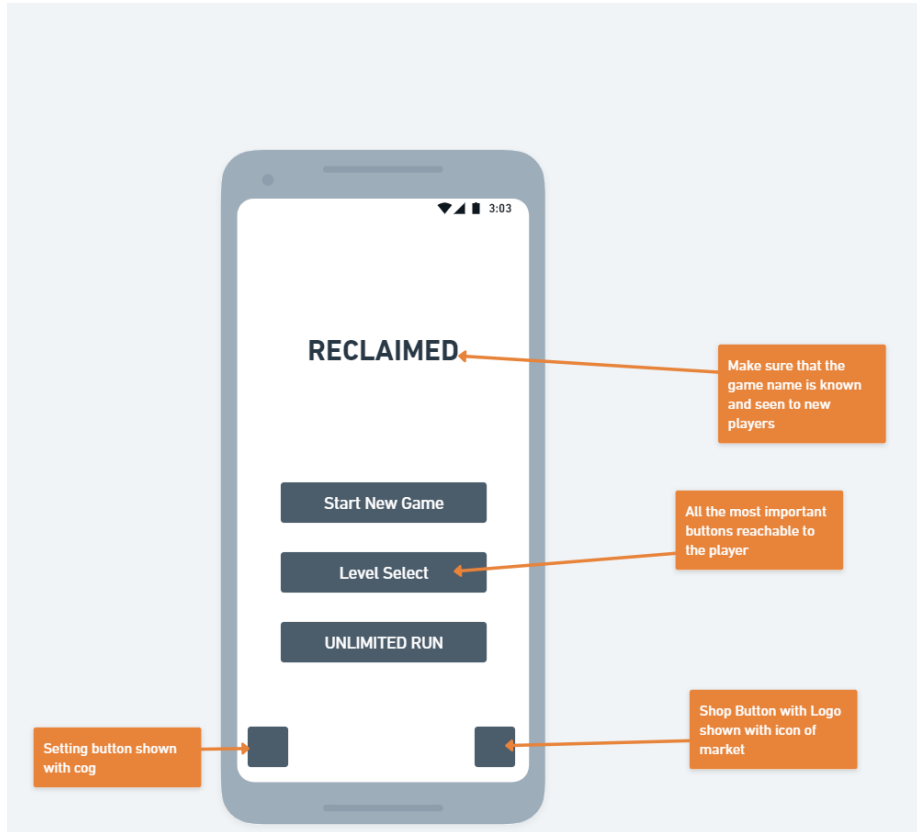


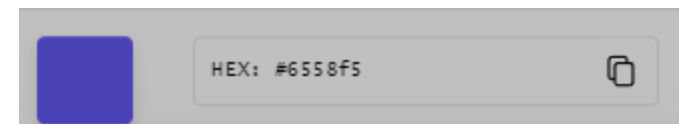
# Main Menu



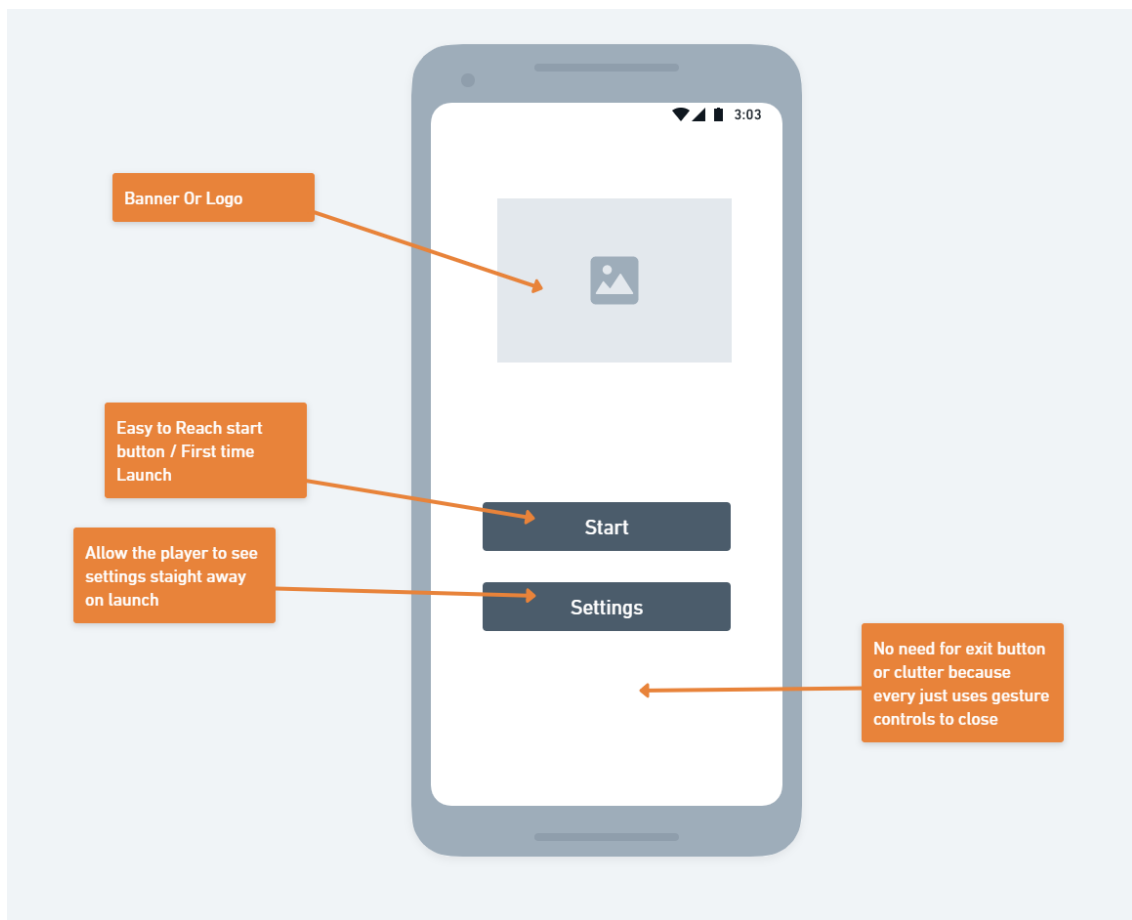
In the Mock up there have been several design decision made that are going to impact the look of the game. The first being the Font of the Text for the logo. This one used for the heading and the buttons is called "Smokind" and it portrays the Sci-fi nature of the game. As well as it is easy to read for younger audiences

As well as this a colour for the buttons has been picked and will try to keep to a white and purple theme as much as possible. This is a subtle difference from the dark spacey background and it works well.

This Icons aren't the final picks but are going but represent similar to what they will be

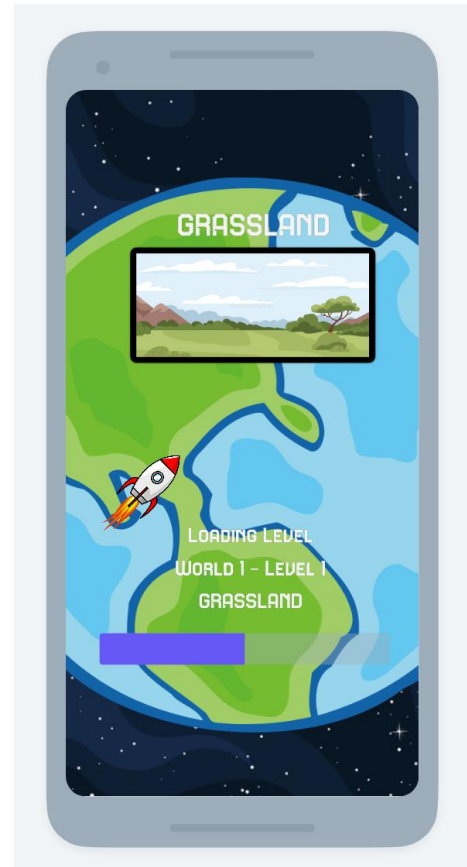
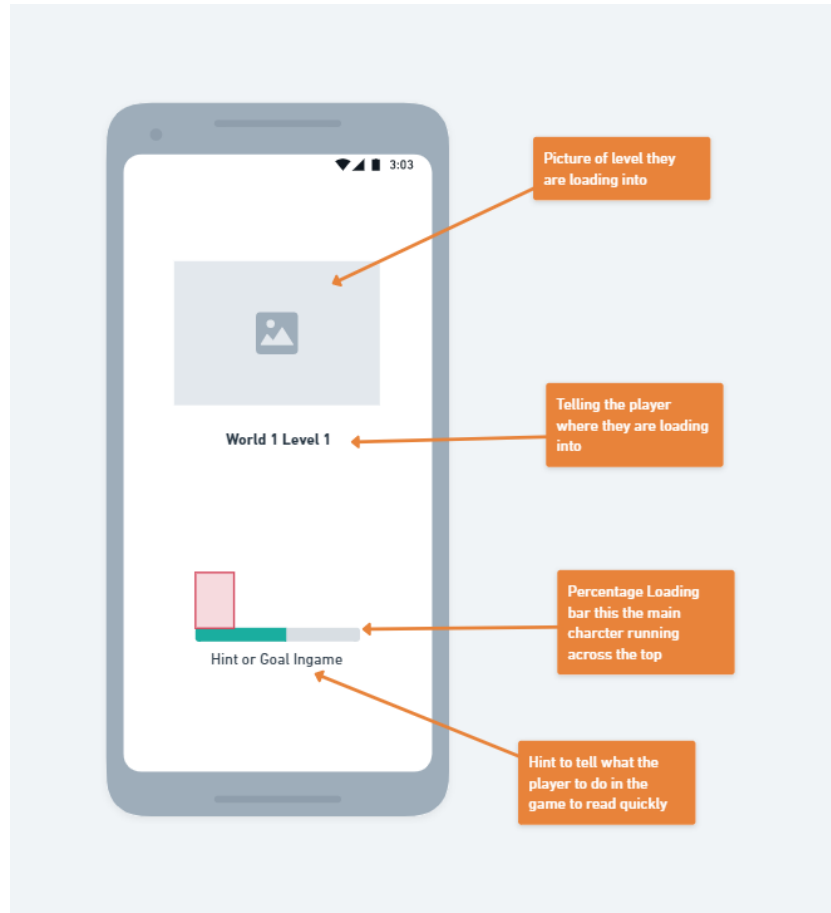


# First Page / Launch Screen



In early develop there was going to be a main menu and launch screen but after reconsideration it would make the player have to go through multiple pages just to play and it adds nothing to the way to play, so this screen was removed. It would have made extra unnecessary steps.

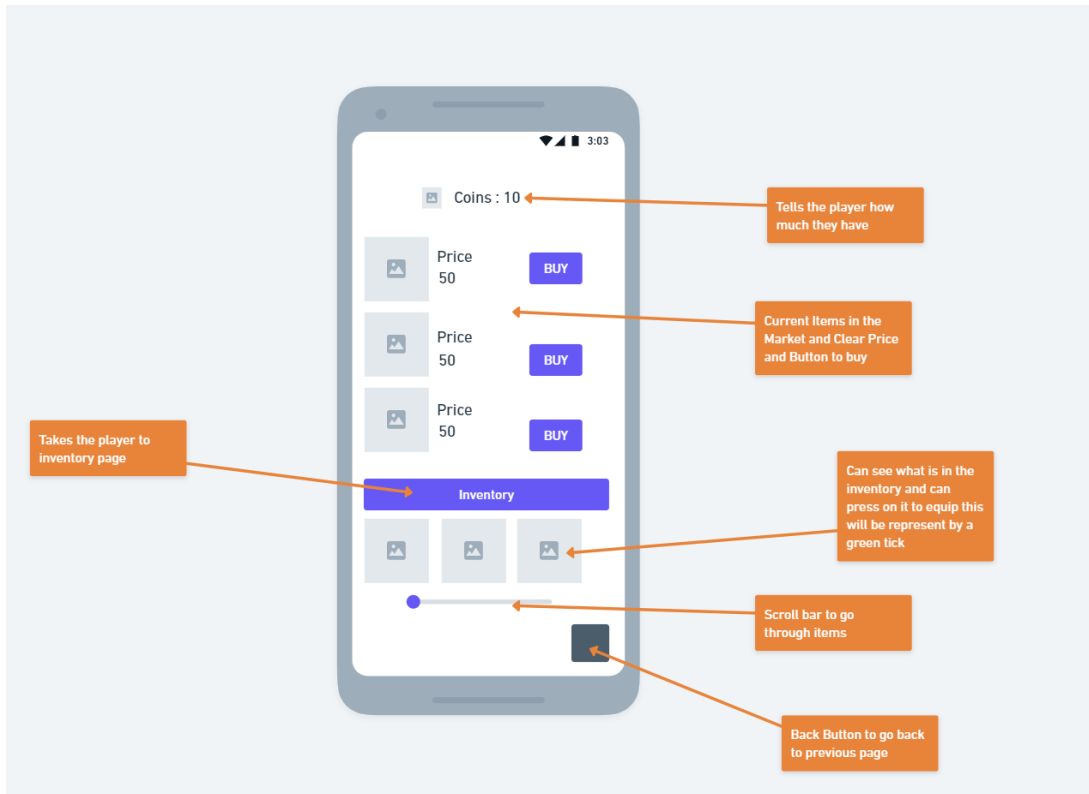
# Loading Screen



A few object were changed in this preview. First of all is that there will be a background animation were it zooms the main menu image to change to the loading screen. Here your little space ship will fly in and down to earth. I have removed the character running across the loading bar for a more interesting animation.

More Text has been added to tell more about the level and the progress bar is now the purple colour.

# Shop Screen

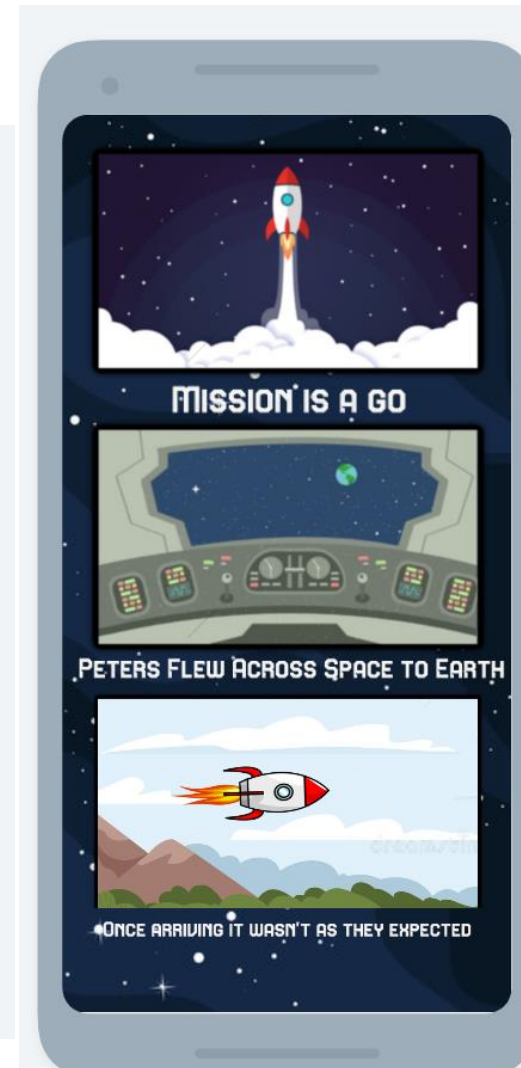
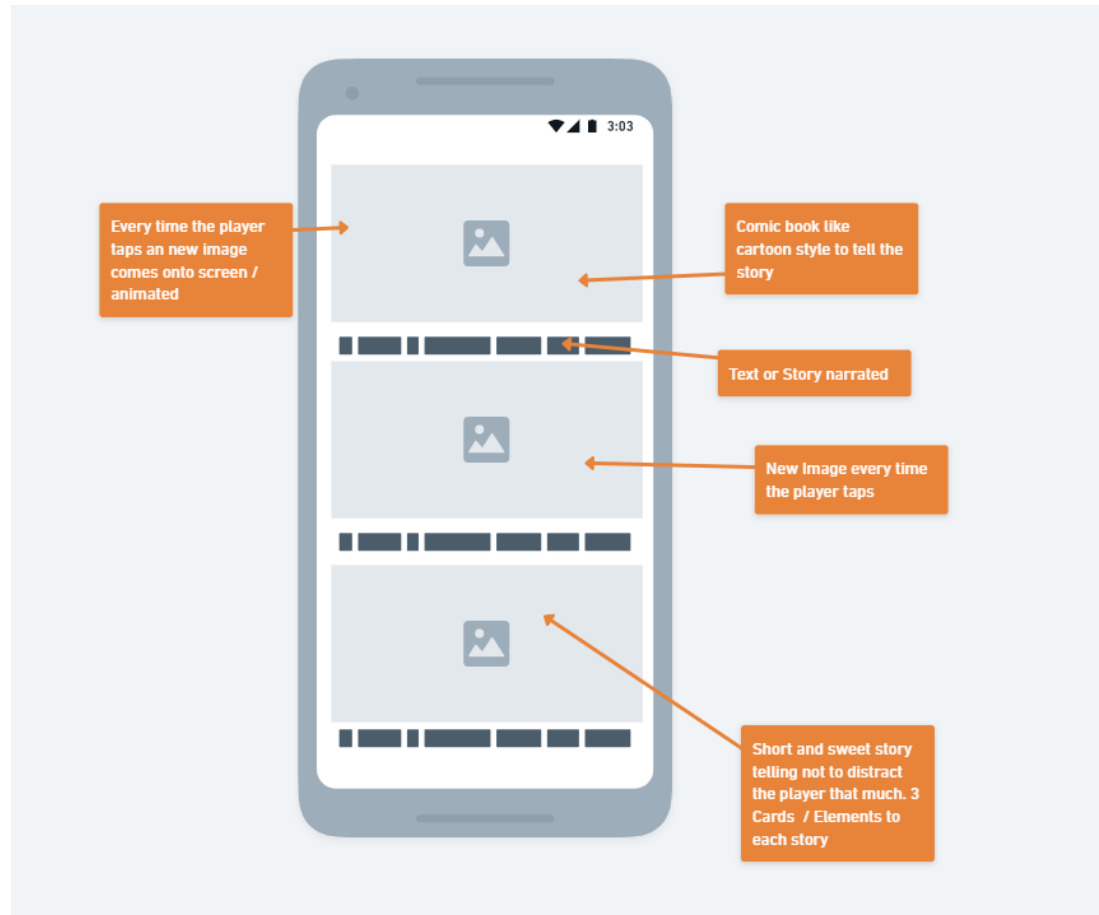


At this current time all the items and prices are placeholders but the layout remained the same but the back button being on what people would recognise as the correct side. As well as this added a title to the screen to make sure people know what they are looking at.

The check mark is to show what items are equipped after purchasing them.

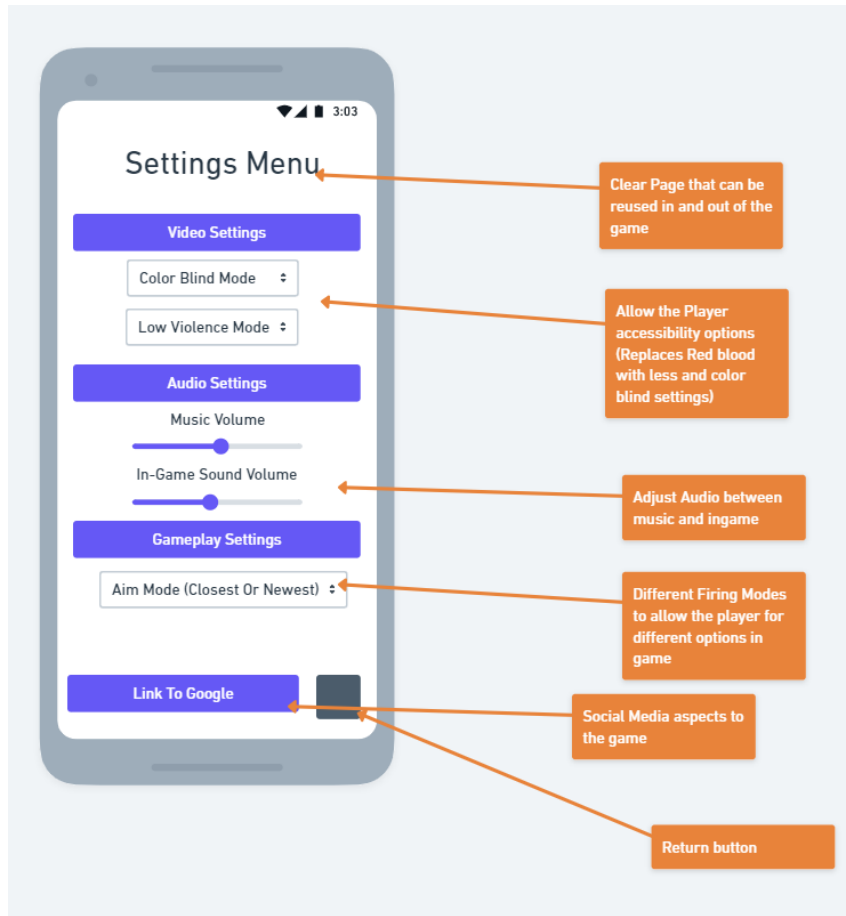
The theme of this area is the space ship before you land on earth. There will be a quick transition between screens.

# Start Story Screen



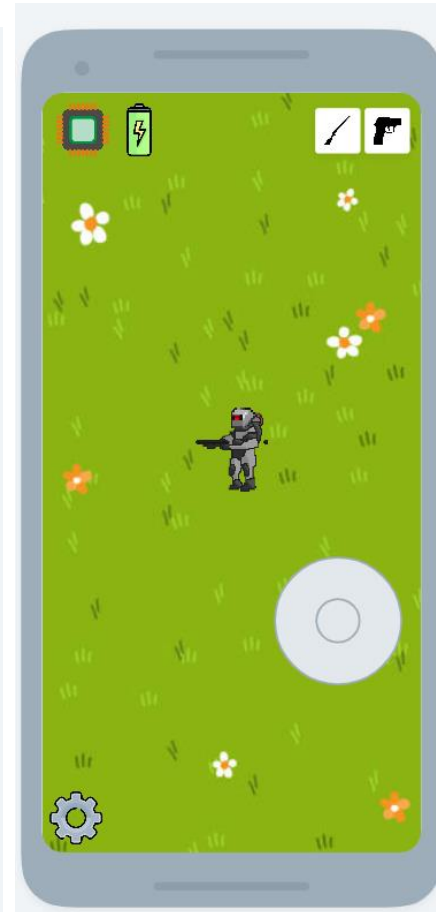
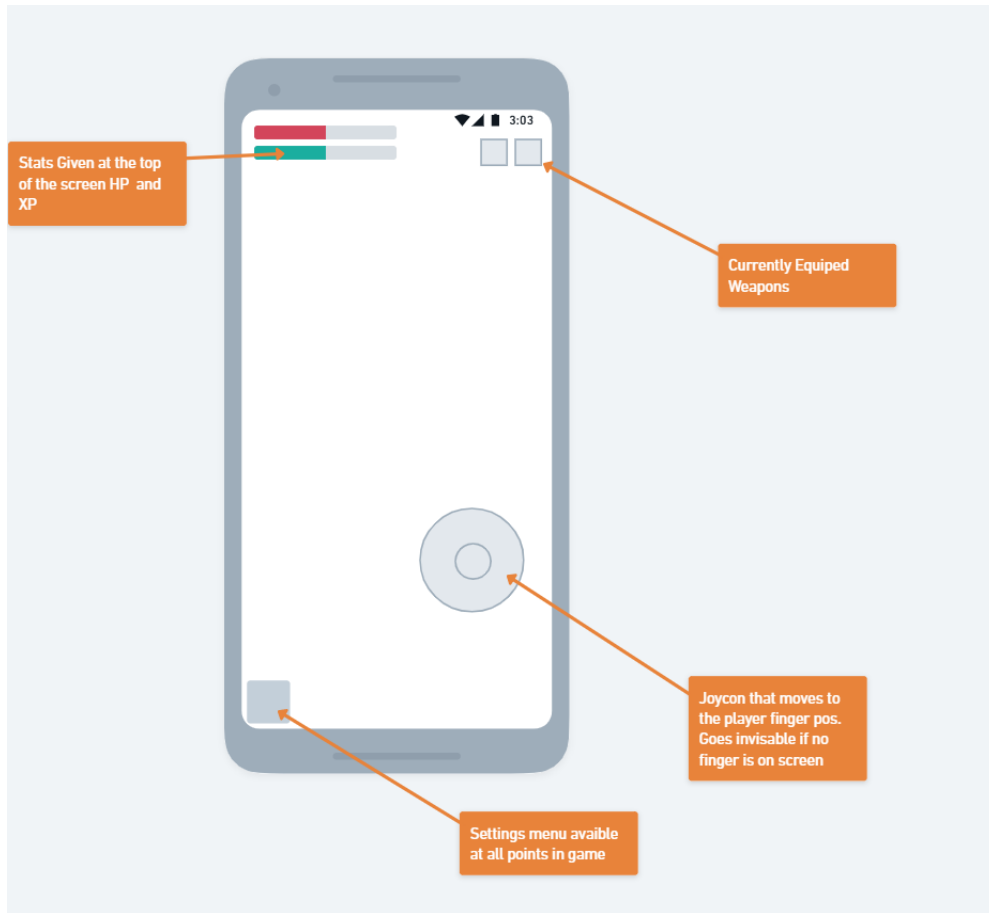
Each box will slide from the button of the screen up with the text for the story and can be read quickly. Each part of the story will be done in 3 pictures and a small amount of text. Some dialogue will also be in game to help press the story forward.

# Setting Menu



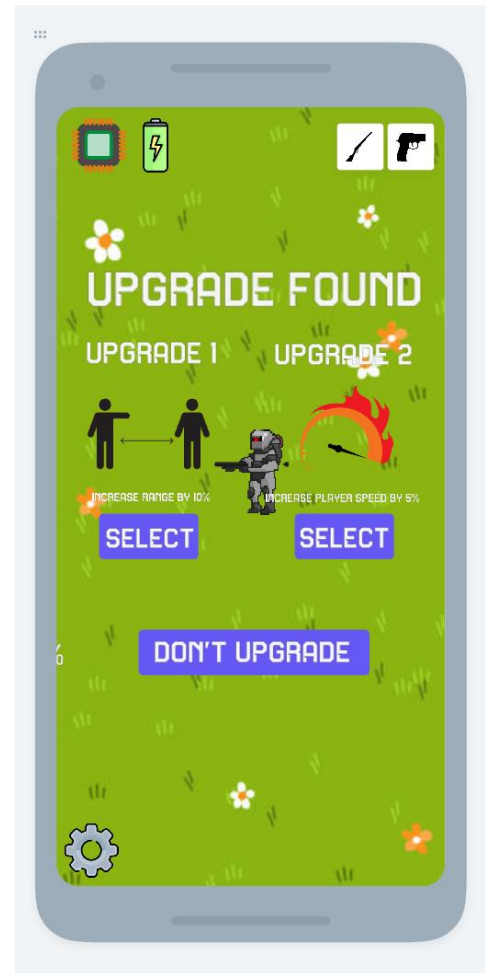
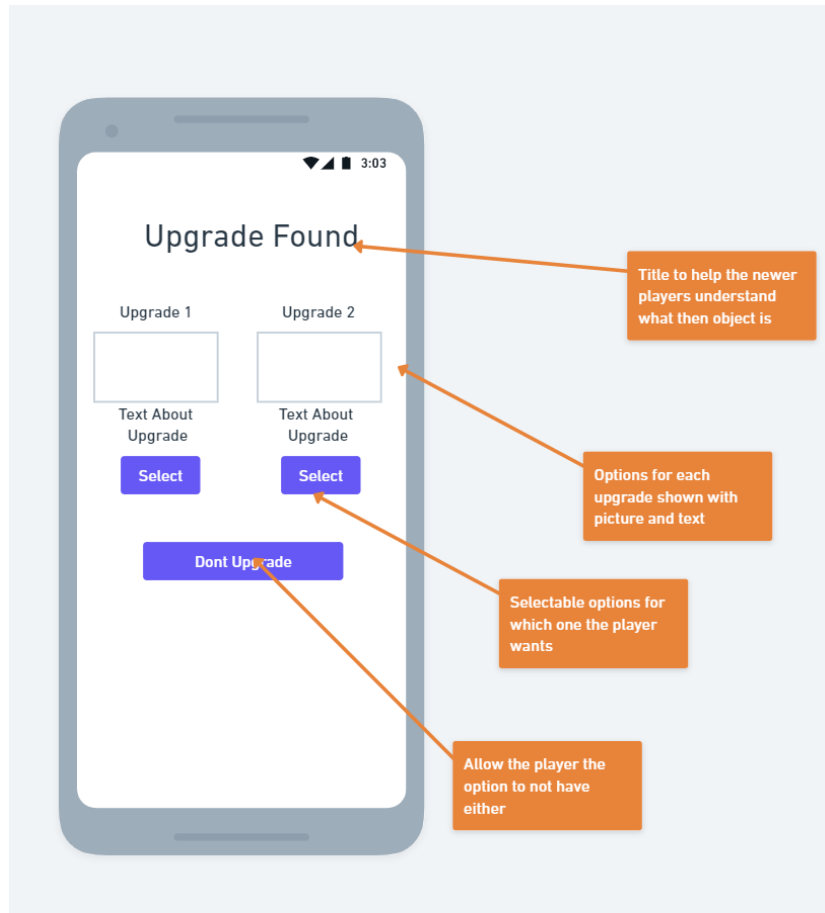
This settings menu is also going to be used as the in game menu with the background only appearing if selected through the menu system not in game. Therefore the system itself can be reused. Each purple button is a drop down menu and will allow the user to select them.

# In-Game



The main thing that has change between the wireframe and the mockup is that the health and XP will be represented by icons. The health will be a battery and the colour and height of it will change depending on health. Green being the top orange to red being lower. As well as this the XP will be showed by the processor producing electricity like an Overclock of a CPU.

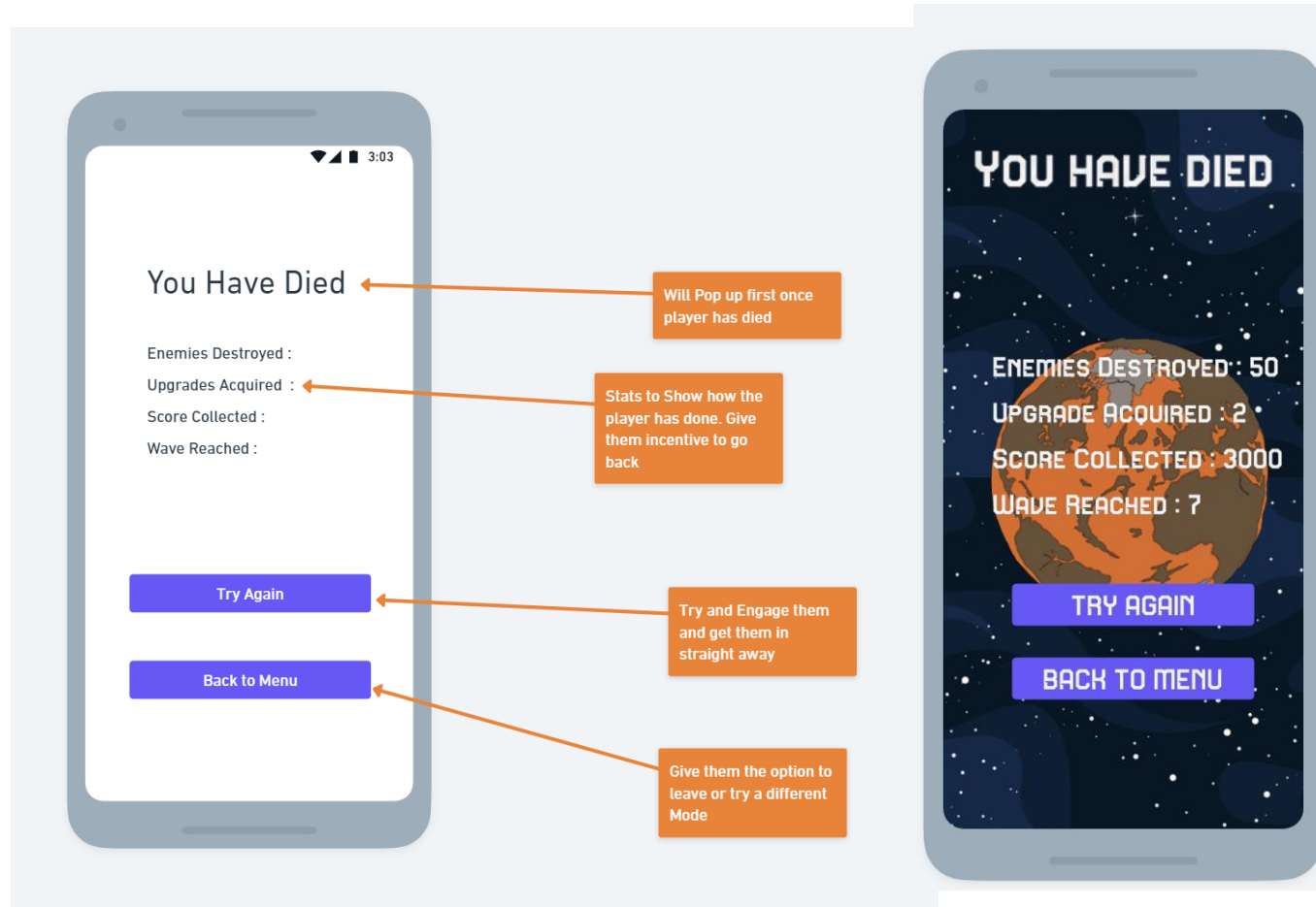
# Weapon Or Upgrade Found



This scene is going to be additive. To the scene and means will be over the game level. It will pause and allow the player to select

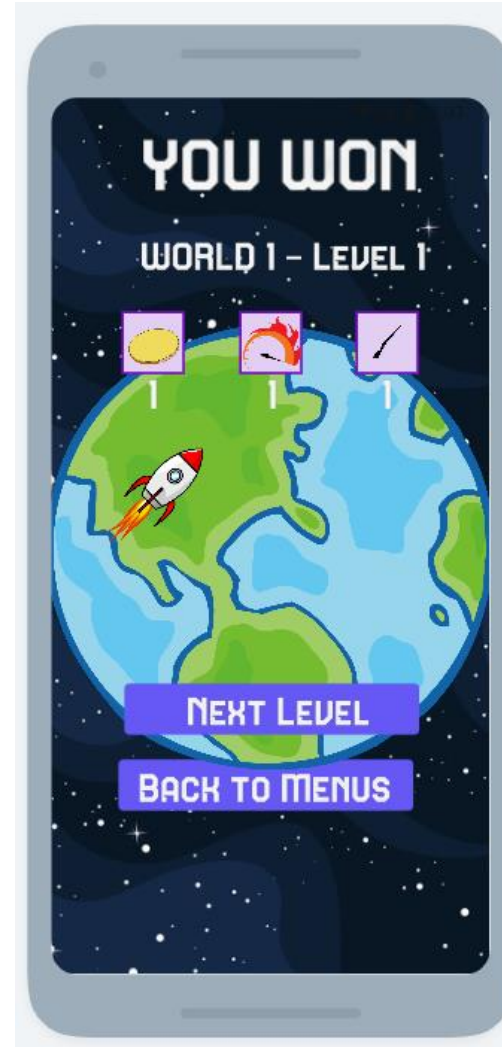
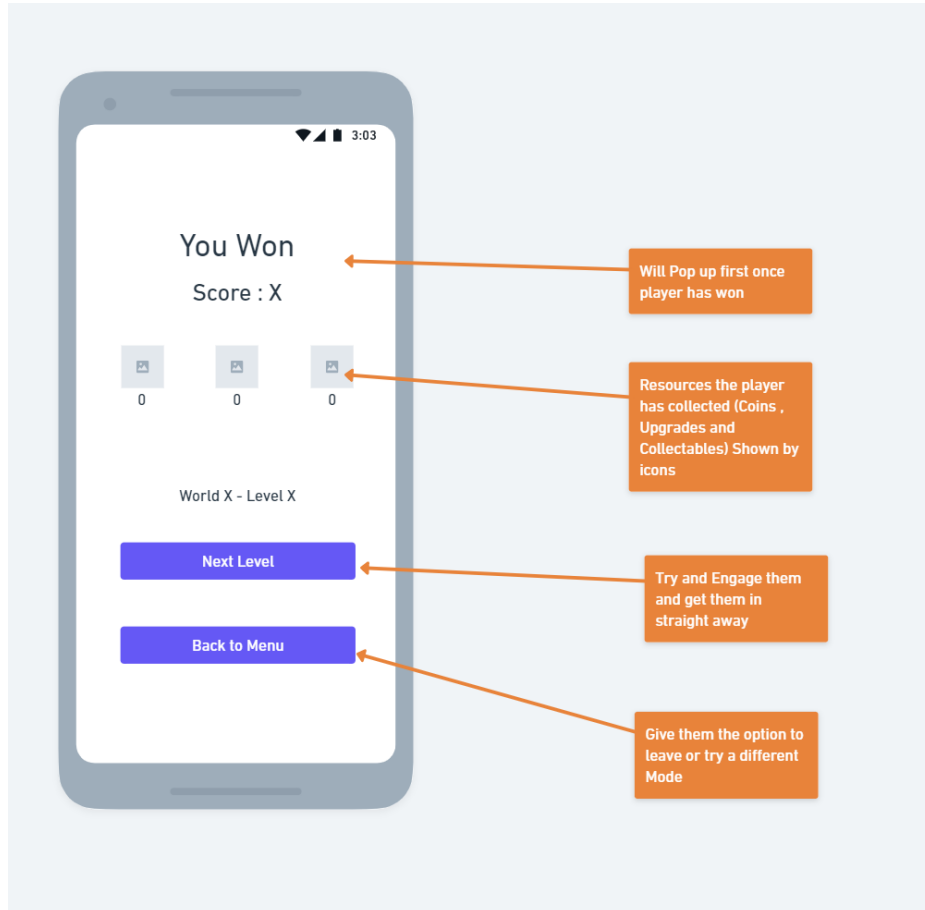


# Death Screen



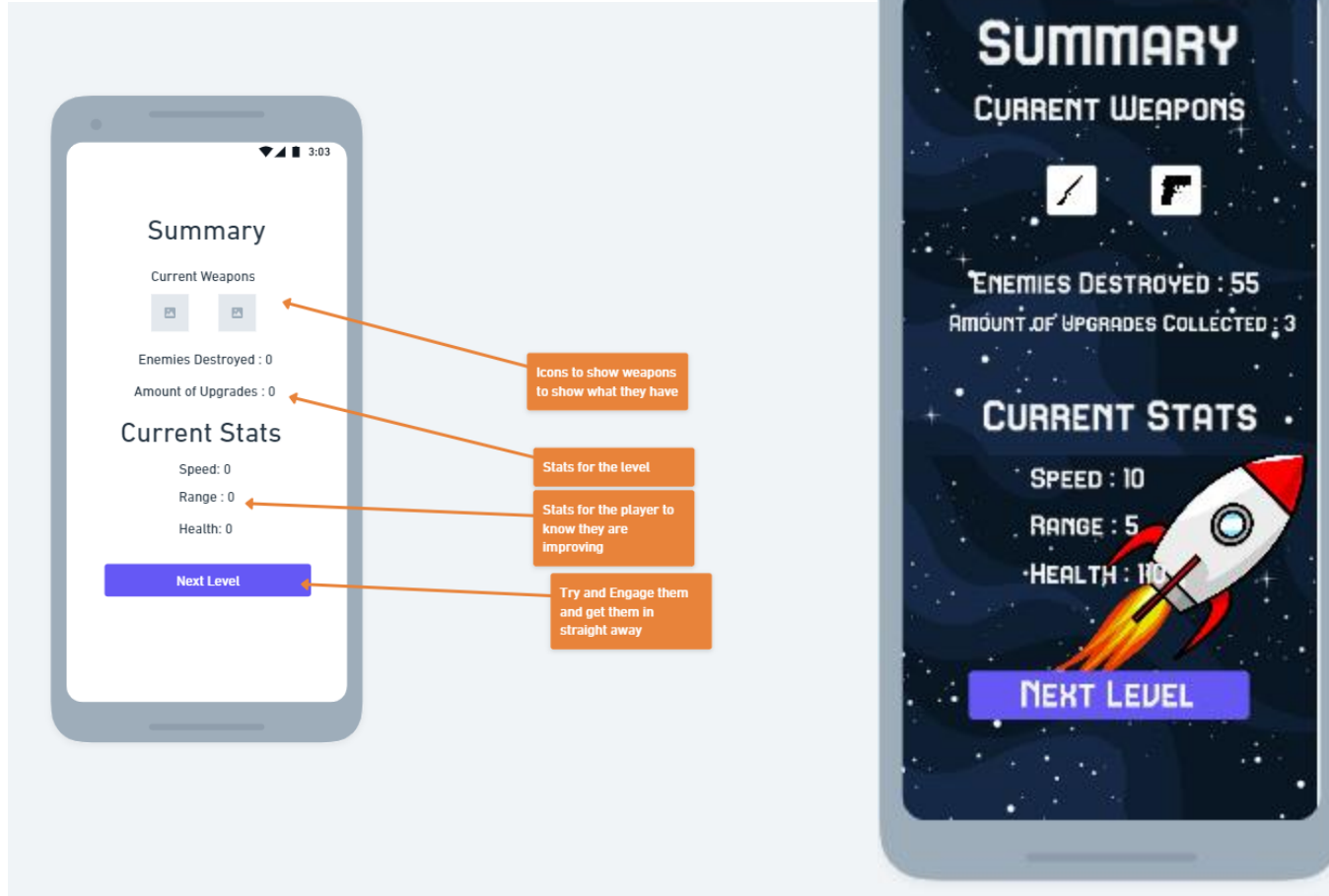
Pretty much the same. The variables many be added to or taken away as well as some sort of animation of the plant turning red after your death.

# Win Screen



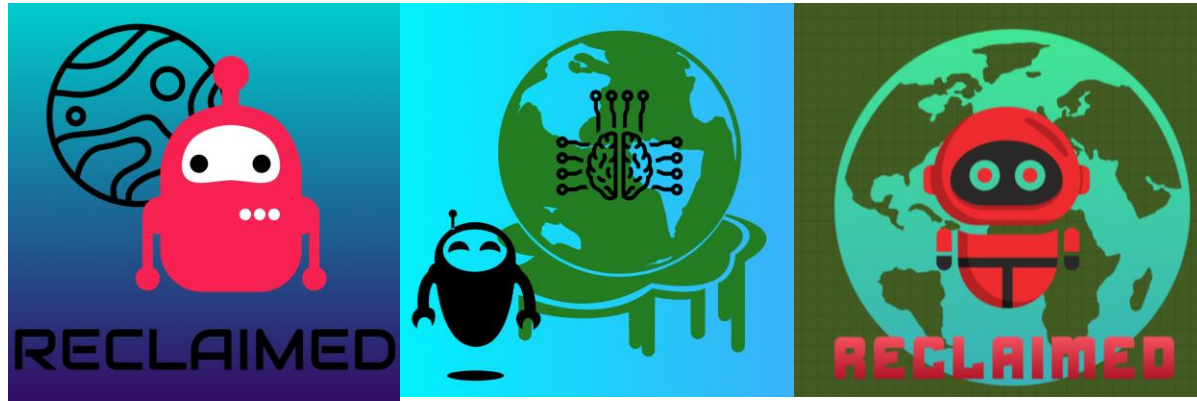
The 3 boxes show how many coins collected weapon picked up and upgrades through the level. More in depth break down will be on the level round up screen. The rocket will fly up out of the sky as a small animation

# Level Roundup



Text colour and the background might have to be changed depending on the assets on screen. Because seeing the white text on a rocket or stars can be harder. I will have to see once it is on a mobile device

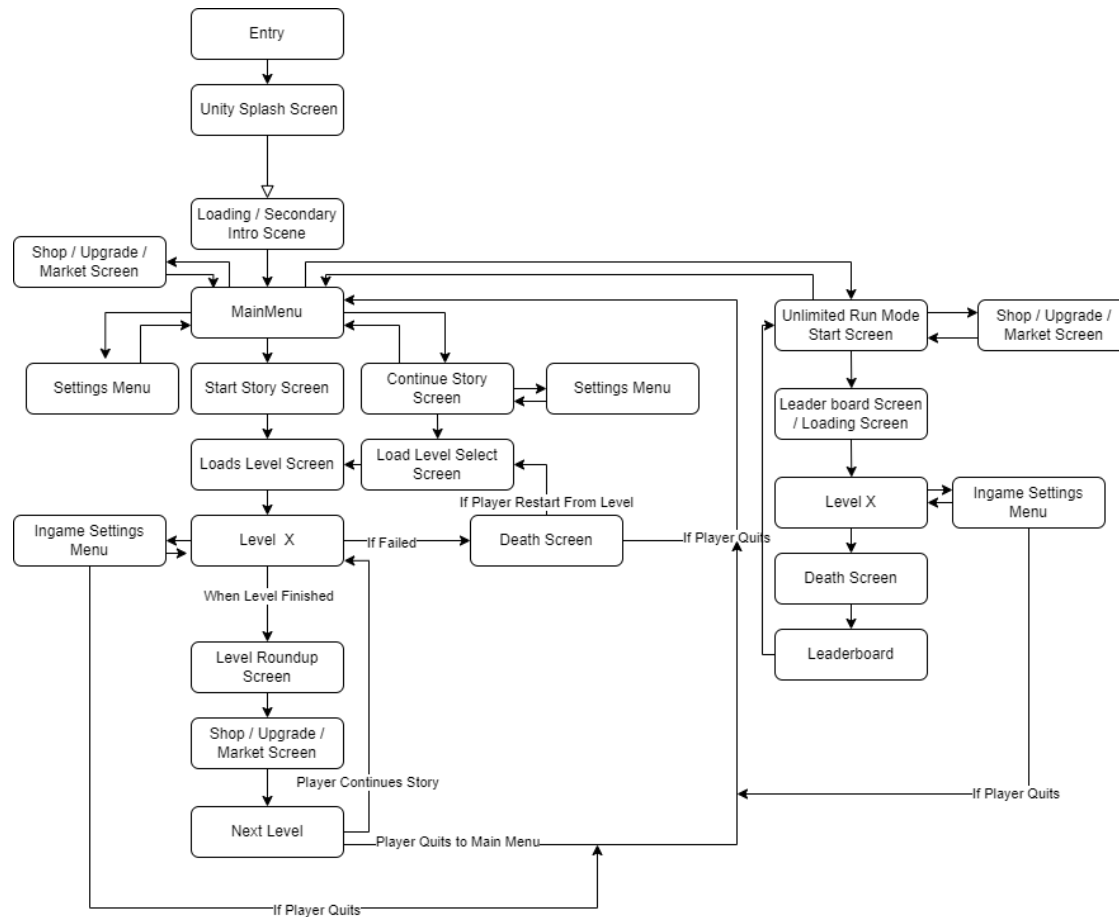
# App Icons



The original 3 were made very early into development and yet to have any assets or ideas about the art style or character in the game. As well as this the text hasn't been picked, therefore a new one had been made. They all seem to have followed the main principle of showing Earth and the main character.



# Layout / Plan



This is the first concept for the layout of the menu system. A lot of these screen will either be in game with the additive function of scene loading therefore will have transparent backgrounds and can be reused in menus and in game examples like the settings menus. As well as this several screens for the different game modes will be the same for example the In game UI, Death and end score screens.