

D.U.N.E.

Group 11

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4 Graphical User Interface

4.1

4.1.1 Pre-game menus

When starting the system, the user is presented with the game's main menu. This menu holds the key controls for starting a single player or multi player game, as well as accessing game options and exiting the game. These buttons are always accessible from the sub-menus as well.

In the Singleplayer sub-menu, apart from the Main Menu functions, the user is presented with selections for starting a singleplayer game. These parameters include changing map, selecting faction to play as, and changing screen name.

When selecting the Multiplayer button, the user is taken to the Multiplayer sub-menu. This presents the user with an overview of the current available multiplayer games from a list, as well as the option to host a new multiplayer game.

When the user opts to proceed by either hosting or joining a multiplayer game, the user is presented with an overview of the LAN Game. The major difference between Host and Client is that more fields are editable for the Host, such as whether a player slot is open for others to join or not and what map to play on. Both the host and the client may chose what faction they want to play as, as well as their own displayed screen name, but neither may edit another players chosen faction or name.

The Options sub-menu presents the user with relevant system options to customize the user's experience of the game. These options include basic graphical and audio options.

4.1.2 In-game menus

The main in-game heads up display provides the user with all necessary information to command a game session. This information includes a message area displaying a brief message history to the user, a unit information area displaying statistics for the unit(s) or building currently selected and a construction overview area allowing the user access to unit and building construction.

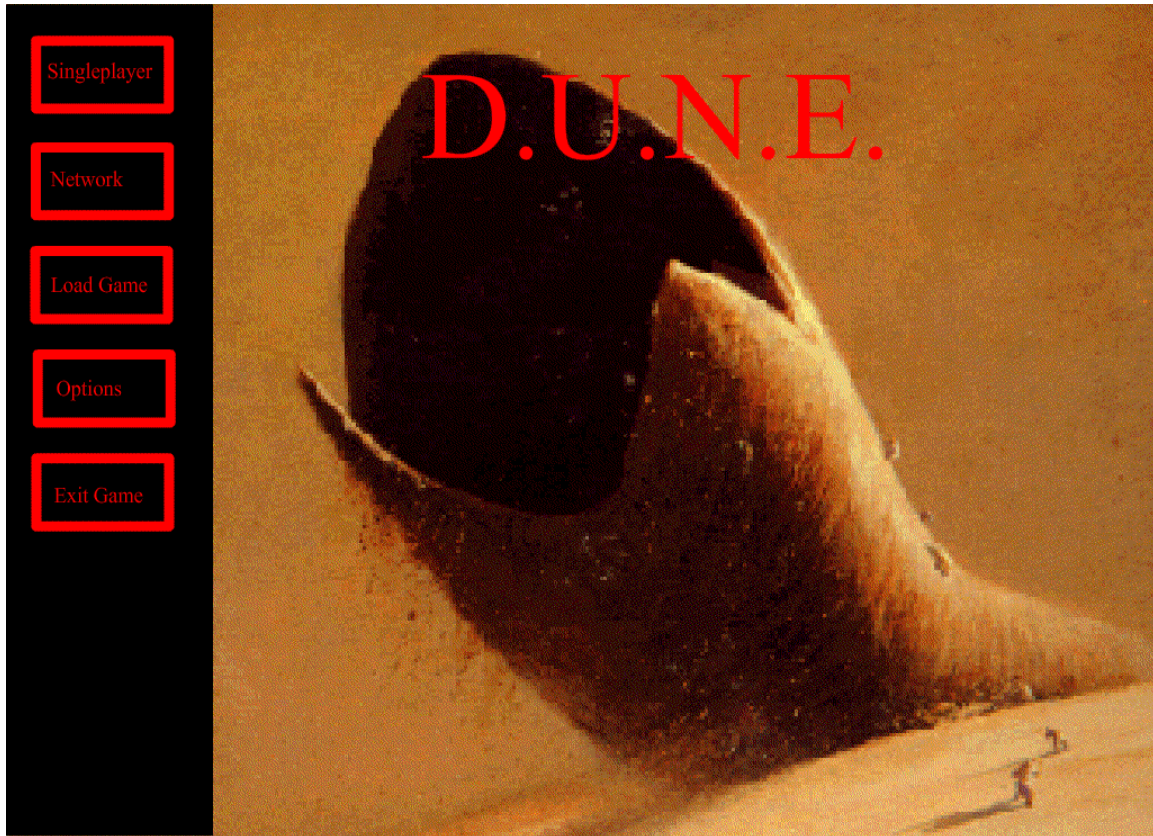
When paused, the heads up display changes to a pause overlay where all heads up display controls are frozen. A pause-menu will display options for resuming the game again or accessing the game main menu.

4.2

Form 1

Functional requirements:

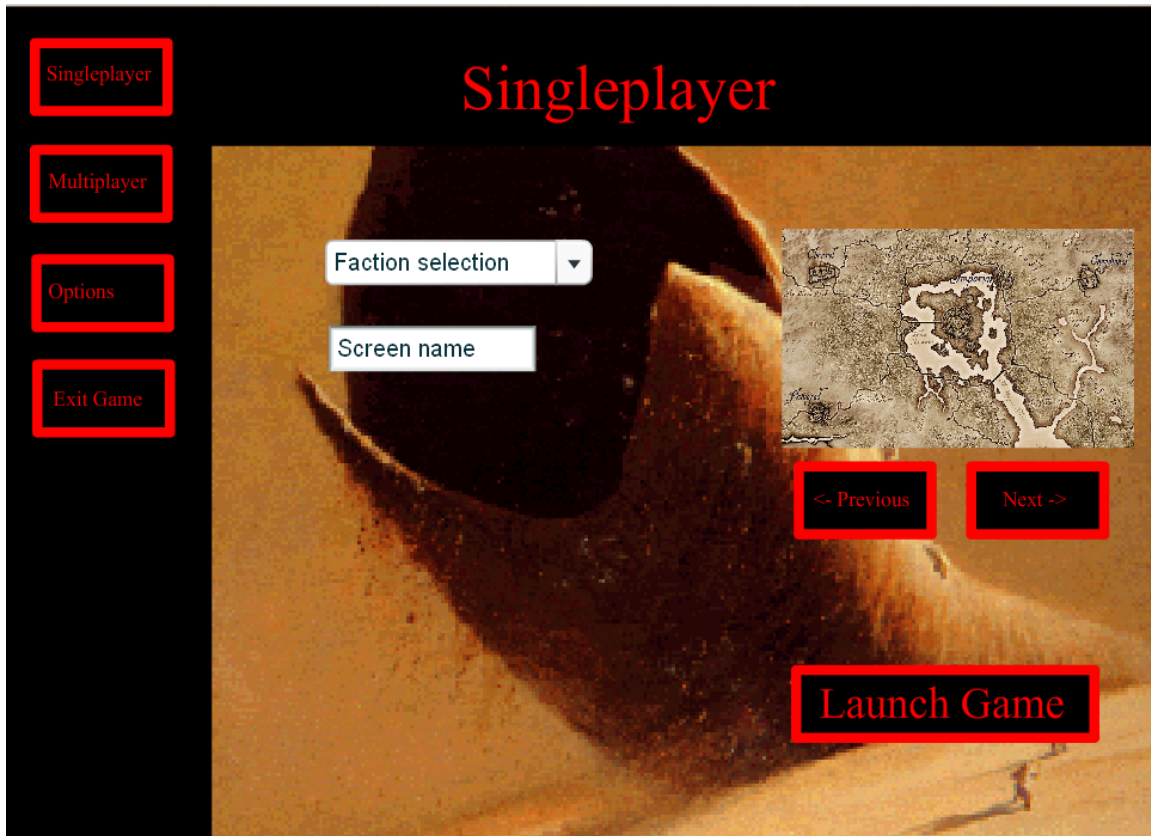
- Ending game



Form 2

Functional requirements:

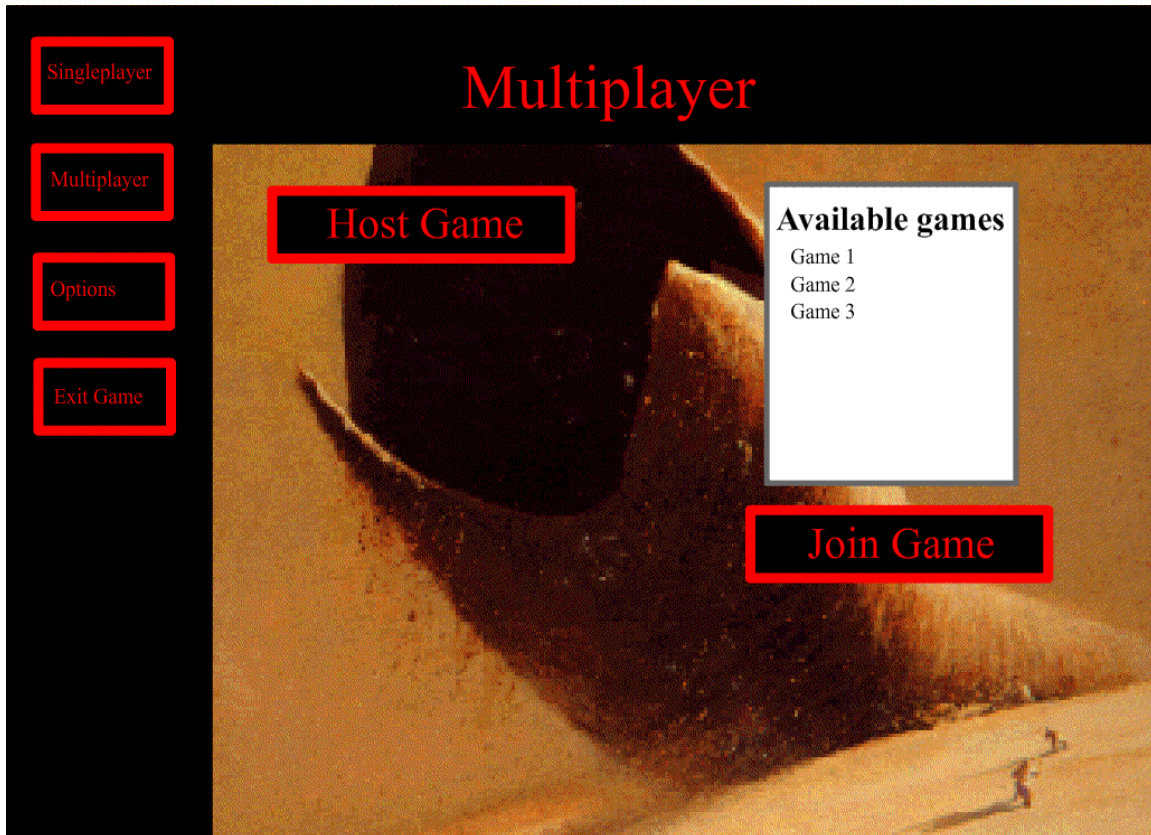
- Starting a new game
- Factions



Form 3

Functional requirements

- Network



Form 4

Functional requirements

- Starting a new game
- Factions
- Network

The image shows a screenshot of a game's Multiplayer menu. The title "Multiplayer" is displayed in red at the top center. On the left side, there is a vertical navigation menu with four buttons: "Singleplayer", "Multiplayer", "Options", and "Exit Game", all highlighted with red boxes. The main area contains a table of settings for a new game, with a map preview on the right. The table has two columns: "Screen name" and "Faction selection". The "Screen name" column contains dropdown menus with values "Open", "Open", "Open", "Open", "Closed", "Closed", "Closed", and "Closed". The "Faction selection" column contains dropdown menus with the text "Faction selection". To the right of the table is a small map preview. Below the map are two buttons: "<- Previous" and "Next ->". At the bottom right, there is a large red button labeled "Ready".

Screen name	Faction selection
Open	Faction selection
Open	Faction selection
Open	Faction selection
Open	Faction selection
Closed	Faction selection
Closed	Faction selection
Closed	Faction selection
Closed	Faction selection

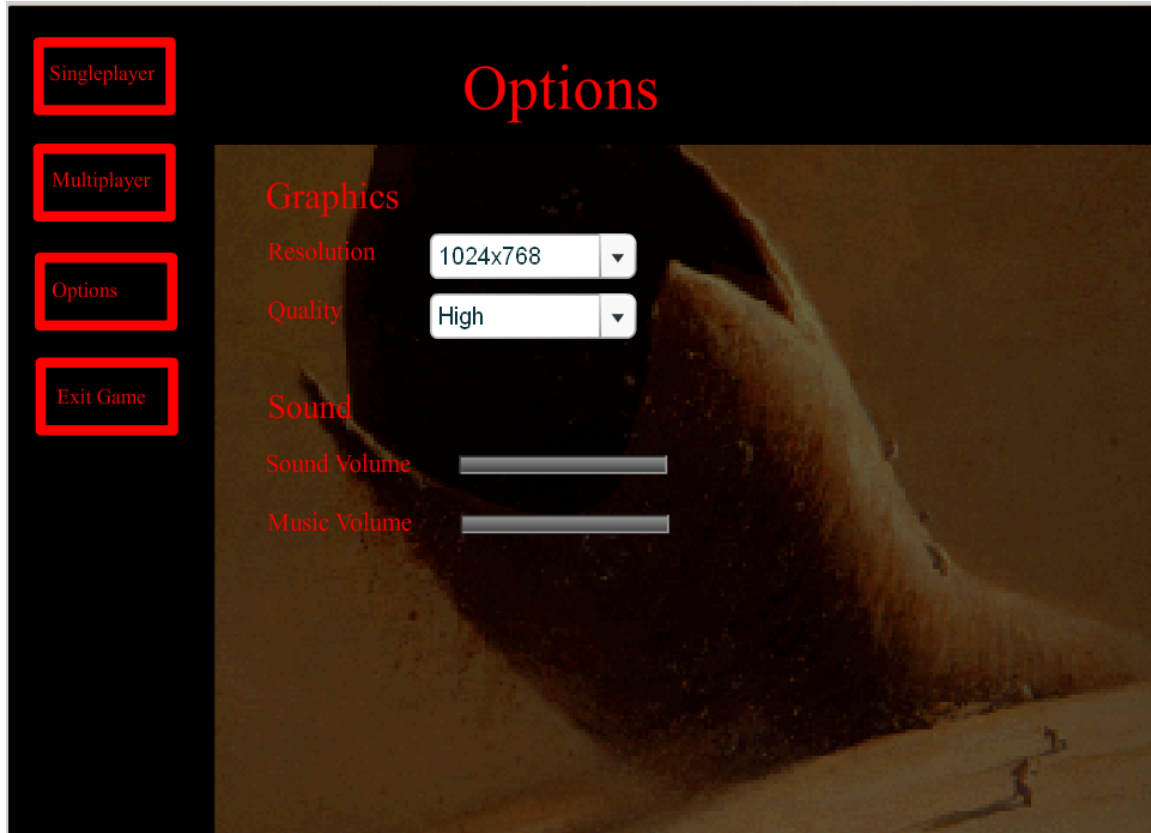
<- Previous Next ->

Ready

Form 5

Functional requirements

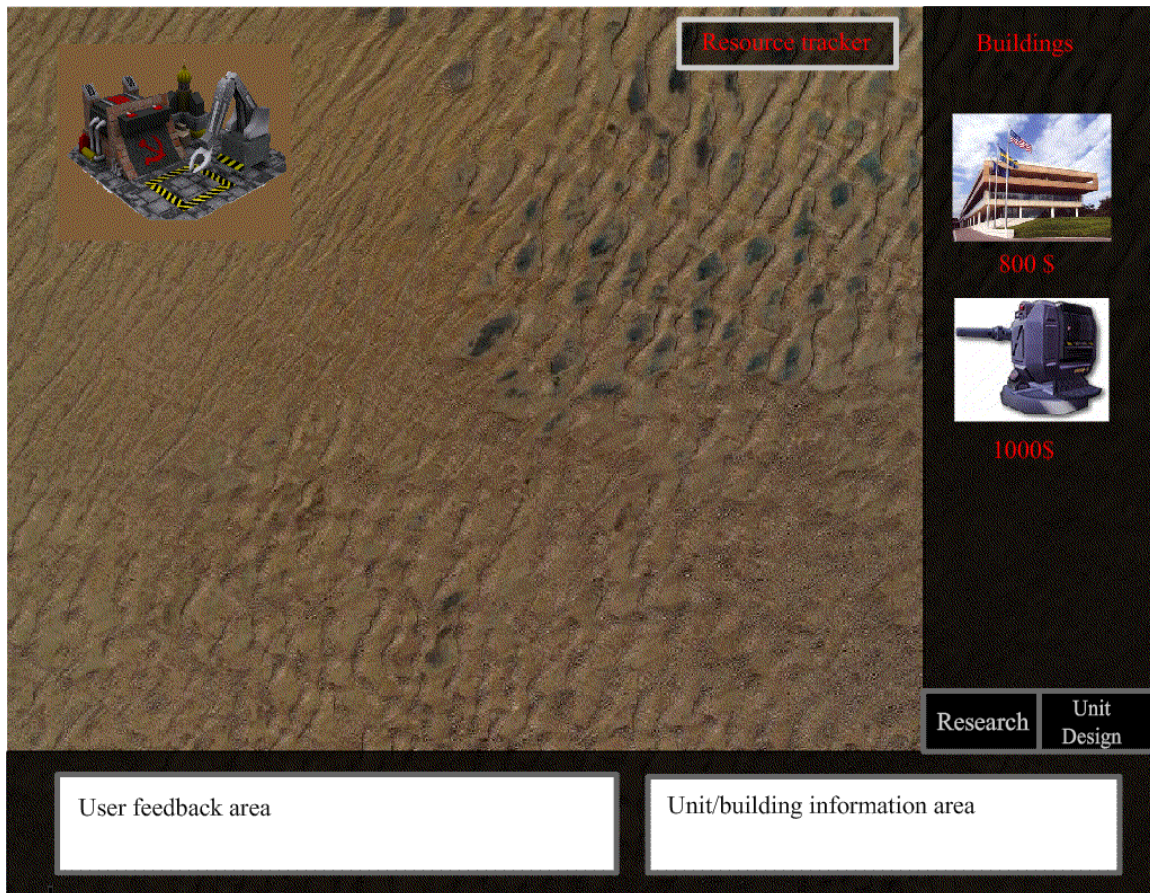
- Configuration



Form 6

Functional requirements:

- Production
- Economy
- Improvements
- Factions
- Combat
- Unit/building handling



Form 7

Functional requirements:

- Pausing game
- Resuming an old game
- Ending game



Form 8

Functional requirements





- Unit design
- Factions
- Improvements

		Resource tracker	
Chassis	Armor	Information	
Chassi 1 Chassi 2	Aluminum armor Dragonscale armor Ablative armor	Window containg information about any technology highlighted to the left by user	
Engines	Unit Slot Window		
Engine 1 Engine 2			
Weapons		Unit cost: XXX \$	
Laser Mark III Plasma Rifle High yield EM gun	<input type="text" value="Name of design"/>	<input type="button" value="Save"/>	<input type="button" value="Back"/> <input type="button" value="Research"/>
<input type="text" value="User feedback area"/>		<input type="text" value="Unit/building information area"/>	

Form 9

Functional requirements

- Improvements
- Factions

Available Research	Information	Resource tracker	Buildings
Will contain a list of technologies available for research	Section that will display information about any technologies highlighted in the lists to the left		800 S
Finished Research	Current research: [Research name]		1000S
Will contain a list of technologies already researched	 Time remaining		Back Unit Design
User feedback area		Unit/building information area	

Form 10

Functional requirements

- Saving game



Form 11

Functional requirements

- Loading game



4.3

Form 1

Controls

Singleplayer	Access the singleplayer sub-menu
Multiplayer	Access the multiplayer sub-menu
Load game	Access the load game sub-menu
Options	Access the options sub-menu
Quit	Exit the game system to desktop

Form 2

Controls

Map window	Display window for the currently selected map
Next	Select and display the next map
Previous	Select and display the previous map
Faction drop-down	Present a selection of the available factions
Screen Name input	An input field for specifying the name associated with the player
Launch Game	Starts the game with the specified parameters

Form 3

Controls

LAN Game window	Provides a selectable overview of currently available LAN games
Host Game	Changes the sub-menu to the Multiplayer (Host) sub-menu
Join Game	Changes the sub-menu to the Multiplayer (Client) sub-menu with input from the LAN Game that is marked in the LAN Game window

Form 4

Controls

Player Name input	An input field which the current user may input desired screen name
Player X drop-down	Provides a view of Player X's chosen screen name, or whether the slot is open for new players or closed. The Host may change a slot to be open or closed.
Faction X drop-down	Provides a view of the relevant player's chosen faction. This is displayed as "None" for open or closed slots and is editable only for the user's own faction, which is displayed next to the Player Name input field.
Ready	States that the user is ready to start the game
Launch Game	Launches the game provided all players have specified they are ready. This is only accessible to the Host.

Form 5

Controls

Resolution	Specifies the desired resolution
Quality	Specifies the desired graphical quality
Sound Volume	Specifies the desired effects volume
Music Volume	Specifies the desired music volume

Form 6

Controls

Chat window	Shows a brief chat history of messages to the player
Unit Information	Display information of the current unit(s) or build selected
Constructions	Displays a construction overview of all available constructions
Research	Displays the research menu
Custom Designs	Displays the custom unit design menu

Form 7

Controls

Resume	Un-pauses the game
Save Game	Displays the save game menu
Load game	Displays the load game menu
Main menu	Displays the game's main menu

Form 8

Controls

Work in progress

Form 9

Controls

Current Research	Displays the current research project.
Available Research	Displays a window with the currently available research projects.
Completed Research	Displays completed research projects.
Information window	Displays information on the most previously marked research project in any of the other windows.

Form 10

Controls

Back	Returns the user to the Pause game menu
Saved Games	Displays all previously saved game names
Save Game Name	Input field for the save game name
Save Game Button	Saves the game with the specified name

Form 11

Controls

Back	Returns the user to either the Pause game menu or the system's Main menu
Saved Games	Displays a selectable field with all previously saved game names
Load Game	Loads the selected game