

# Project Flip Jump

## Group 17

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## 4. Graphical User Interface

### 4.1 General overview

When the game starts the user will see the main menu which will display several options. These options or selectable menu items are "Start Game", "High Score", "Options" and "Quit". If the user presses Quit the game will exit and return to the computers previous state. When pressing the High score-button, a new screen will appear, showing the complete score list. The Options menu-alternative will also open a new screen with a menu of the different selectable settings. A more detailed description for the High score and Options menu item will follow below.

When the Start Game-button is selected, a new menu will occur with the different difficulty levels. After the difficulty level has been selected, a tutorial text will be presented to the user. The user selects "Start Game" when he or she has read the tutorial text and the game will start.

A feature of the game is the ability to make a special jump. This jump can be made if the player has collected a special item. Another feature is the flip-function which rotates the screen and forces the user to continue in another direction. When the screen speed increases to a higher level an indication will appear on the screen. The user score will be displayed on the screen because the user needs to know his or her current score. These functions will be described in more detail further down.

## 4.2 Detailed description of the user interface

### 4.2.1 Main menu



#### Description:

The main menu contains a list of different selectable alternatives concerning the game. As you can see in the screen shot the alternatives are "Start Game", "High score", "Options" and "Quit". You navigate in this menu by pressing the arrow keys to choose which alternative you want to select. If you choose "Start Game", the difficult level will be selectable. If you choose the "High score" alternative, the high score list will be presented. If you choose "Options" the options menu will appear and last if you choose "Quit" the game will end.

Reference to Functional Requirement: None

## 4.2.2 Difficulty level



### Description:

The user has a choice to choose the difficulty level of the game before it starts. There are three different difficulty level alternatives, ranging from easy to hard, that affects the toughness of the game. There is also the option to go back to the main menu if the user wishes to do that.

### Reference to Functional Requirement:

Functional Requirement 4.1.2 Game: 7. Difficulty level

### 4.2.3 Tutorial text



#### Description:

When the user has selected the difficulty level for the game, this tutorial menu will appear. It contains a short text that explains how to play the game and when the user is ready, he or she can press the "Start game" button.

#### Reference to Functional Requirement:

Functional Requirement 4.1.1 General: 1. Tutorial text

#### 4.2.4 High score list



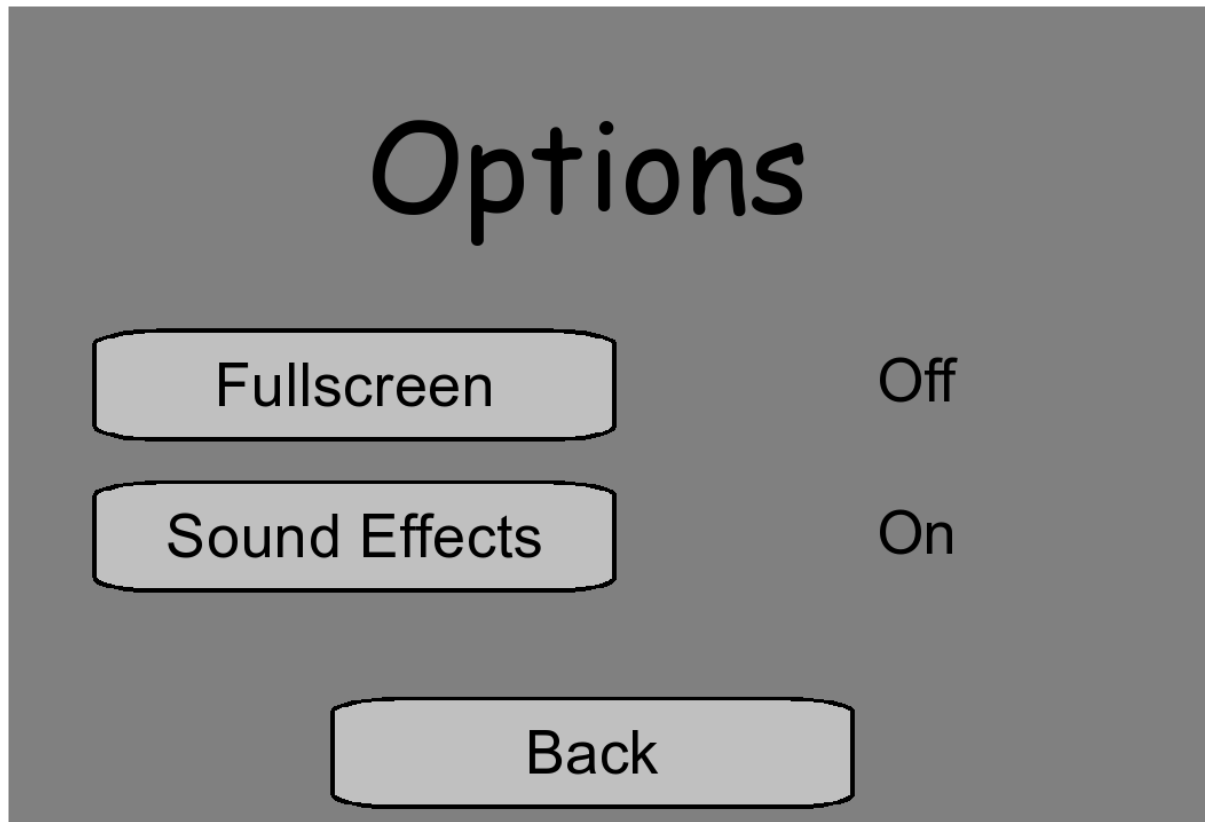
##### Description:

The high score list contains information regarding the top players score in a descending order. The list is shown when the user selects the “High score” alternative from the main menu or when the user gets game over in-game. It can at a maximum contain the 10 best players. The “Back” alternative will take the user back to the main menu.

##### Reference to Functional Requirement:

Functional Requirement 4.1.3 High Score: 3. Check High Score

## 4.2.5 Options menu



### Description:

When the user enters the options menu, he or she will be presented with the following alternatives: "Fullscreen", "Sound Effects" and "Back". When the user toggles the Fullscreen button, the window of the game will switch from window-mode to fullscreen mode or vice versa. The current status of the setting is, as you can see, displayed on the right side of the alternatives. The "Sound Effects" button will switch all sounds in the game on or off and the "Back" alternative will take the user back to the main menu.

### Reference to Functional Requirement:

Functional Requirement 4.1.1 General: 3. Screen size

Functional Requirement 4.1.1 General: 4. Appearance of sound

#### 4.2.6 Enter high score list



#### Description:

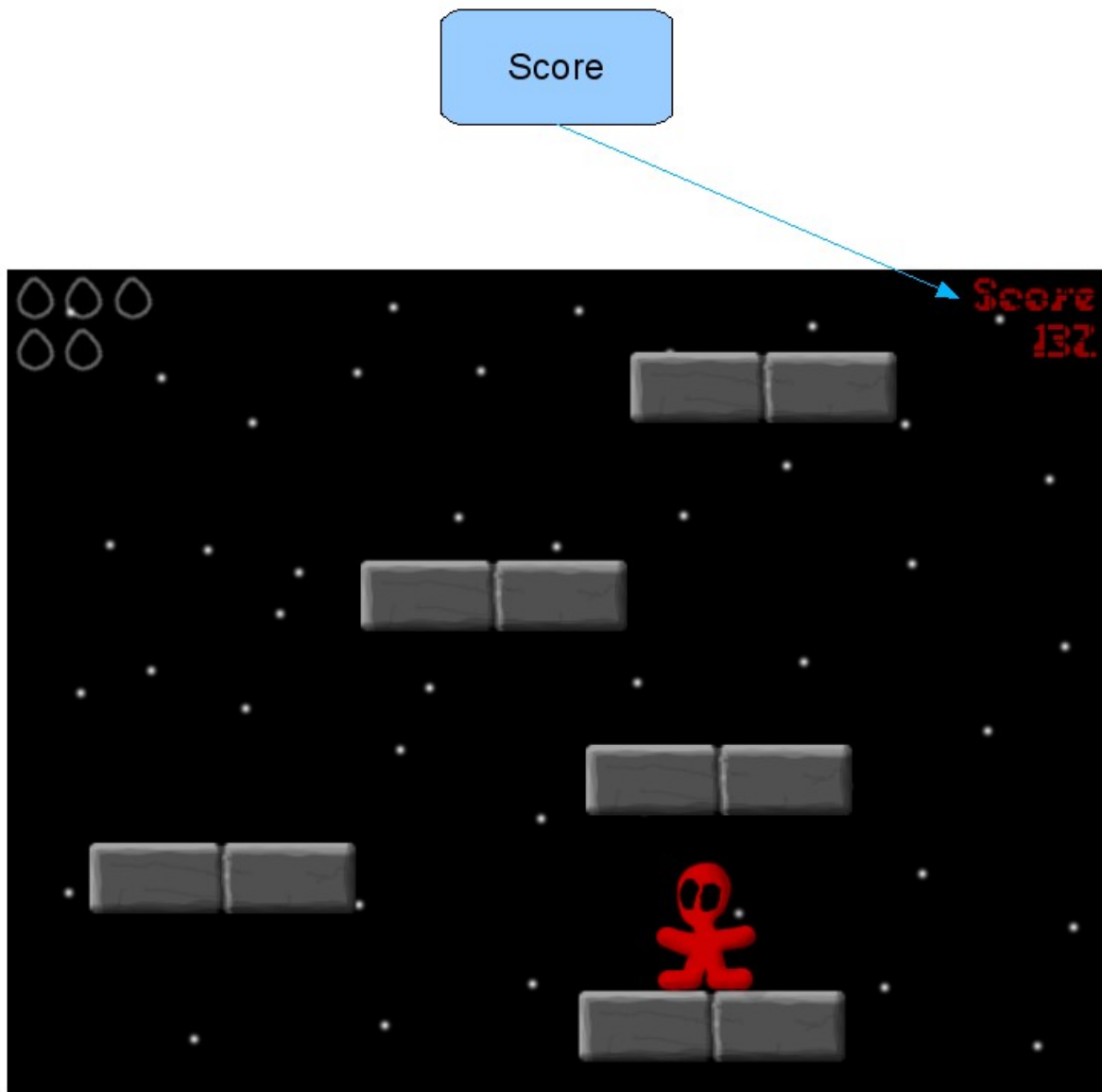
If the user has beaten a score on the high score list, the user will be presented with the following menu where the user can enter his or her name. There is also a “Main menu” alternative that will take the user back to the main menu.

#### Reference to Functional Requirement:

Functional Requirement 4.1.3 High Score: 2. Enter High Score list



#### 4.2.7 Showing score



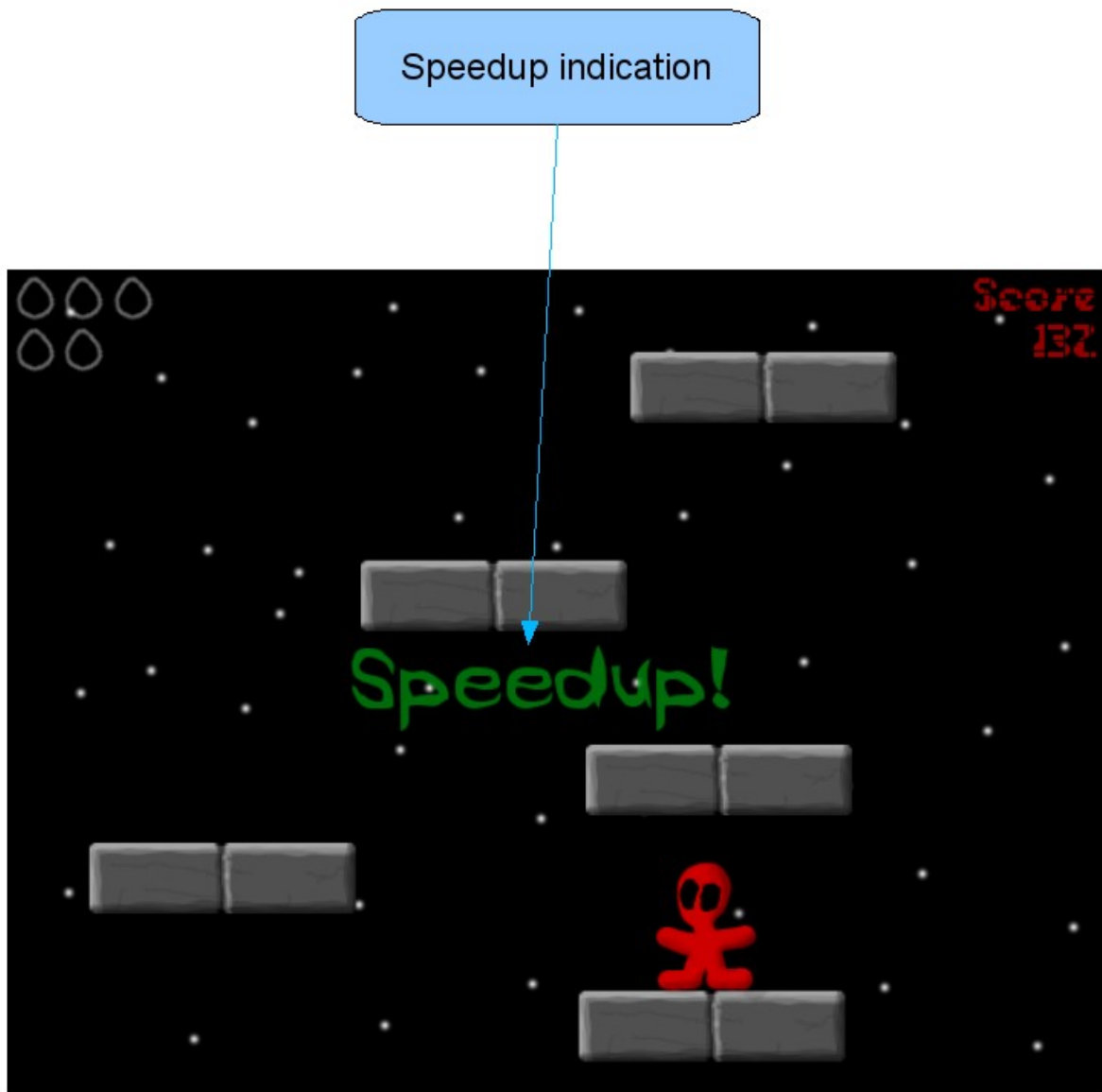
Description: The user will receive points when reaching a higher block. The current score will be displayed in the top right corner to let the user know how many points he or she has collected so far.

Reference to Functional Requirement:

Functional Requirement 4.1.2 Game: 10. Receiving points

Functional Requirement 4.1.2 Game: 11. Showing score

#### 4.2.8 Screen speed increase indication



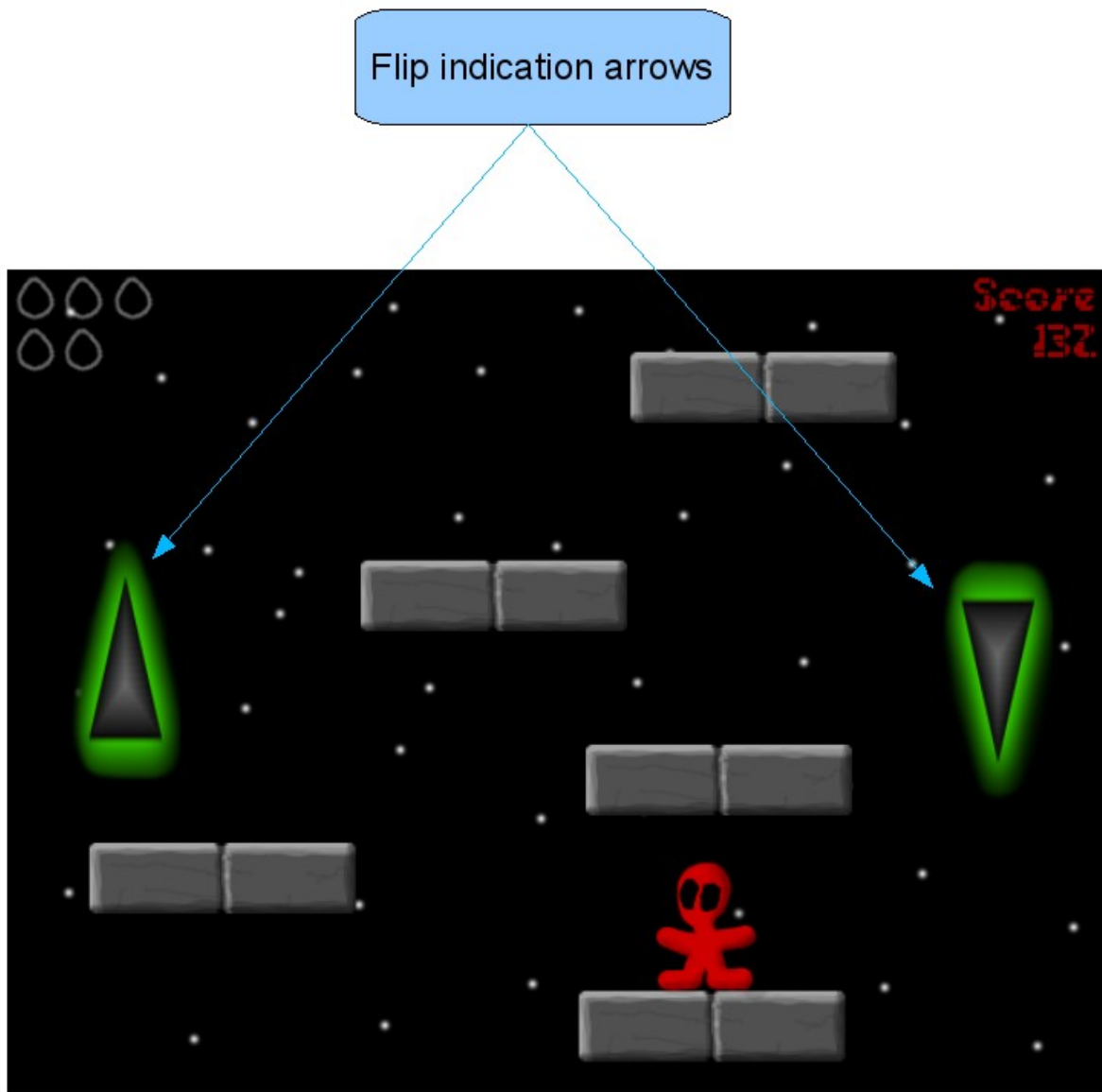
Description: When playing the game, the screen will move upwards in a certain speed and the user must jump to higher blocks in order to survive. The screen speed will at certain times increase. The increment will be indicated by the Speedup indication in the middle of the screen and also a sound.

Reference to Functional Requirement:

Functional Requirement 4.1.2 Game: 8. Screen speed

Functional Requirement 4.1.2 Game: 9. Screen speed increase indication

## 4.2.9 Flip indication



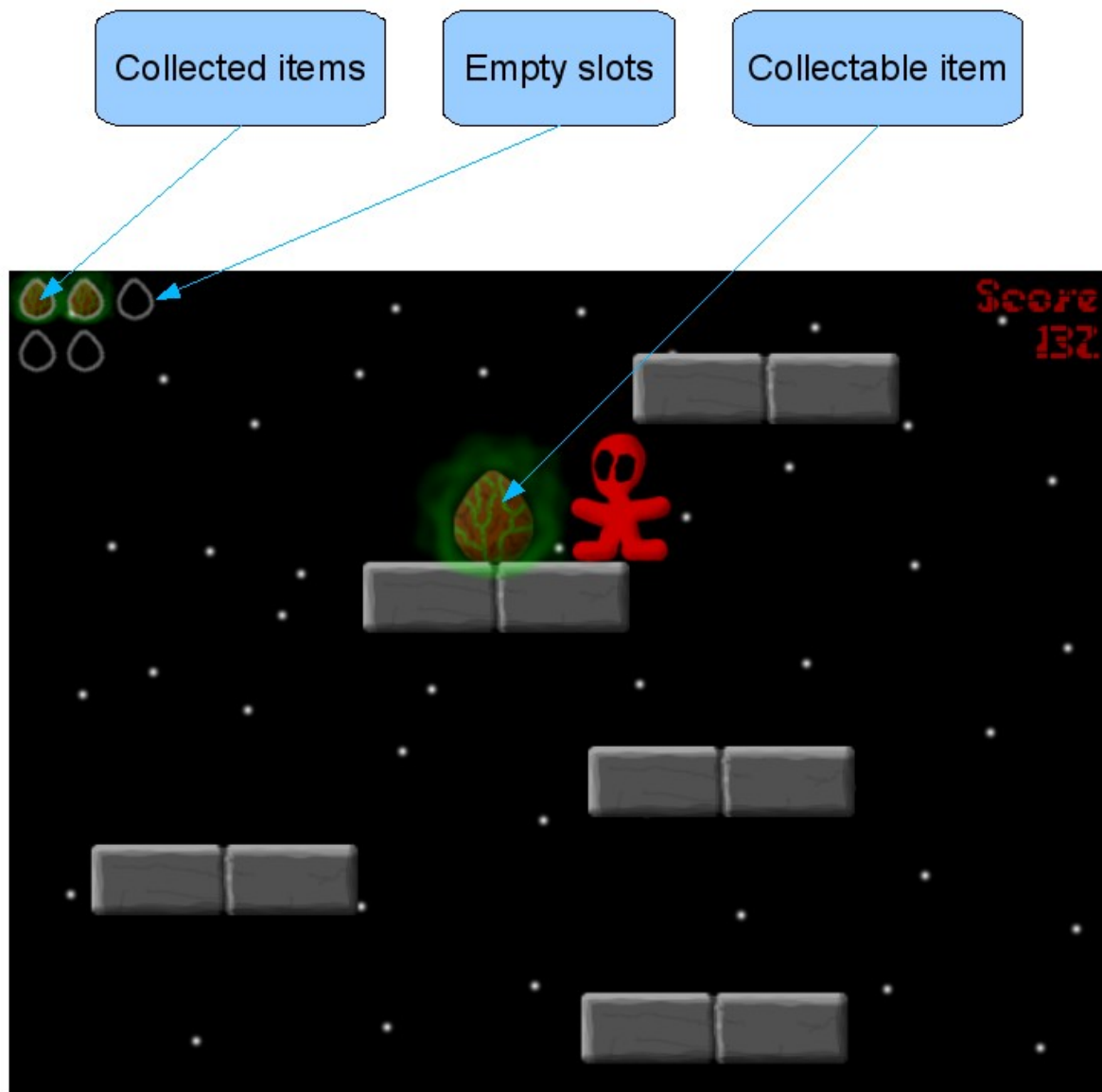
Description: A special feature of the game is the flip function. When the user plays the game the flip indication arrows may suddenly appear at the sides of the screen showing in which direction the screen will flip. The screen will flip shortly after the arrows appeared and the user must continue its journey in a new direction.

Reference to Functional Requirement:

Functional Requirement 4.1.2 Game: 12. Flip function

Functional Requirement 4.1.2 Game: 13. Flip indication

#### 4.2.10 Special item



Description: The empty slots indicates how many more items you can collect. If the character touches the collectable item, the item will disappear from the screen and appear as a collected item in the top left corner. The collected items can be used to make a special jump. When an item has been used the corresponding collected item will disappear from the screen.

Reference to Functional Requirement:

Functional Requirement 4.1.2 Game: 3. Collect special item

Functional Requirement 4.1.2 Game: 4. User special item