

Multiplayer Platform Game  
Group 19

Martin Petterson  
Oskar Kvist  
Christoer Ekeroth  
Misael Berrios Salas

## 4 Graphical user interface

### 1. User interface overview

The user interface is divided across five screens:

Character select screen

Game stage select screen

Game screen

Pause screen

Ending screen

The players are initially presented with the Character Select Screen. Each player confirms his participation in the race and selects a character.

When the players have confirmed they are done selecting characters they are taken to the game Stage Select Screen. The player who gets to choose what game stage to play on is chosen by the game at random. In order to start the race the chosen player selects one of the game stages.

When the race is started the players are taken to the Game Screen. This is where the actual game is played.

At any time during the race, players may pause the game. They are then presented with the Pause Screen. From the Pause Screen they can either choose to resume the race, restart the race or exit to the Character Select Screen.

After the race is finished the Ending Screen is shown, where the players are presented with their finish times. When every player has confirmed that they're done viewing the results the game returns to the Character Select Screen.

## 2. Pictures



This is the character select screen. Players must first press the Start button in order to confirm their participation in the next race. Once a player has confirmed that she is to participate she can select one of the characters at the top of the screen (1). The player moves a selection arrow (2) between the characters and confirms his choice by pressing the A button. Once selected, the character is let out of the cage (3). The player can now control his chosen character as she would on the game stage. Once a player who chose to participate has selected a character he confirms that she is ready to start the race by pressing the Start button. When every participating player has done so the race begins.

This screen fulfills the functional requirement that the players shall be able to select characters

# Player 3, select stage

Stage name # 1 ◀  
Stage name # 2  
Stage name # 3



The stage select screen is illustrated above.



The Game Paused Screen is illustrated above.



**Finish Point**

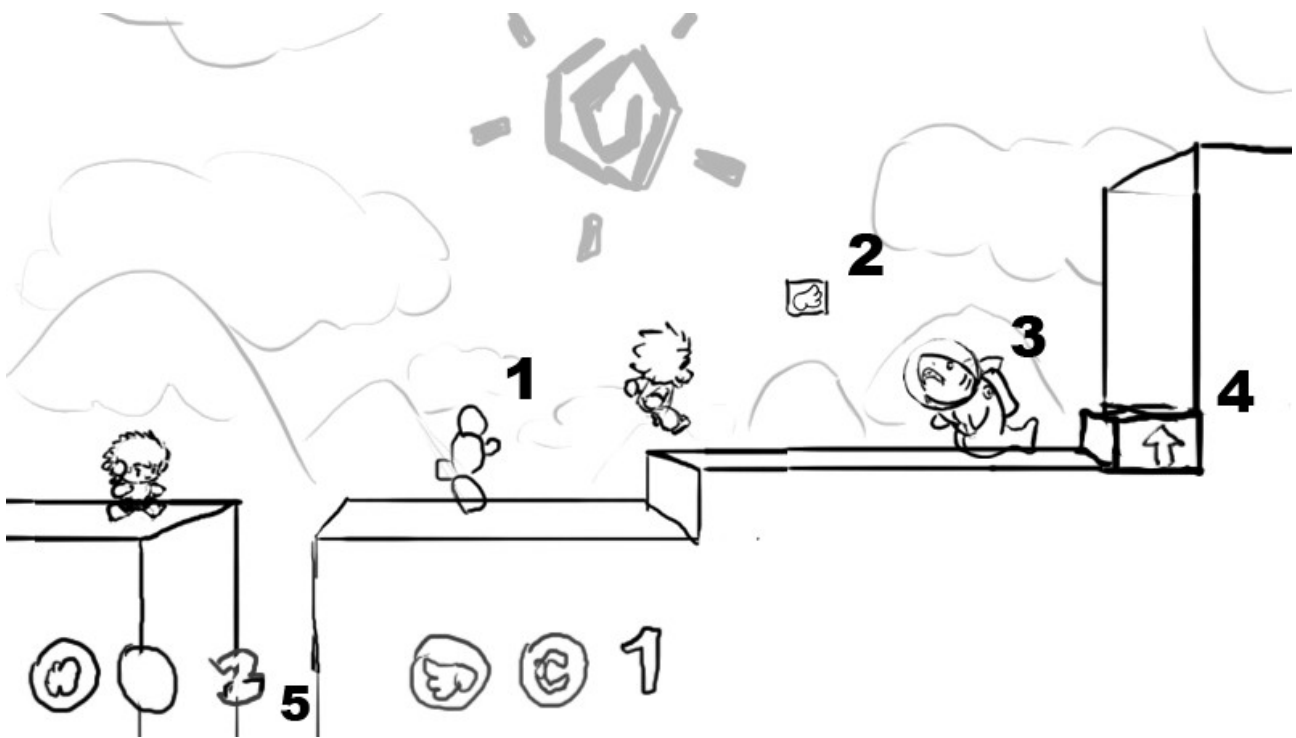


**Springboard**

The game stage elements Finish Point and Springboard, as described in the functional requirements section of the requirements document, are illustrated above.

-  Boxing glove
-  Levitation
-  Speed Boost
-  Shrinking Ray
-  Retractable Claw
-  Fetter
-  Banana Peels

Power-up icons, as described in the functional requirements section of the requirements document, are illustrated above. These are shown on the Power-up Dispenser and on heads-up display on the game screen (see below).



The picture above illustrates a game in progress.

- 1.) Trap
- 2.) Power-up dispenser
- 3.) Monster
- 4.) Springboard
- 5.) Power-ups and number of lives left.