'Balls of Steel'

Group 4

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4. Graphical User Interface

Upon booting the game the option menu loads and is presented on the screen. The user can clearly see the different options which he by normal key/touch input can move around to different options and thus highlighting them. The user can then choose an option of the following as describes by the functional requirements:

Menu Screen GUI:

Balls of Steel

Continue Game - Boots up the in-game GUI and continues a previously saved progress from the start of that level.

New Game - Boots up the in-game GUI and starts a new game.

High Score - Loads up the High Score GUI and presents the play with the top ten scores and their corresponding name tag.

Instructions - Loads up the instructions menu where a short "how to play" will be described and pressing a key will return to the normal menu screen.

Settings - Loads up the settings screen where you can turn the sound on and off and also return to the normal menu screen.

Exit Game - Exits the game.

Confirm - Performs the selected action.

Concept picture of the menu screen:

Instructions menu GUI:

Balls of Steel for dummies alpha version 0.0000001:
Move the ball through the level and collect all the keys until you open up the exit and enter
it get to the next level. Do this as fast as possible and try to avoid enemies and obstacles.
There are a few secret power-ups that can be found throughout the levels which may help
you in your quest.
To move you spin the ball to the left or right by using the key/touch pad.

Press the return key to return to the menu screen

Concept picture of the instructions menu:

INSTRUCTIONS

Move the ball through the level
and collect all the keys until you
open up the exit and enter it to get
to the next level. Do this as fast as
possible and try to avoid enemies
and obstacles. There are a few
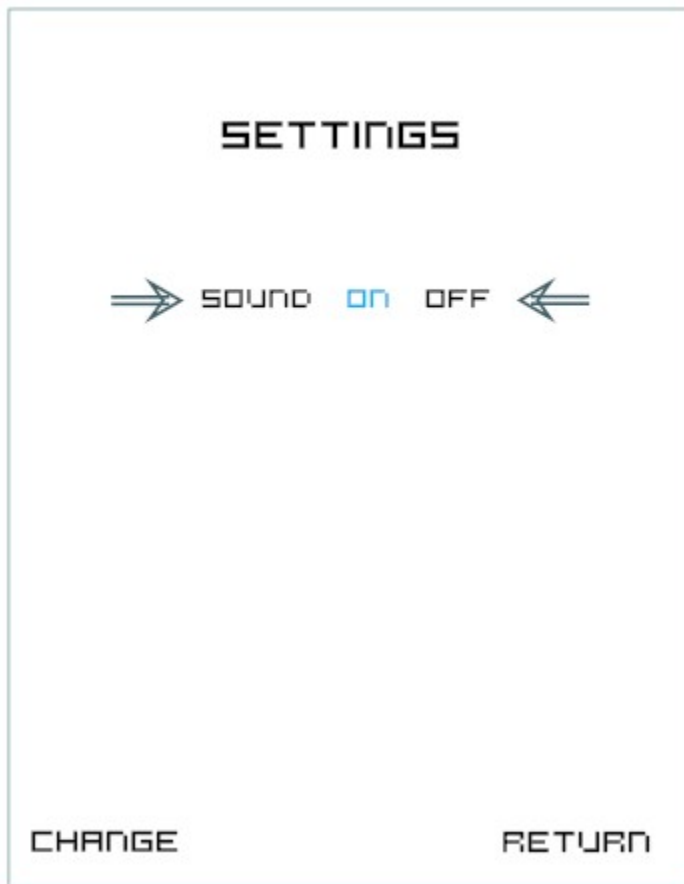secret power-ups that can be found

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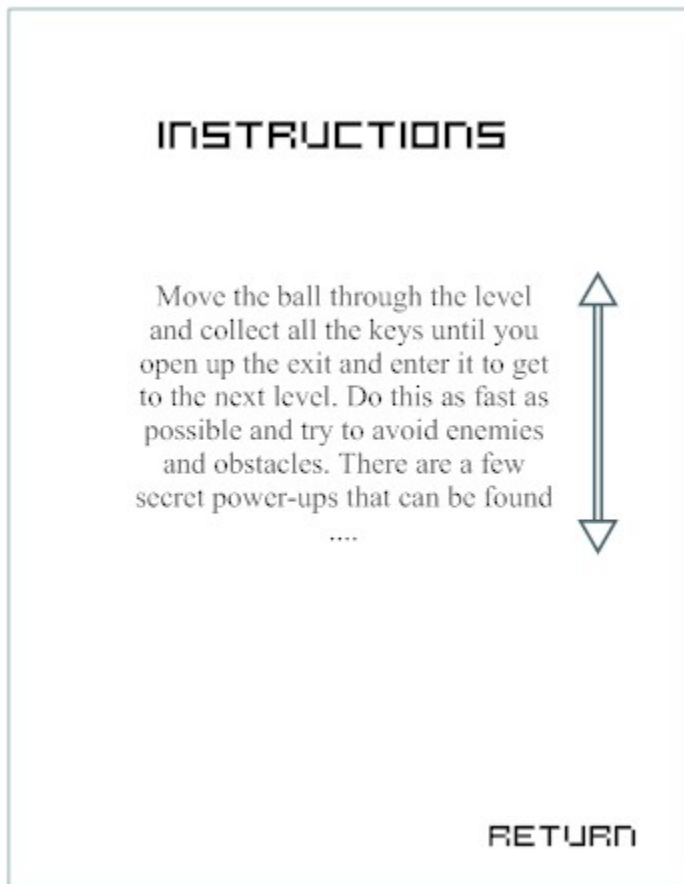
RETURN

Settings menu GUI:

Sounds on/off - Toggling this will switch between sound on and sound off.

Change - Performs the selected action.

Return - Will return the user to the normal menu screen.

Concept picture of the settings menu:

High Score GUI:

1. Duke - 100000
2. Duke - 90000
3. Duke - 80000
4. Duke - 70000
5. Duke - 60000
6. Duke - 50000
7. Duke - 40000

Press the return key to return to the menu screen

Concept picture of the high score list:

HIGH SCORE

1. DUKE - 100000

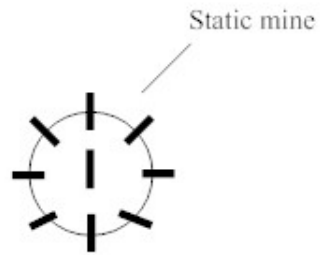2. DUKE - 90000

3. DUKE - 80000

4. DUKE - 70000

5. DUKE - 60000
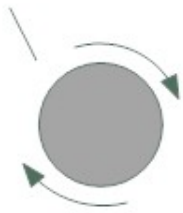
6. DUKE - 50000

7. DUKE - 40000

RETURN

Concept picture of the In-game GUI:

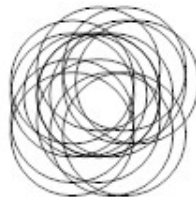Score: 1033   Time Remaining: 96 sec   Keys: 2/8   Level : 3

Static mine

The wall

The Steel Ball

Wormhole

Power up

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