

# AETD - Arch-Enemy Tower Defense

## Group 6

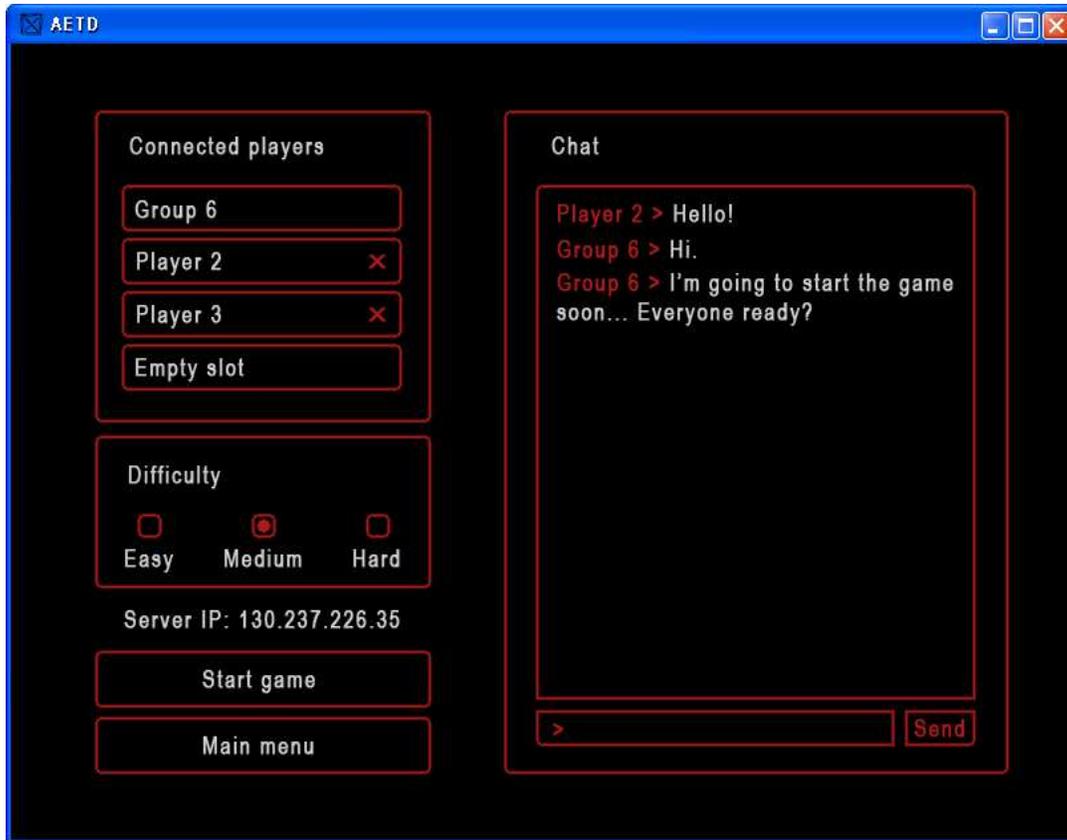
Olof Ol-Mårs  
Erik Nordenhök  
Felix Wallén  
Johan Gustafson  
Jonas Hellgren

## 4. Graphical User Interface

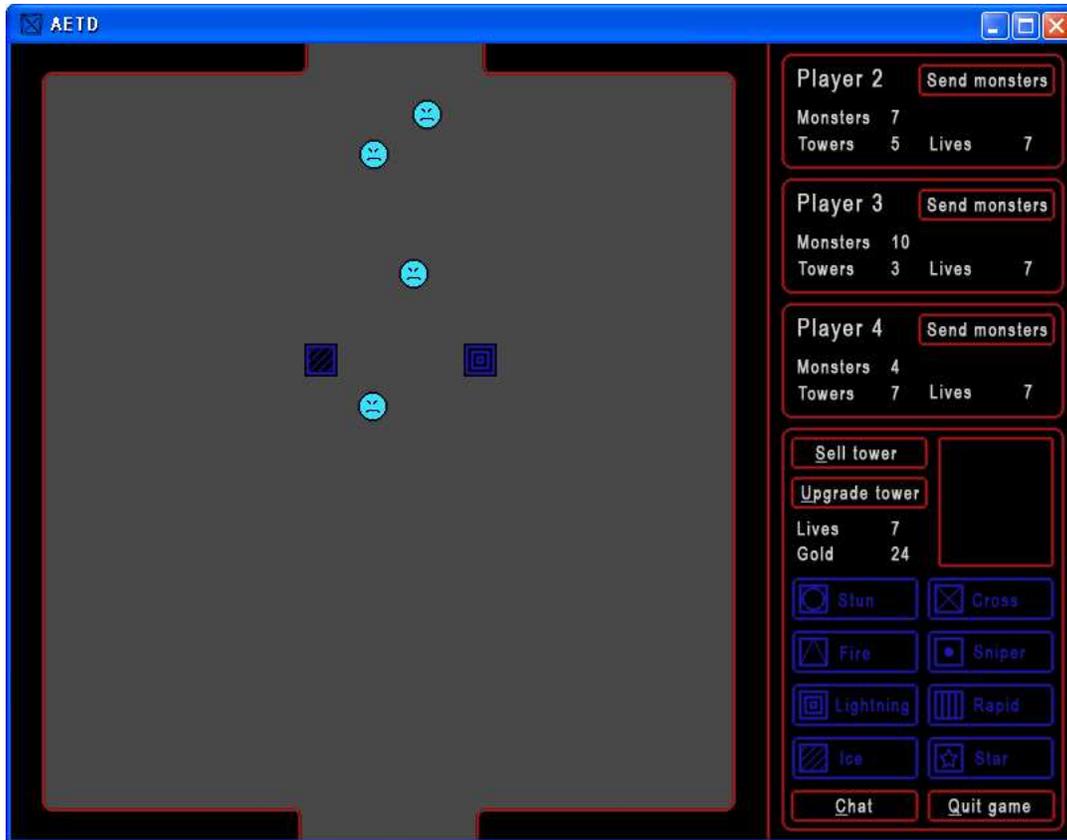
### 4.1 Overview



When the game is started this screen will be presented to the user. It contains buttons leading to the game itself and the settings menu.



When a user enters a network game (either hosts or joins one) he will be placed in the game-lobby. Here he can see who else is connected to the game and chat with the other connected players.



The main graphical user interface (GUI) when playing the game looks like the image above. It's divided into the playing field to the left and opponent information and tower related functions to the right.

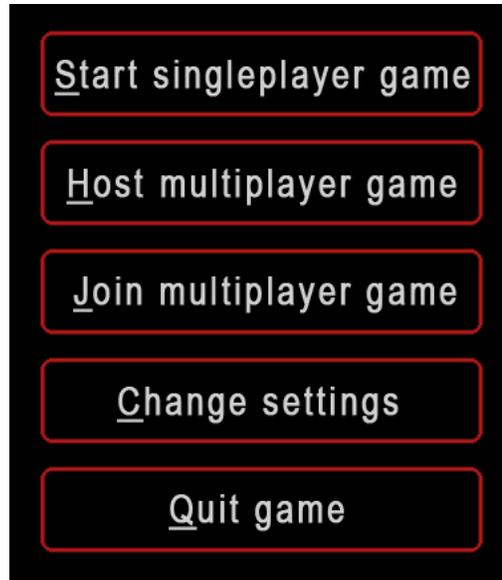
It's on the playing field where all the action takes place. Monsters appear at the top and try to reach the bottom. The user builds towers on the field in order to hinder the monsters from reaching their goal.

The opponent information tells the user how his opponents are doing. With the information given the user can decide if he wants to send monsters.

In the tower related functions, one can build, upgrade and sell towers as well as see information about towers or monsters. This part of the GUI also gives functions for chatting and quitting the game.

## 4.2 Detailed descriptions

### 4.2.1 Main menu



The “Start singleplayer game” button starts a singleplayer game.

The “Host multiplayer game” button starts up a server in the background as well as sends the user to the game-lobby as a host.

The “Join multiplayer game” button sends the user to the Join game menu.

The “Change settings” button sends the user to the settings menu.

The “Quit game” button closes the game.

All buttons above can be initiated either by left-clicking them with the mouse or typing the underlined letter for the keyboard-shortcut.

## 4.2.2 Join game



The join game menu has a prompt in the middle of the screen that prompts the user for an IP-address to a server. Once the IP of a server is entered and the user left-clicks the “Join” button he is sent to the game-lobby as a client. If the user wishes to go back to the main menu he can do so by left-clicking the cancel button.

### 4.2.3 Game-lobby



At the top left section of the game-lobby there will be a frame containing the names of the connected players. For the host user there will be a button next to the names which he can left-click to kick a player from the game.



Below the connected players there will be a frame showing the difficulty of the game. To change the difficulty setting the user left-clicks the box relating to his choice. The selected difficulty box will then be filled. Only the host can change the difficulty.

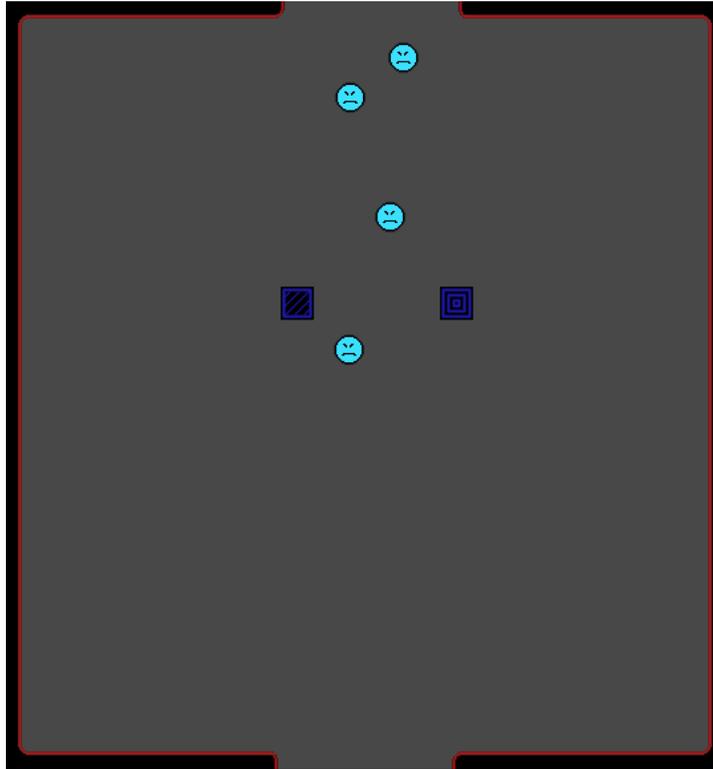


Below the difficulty the IP-address of the server is shown, this is useful for letting others know what server to connect to. To start the game, the host user must left-click the “Start game” button. If a user wants to leave the multiplayer session he can do so by left-clicking the “Main menu” button.



To the right there is a frame for chatting with the other connected players. To send a message the user types in the chat-prompt at the bottom of the screen and messages recieved will be displayed above.

#### 4.2.4 In-game



The monsters enter the playing field through the gate at the top and will start moving towards their goal at the gate in the bottom. Monsters are represented in the picture with the smileys. Monsters will enter the playing field at a set interval maintained by the game, as well as when opponents send monsters to the player. The towers, represented by the squares with symbols, are built on the playing field by the player. When monsters enter the range of towers, the towers will automatically attack them. This will be represented by a small projectile leaving the tower towards the monster.

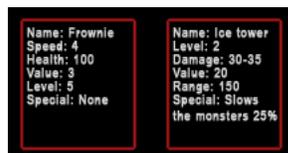
Player 2	<input type="button" value="Send monsters"/>		
Monsters	7		
Towers	5	Lives	7

This section shows information about the opponents, that is the other players in the same game. For each other player there will be a separate field containing his name, number of monsters and towers currently on his playing field, number of lives he has left and a button to send monsters

to him. These values are updated via the network when the values change for the opponent. When the player left-clicks the “Send monsters” button, additional monsters will appear for the opponent and gold will be debited for the player.



This section contains the different towers that the player can build. To build a tower the user must left-click the button representing the tower from the menu. The user then left-clicks on the playing field where he wants the tower to be built. To use the “Sell tower” and “Upgrade tower” buttons, the user must first left-click a tower already built on the playing field. He can then left-click the button to perform the task he wanted. At the bottom of the screen there are buttons for initiating player chat and quitting the game.



When a tower is selected, either from the build menu or on the playing field, the information box will show information relating to that tower. The box will contain information about the name, level, value, range, damage and special abilities for the selected tower. If a monster is selected instead of a tower the box will show information relating to that specific monster, that is its name, speed, health, value and special abilities.



When a user left-clicks the chat button or uses the keyboard-shortcut, a chat-prompt will appear at the bottom of the playing field allowing the user to send a text message to his opponents. When a message is entered the user can left-click the “Send” button or use the keyboard-shortcut to send the message. When the user receives a message it will be shown above the prompt.

#### 4.2.5 Settings menu



This screen shows the settings that a user can change for the game. The different difficulties for a singleplayer game can be used to determine the speed and health of monsters, this does not affect multiplayer games. To change

the difficulty setting the user left-clicks the box relating to his choice. The selected difficulty box will then be filled. Below this there will be a field where the player can edit the name that will be shown as his name when playing a multiplayer game. To save any changes made, the user left-clicks on the “Save” button. To return to the main menu without saving, the user can left-click the “Cancel” button.