Game Menu Design

Document describing and showing the UX and UI for Extreme Exterminators when navigating through screens and menus (game states). **NOTE:** UI is a *pain* to make! After creation don't change it, just add (maybe tweak, even then only maybe!).

Overview

All the screens, menus and interactives need to follow a similar design. EE is a colorful and jazzy game, we want to focus on that and use a comic book style, though not too strong or stereotypical. More is explained in the Style section. Also all important information will lean towards being on the right side of the screen. While this departs from a standard left aligned approach it will flow better in the end (something will need to be on the left, but for a rule of thumb, important things - right side). All interactives should have animations, and sounds, while screen and group transitions only need animations. Lastly all interactions have to be supported by both mouse and game pads.

Outline

Here is the outline for all the menus in the game. In general all the sub menus can be considered a list for buttons on the previous menu.

- **Start Screen**
  - Campaign
    - Single Player
    - Multi Player
      - (Both) Player Select
        - Level Select
  - Horde Mode
    - Single Player
    - Multi Player
      - (Both) Player Select
        - Map Select
    - Highscore View
  - How to Play
    - Who You Are
    - Main Controls
      - Mouse + Keyboard
      - Game Pad
    - How Items / Power Ups Work
  - Credits
  - (Button) *Quit*

- **In Game Menu** (Pause Menu)
  - (Button) *Resume*
  - (Button) *Quit*

- **Game Over**
  - (Button) *Quit*

Menu Flow

As you can see all actions in the menus lead to the LEVEL SELECT (or the Map Select). From there to the game. From either the GAME OVER screen or the IN GAME menu it will go directly back to the LEVEL SELECT so that the players can get right back into the game if they want. Depending on loading speeds we may allow the player to go to QUIT from the IN GAME or GAME OVER.

Game Menu Flow
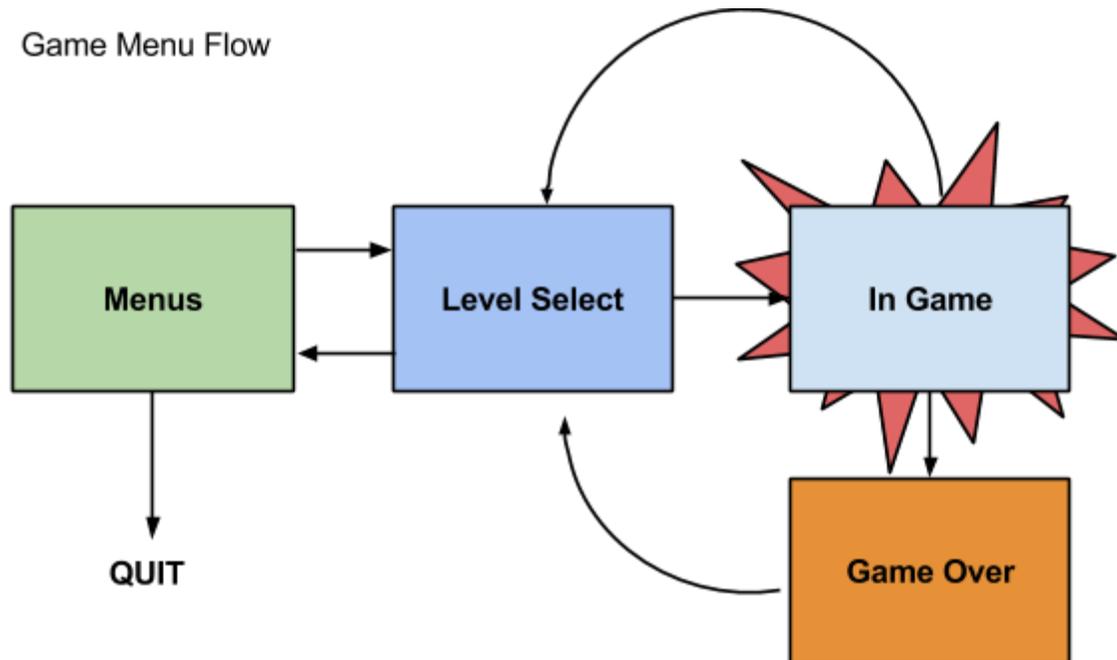
Style

As mentioned before the style of the menus need to support the game. For this we want to borrow some of the look and feel of comic books with their solid colors and solid gradients, primary colors, comic tones, panels, pseudo drawn look (we don't want it to come out looking like it was done in a rush). Though to give the game a sleek look to it, since we are using a video game to make this and the whole drive to the plot is technology buttons and other interactives can make use of primary shapes, sharp lines, transparencies and monochrome color scheme.

Comic Style Examples

Solid Colors	Tones
Primary Colors	**Gradients**
Panels	**Drawn Look**
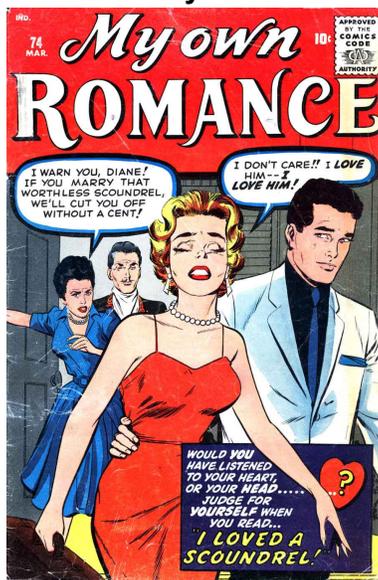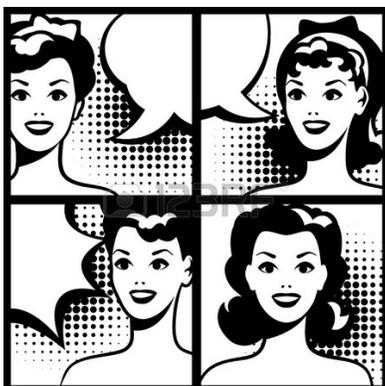
Start Screen Menus

These are all the menus accessible from the start of the game.

Main

This is the first screen that the player sees. This has the title of the game, a cool background art piece (colors shouldn't be too high key). Buttons are:
- Campaign → Campaign Screen
- Horde Mode → Horde Mode Screen
- How to Play → First Instruction Page
- Social Media (facebook, twitter, website, survey) (web build)
- Credits → Credits Screen
- Quit → Quits the game (only show on builds that can actually quit)
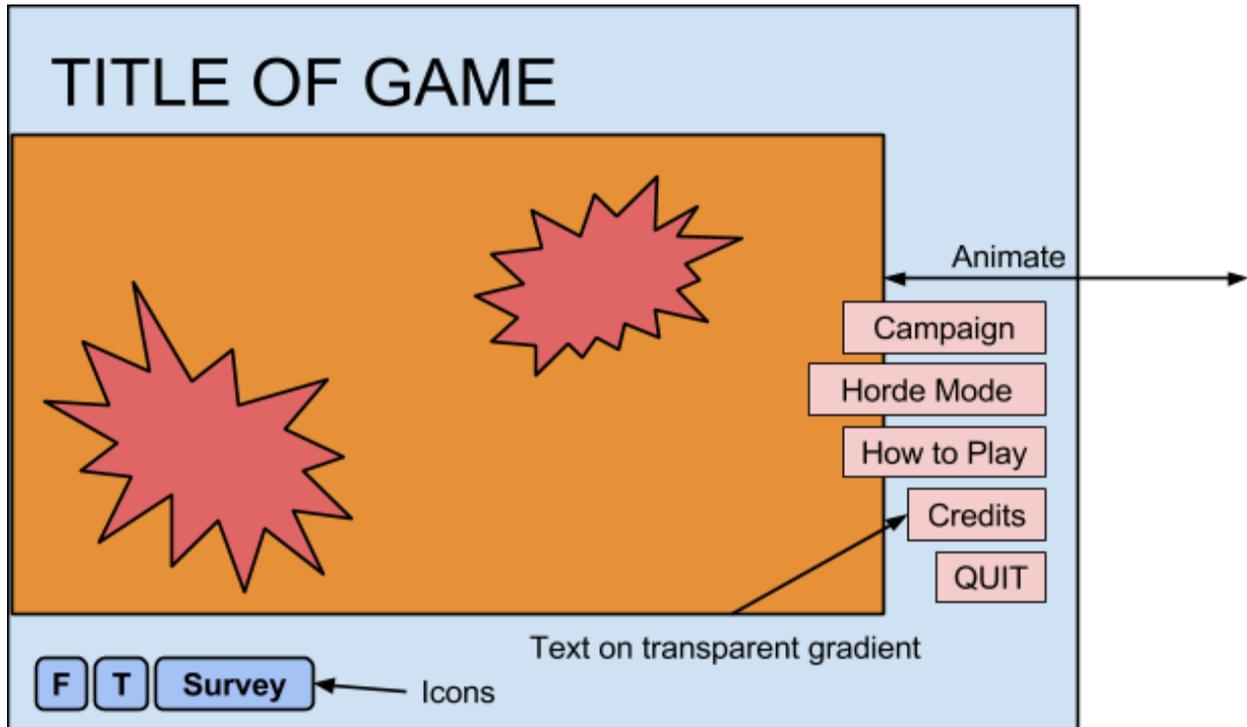
Campaign

Since we have no story yet just a demo picture of Cole fighting the bosses. Screen shots of models or renders and photo shopped together.

Horde Mode

This is where the player chooses whether they are playing single player or multiplayer. There is also the option to see the Single High Score achieved.

Buttons:t

- Single Player → Sets game to single player
- Multi Player → Sets game to multiplayer
- Highscore → Shows high score Screen / group
- Back / Main → Goes to main menu
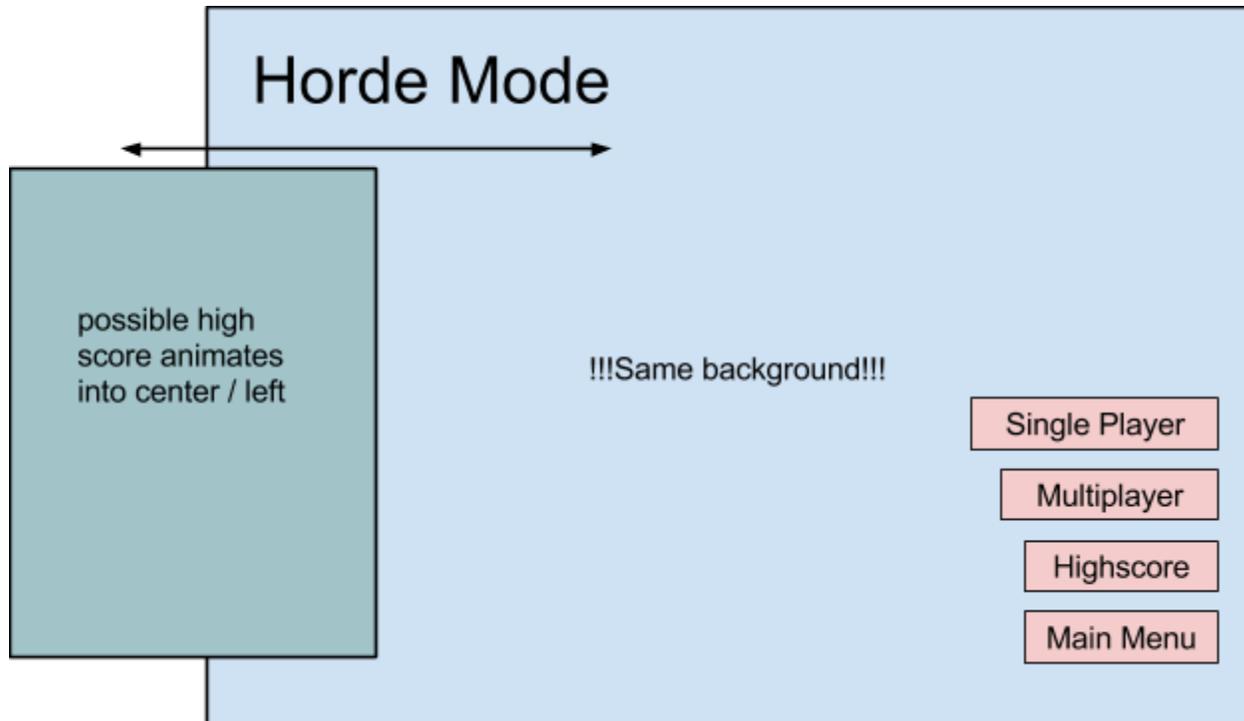
Horde Mode Highscore

The high score shows both the score for single player, multiplayer, and perhaps also teams (a combined score to go along with your competitive score plus the ability to give yourself a cool team name!). This might be a small screen or group that just slides onto the screen since the space isn't being used for anything else.

Buttons:
- Back / Close → Goes back to the horde mode screen.
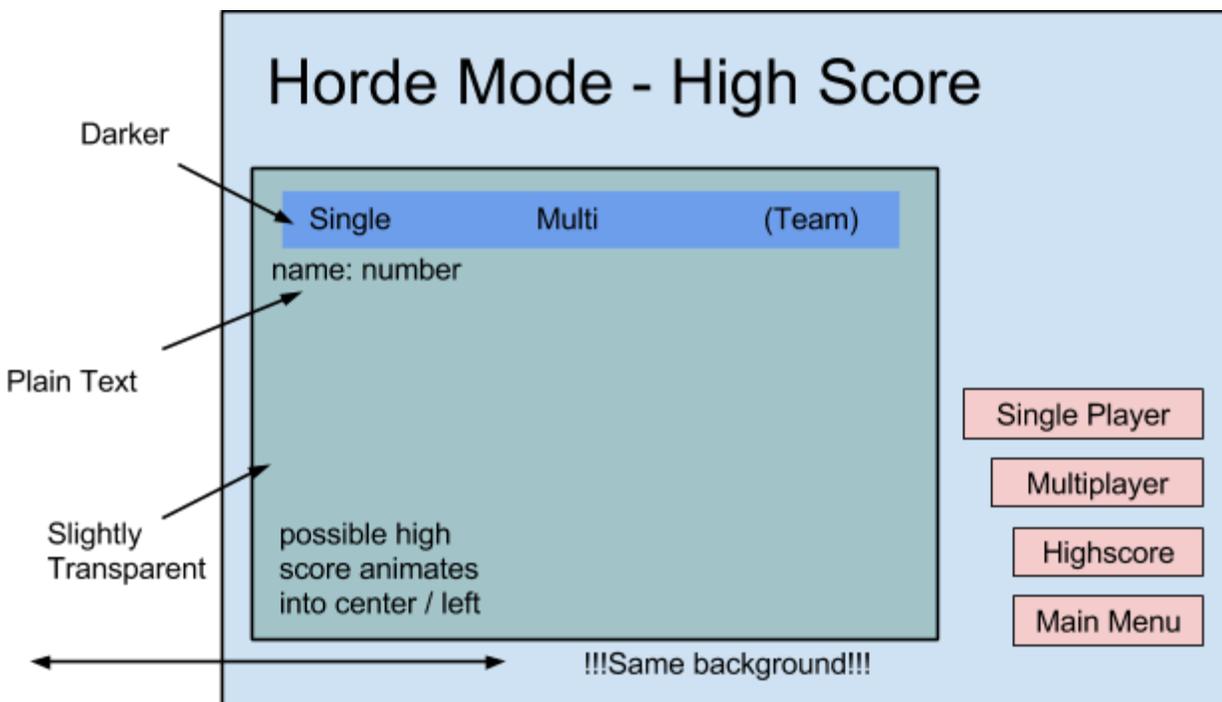
Horde Mode Player Select

This is where the player can choose to select which player they wish to play as, are shown which color they are and the name they want to have for their high score.
Buttons:

- Arrows / Right Stick → Scroll through avatars
- Activate Button → Select avatar and enter name (for teams could enter a team name and choose from a list of code names, so team name could be EagleArrows, and so player one might choose the code name Delta, and so in the high score his name would be EagleArrows Delta)
- Finish → A prompt button once all players have chosen, goes to map select.
- Back → Goes back to horde mode screen.
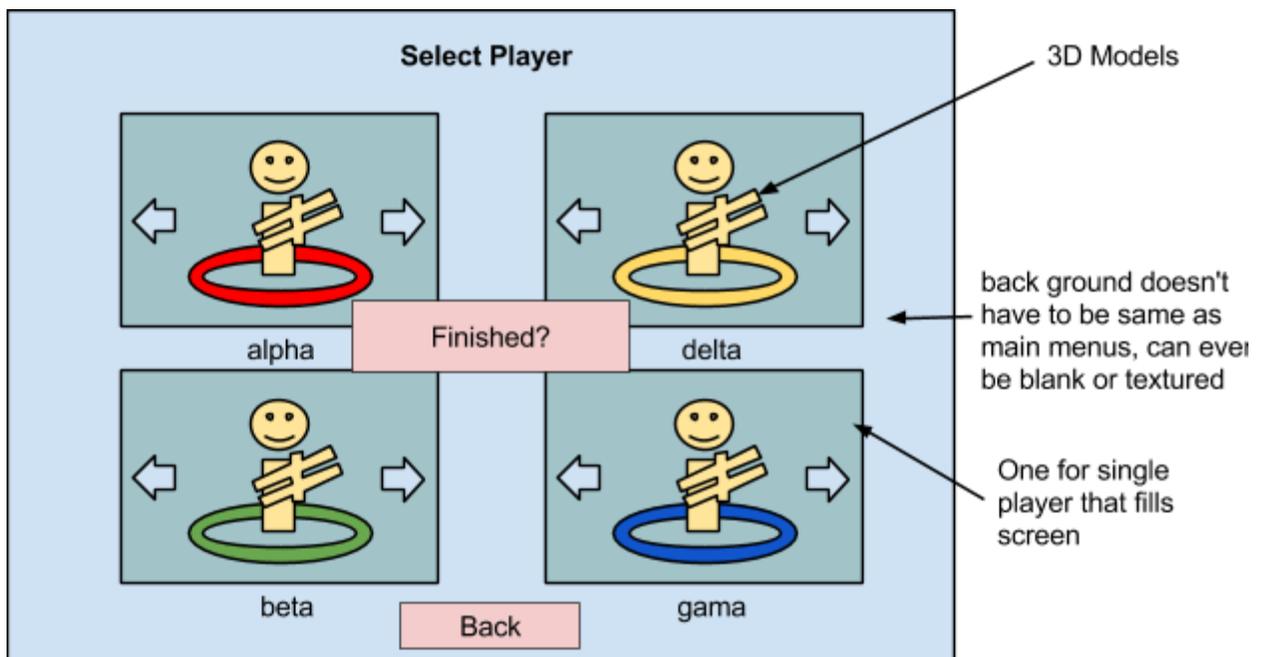
Horde Mode Map Select

This is where the players can select and choose a map to play in. The list will on the left side where you can scroll up and down between the maps. The right side will show a shot of the map, maybe mixed with screenshot, top-down keyed map, and stats. This graphics animates in and out when selecting new maps.

Buttons:
- Arrows → scrolls through maps.
- Play → Starts the map.
- Back → goes back to player select screen.
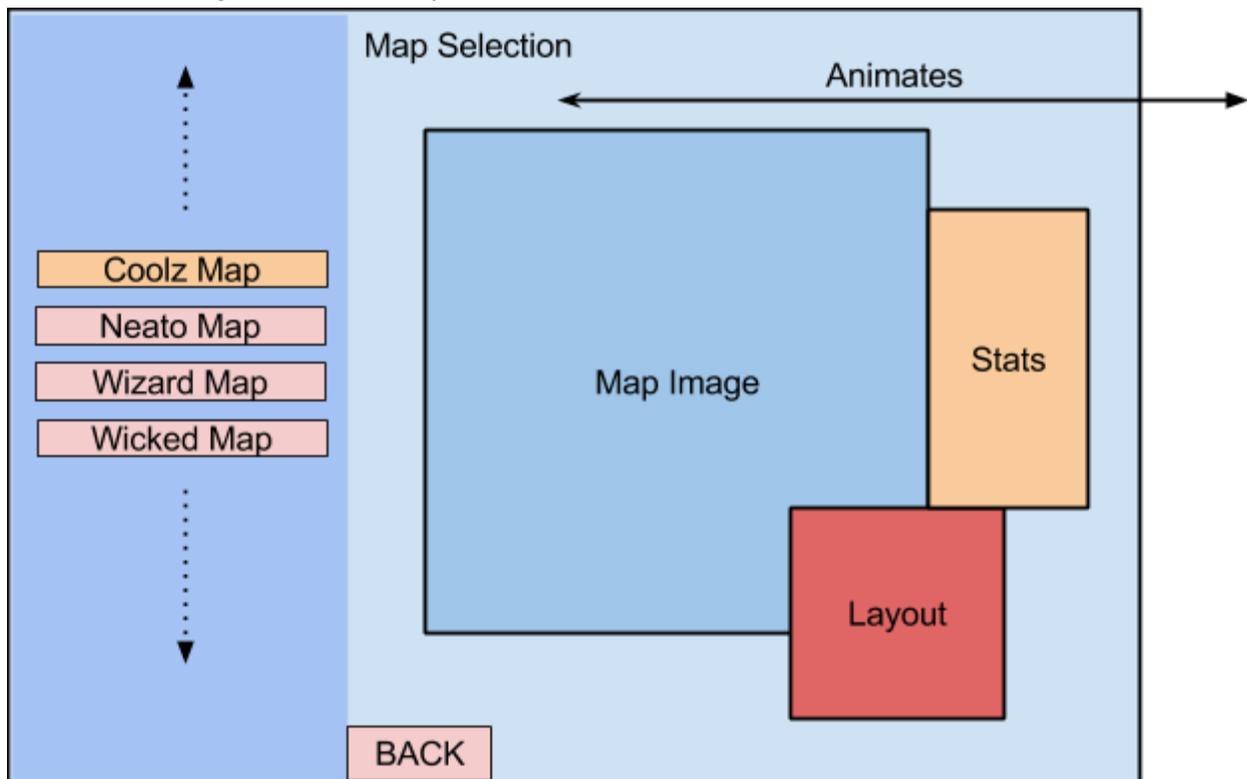
How to Play

How to play is just a series of images that the player can scroll back and forth through to get the information he needs. Nothing fancy, maybe animate up and down? Maybe have button to switch between keyboard and gamepad on control page. Arrow keys and action button scroll through information. Back button or end of instructions goes back to main menu.

Credits

Again like How to play this is a single image or animated scrolling text or animated image with text on image. Any button or click or keypress exits back to main menu.

In Game Menu

The in game menu is when the player pauses! For now all the buttons we need are resume and quit. To fill up the space we can add a summary of the game played so far, time taken, kills made, score of players, objectives completed, etc. Besides showing the buttons and stats the screen can be faded out a bit to show it is inactive (helps to see the information and buttons too). Buttons:

- Resume → Returns to the game and unpauses
- Quit → Goes to the level select of the mode.
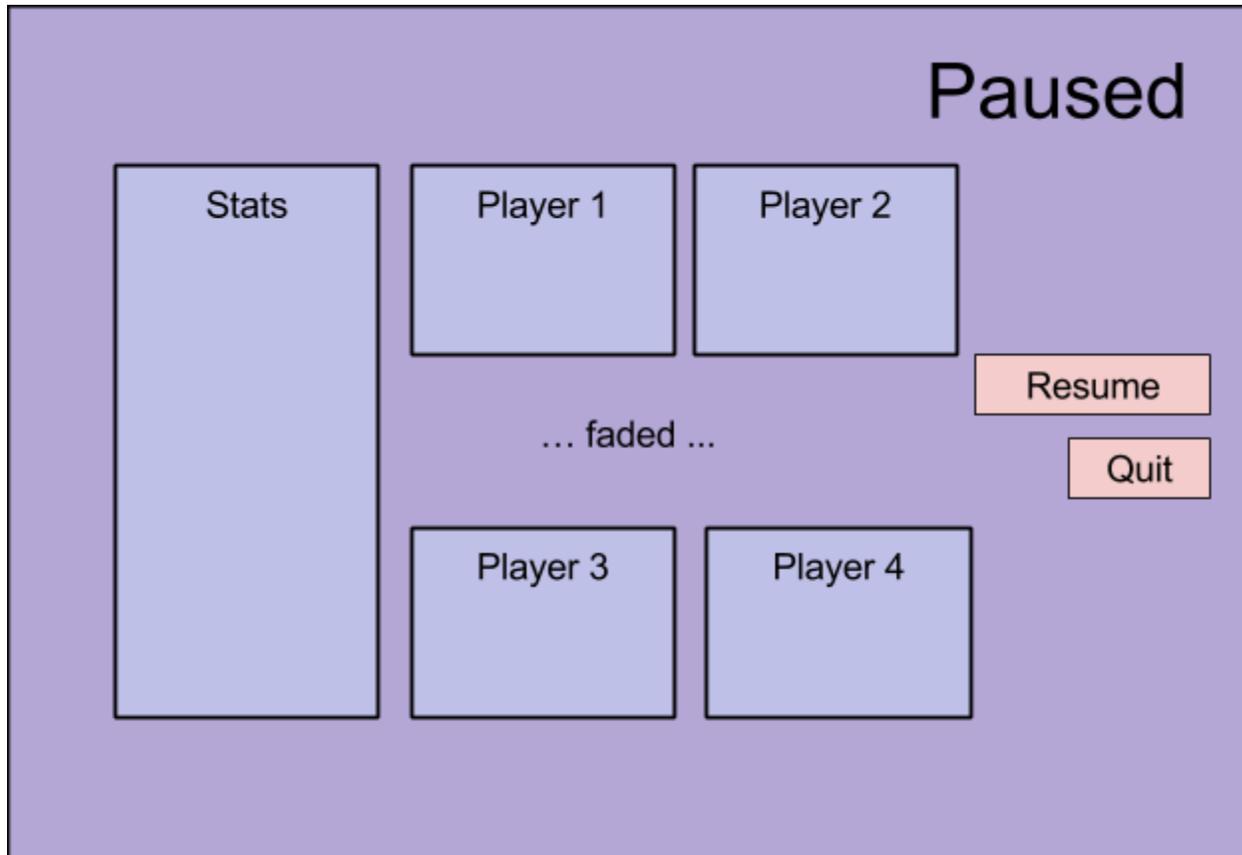
Game Over

When the players have died or finished a map this screen shows, with each player and their high score they have accumulated. On the left the high score is shown.
Buttons:

- Select Level → Goes back to level select.
- Main Menu → goes straight back to main menu.