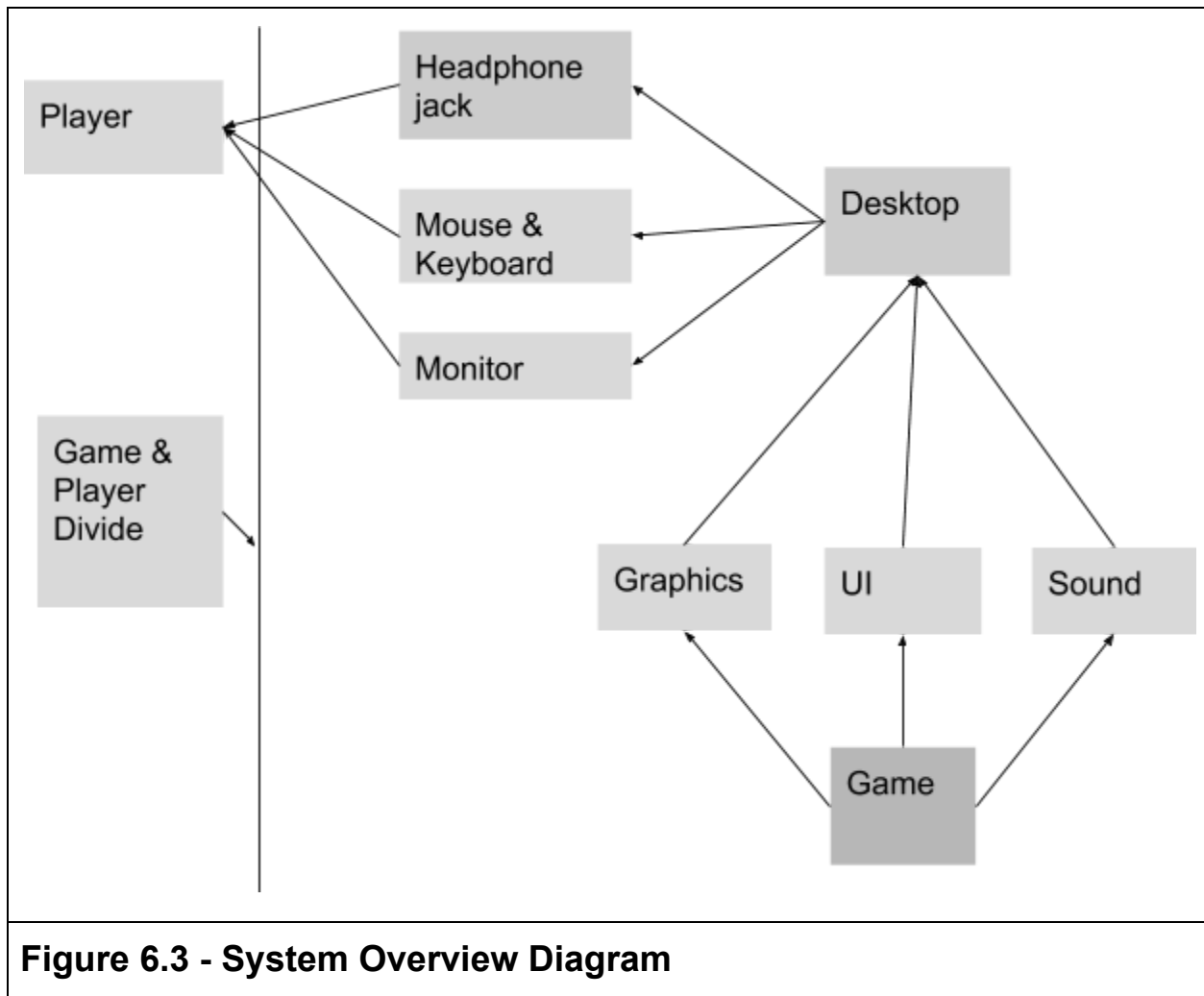


Figure 6.2

1. User Interface: Start Menu - menu that user see before they join the game.
2. User Interface: Town - Shows NPC and have option to interact with the NPC in order to resolve transactions, ability to access menu in top right.
3. User Interface: Dungeon - Shows self health bar, mana bar, actions available, weapon available, enemy health bar, enemy intent
4. User Interface: General Menu - Have option to save, change settings, etc. Also pauses the game.
5. Graphics: Town - Peaceful, green, happy environment.
6. Graphics: Dungeon - Floor based themes.
7. Sound: Different sound track depending on event and area.
8. Save Data: Saved to a local folder.
9. Load Data: Load Data from local folder



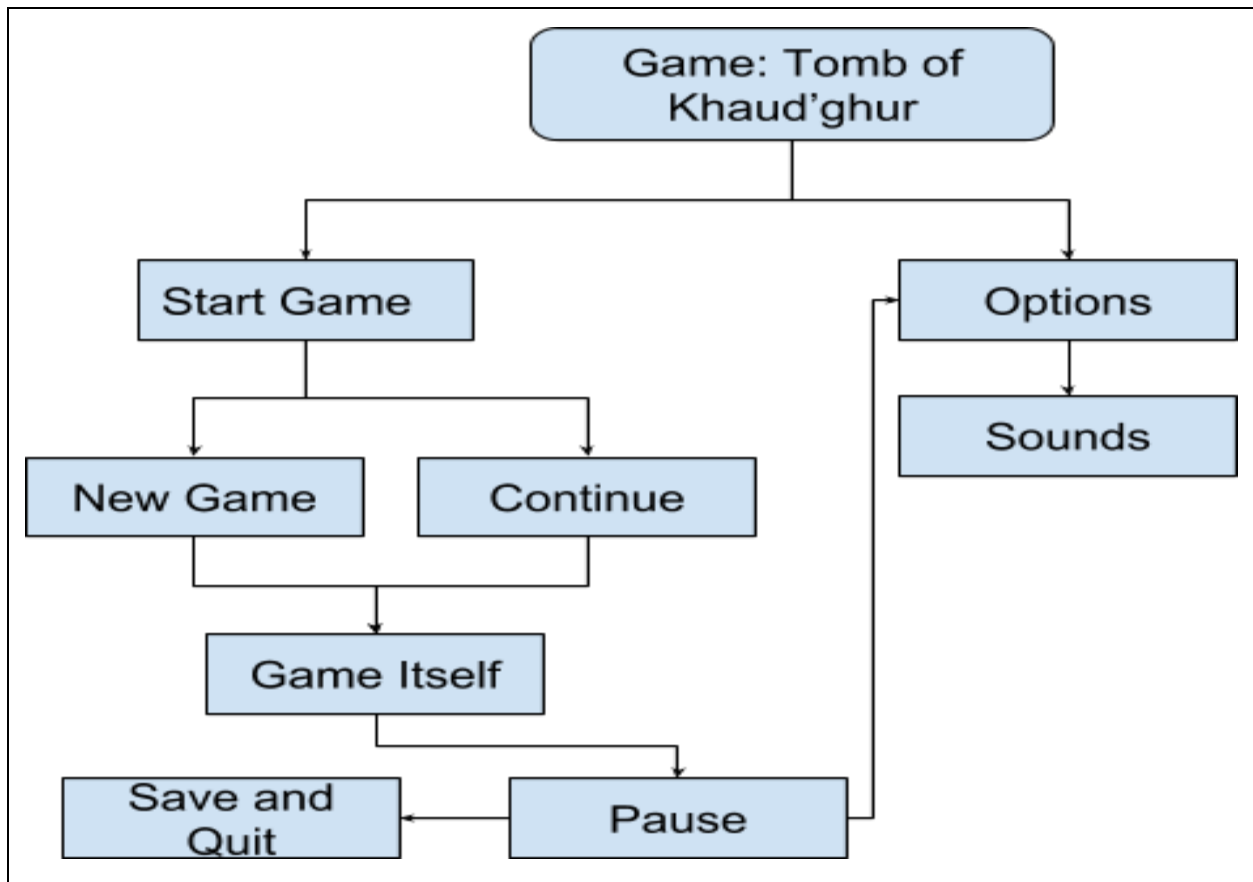


Figure 6.3 - Screen Hierarchy Diagram