

EEP's TaxE Software Engineering Project (Appendix D, Software Engineering Project (SEPR) Group Open Assessment)
Final Prototype

The final prototype was created on RealTimeBoard: RealTimeBoard, "RealTimeBoard". Internet: <https://realtimeboard.com/app/> . [December 8th, 2014].

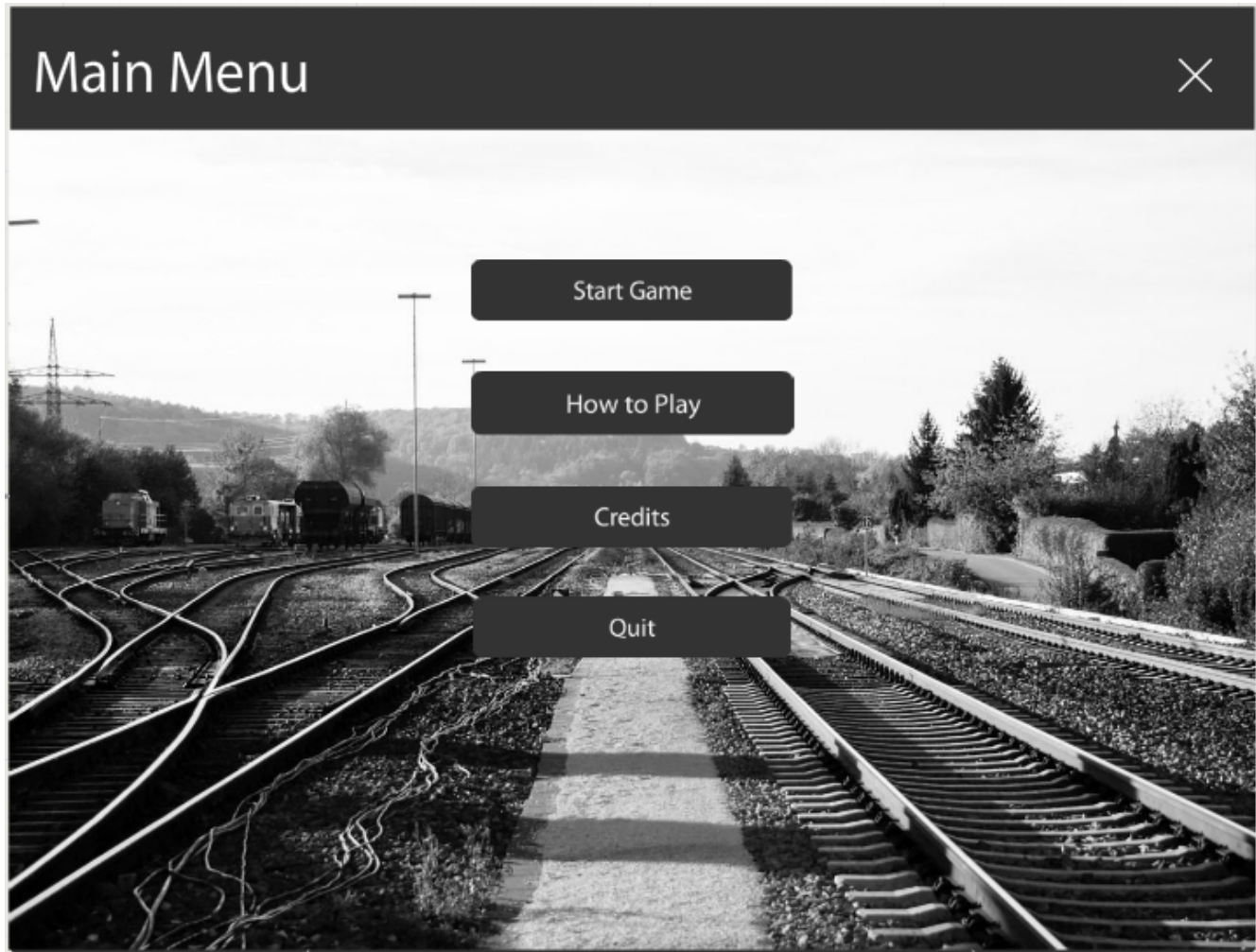
These were shown to the clientele to be approved:

1. Player Name Screen



User first enters name, hits enter and progresses to Main Menu.

2. Main Menu



User has four options: Start Game, How to Play, Credits and Quit. Taken to respective screens unless quit is pressed, which will exit the game.

3. Credits



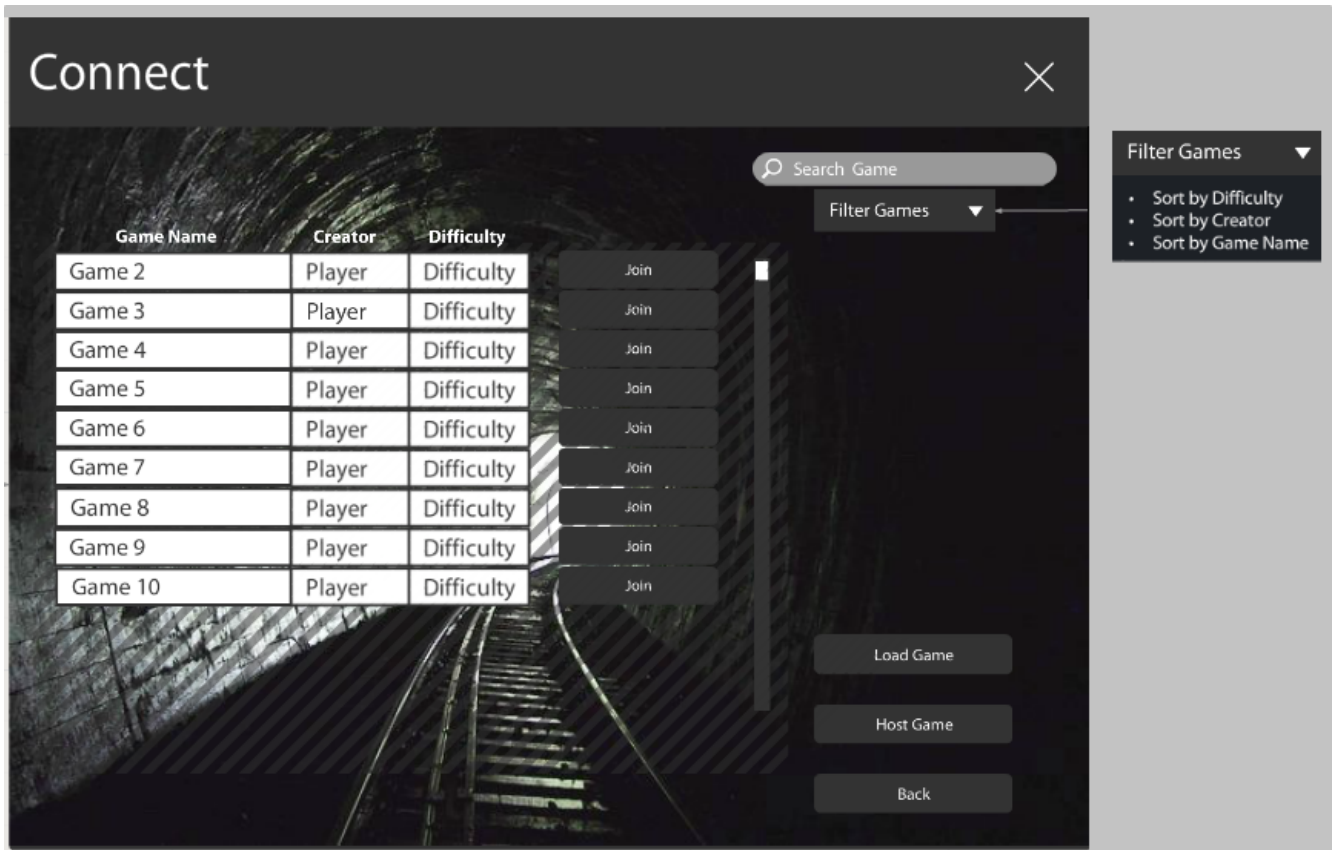
List of people involved in game.

4. How to Play



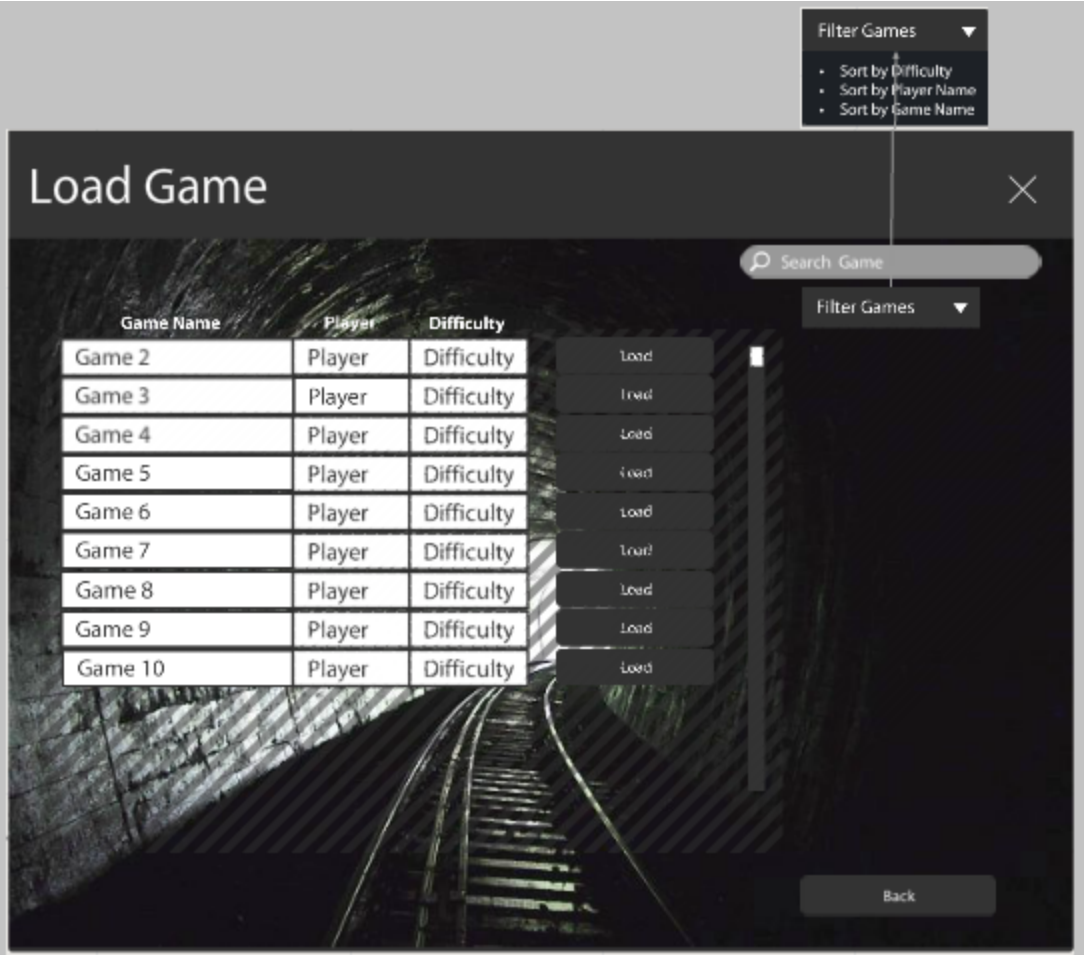
Description of how to play the game.

5. Connect



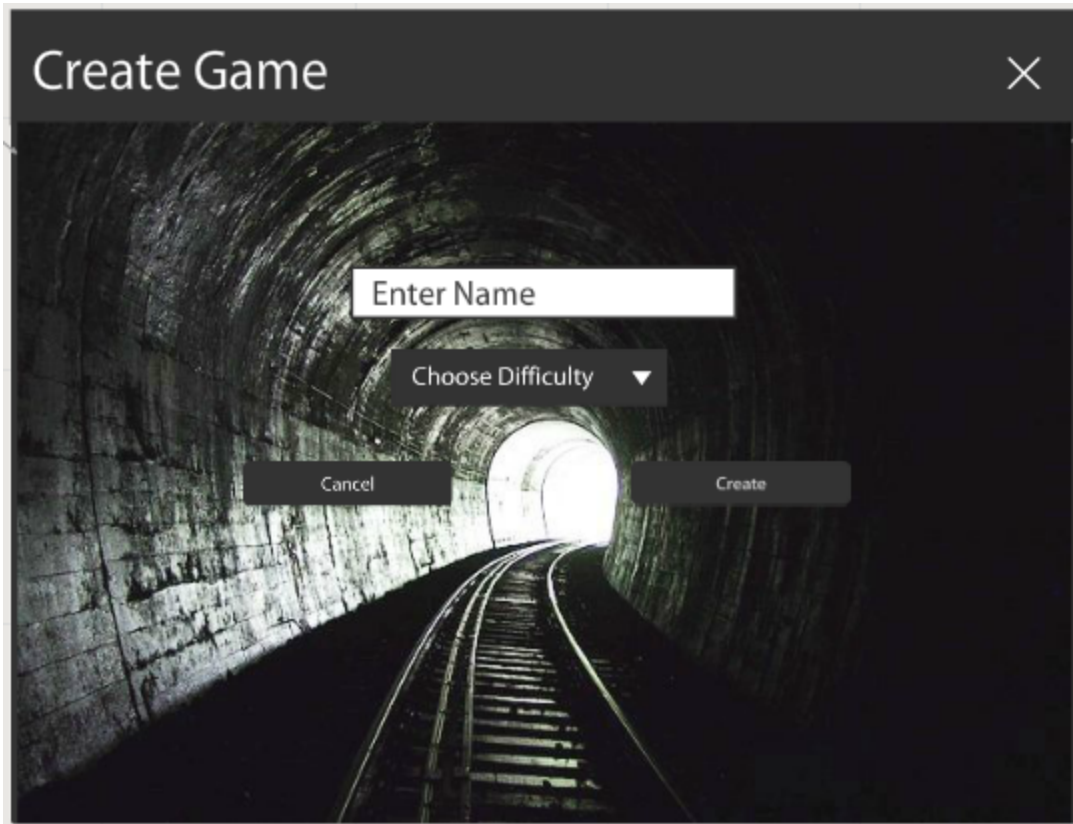
User enters here through start game button on Main Menu. User can join a server from the list, create their own or load a game previously saved. Filter option to order the server list in an appropriate style.

6. Load Game



User enters here from load game. Can host a previously saved game by choosing a saved game from their list.

7. Create Game

A screenshot of a 'Create Game' dialog box. The dialog has a dark gray header with the title 'Create Game' on the left and a close button (an 'X' icon) on the right. The background of the dialog is a dark, atmospheric image of a tunnel with tracks receding into the distance towards a bright light at the end. Overlaid on this background are four UI elements: a white text input field with the placeholder text 'Enter Name'; a dark gray dropdown menu with the text 'Choose Difficulty' and a downward-pointing arrow; a dark gray button labeled 'Cancel'; and a dark gray button labeled 'Create'.

User taken here when they click on “Host game” button on Connect screen. May choose appropriate difficulty and create a name for the game.

8. Host Wait Screen



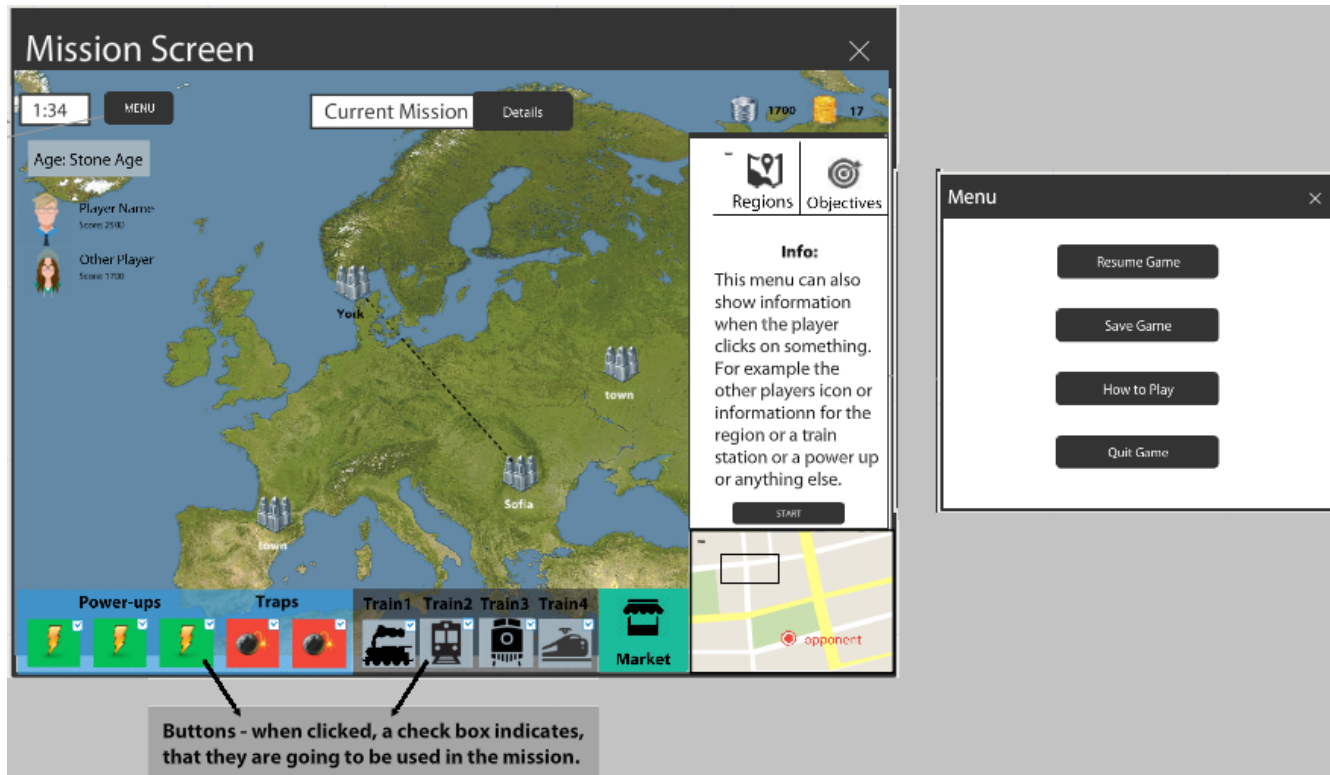
Host waits for another user to join their game.

9. Loading/Connecting



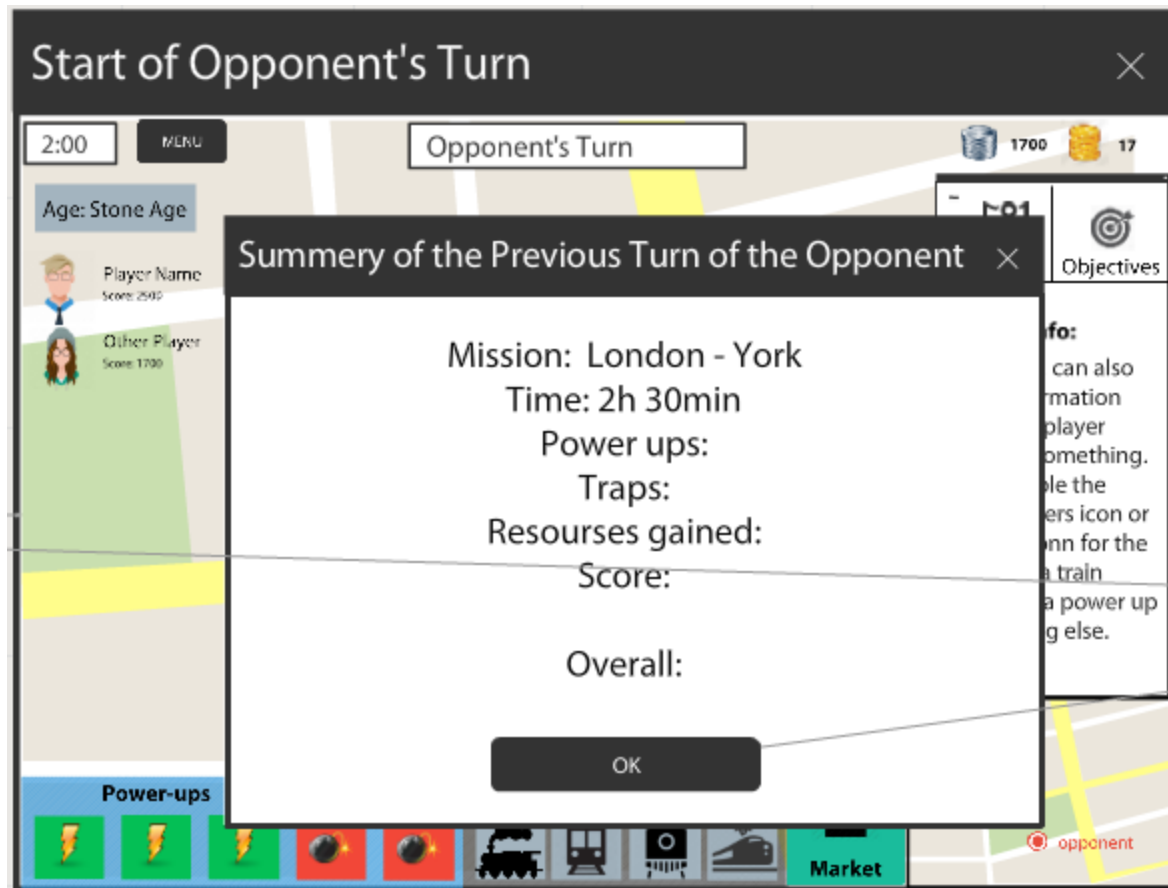
Load screen before entering the game.

10. Mission Screen



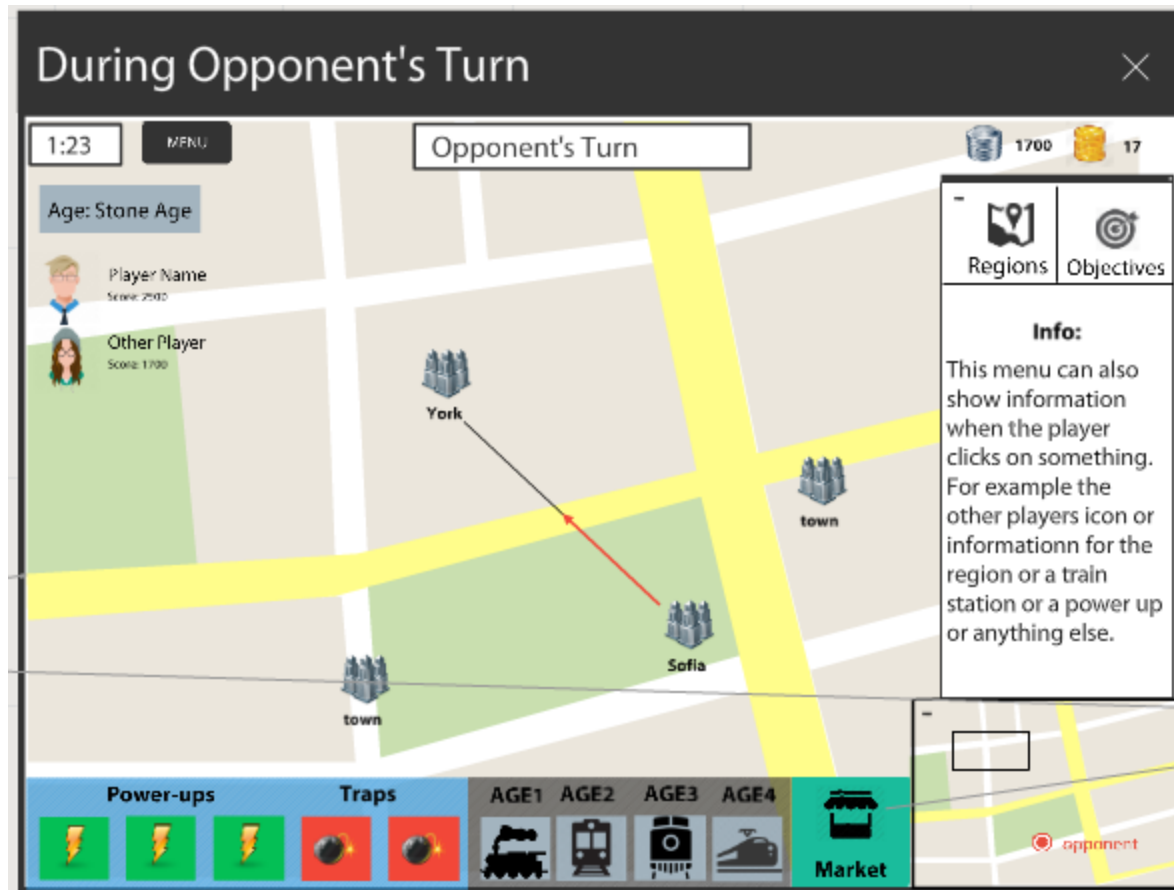
Main user interface in the game. Menu is triggered when "Menu" button is clicked.

11. Start of Opponent's Turn

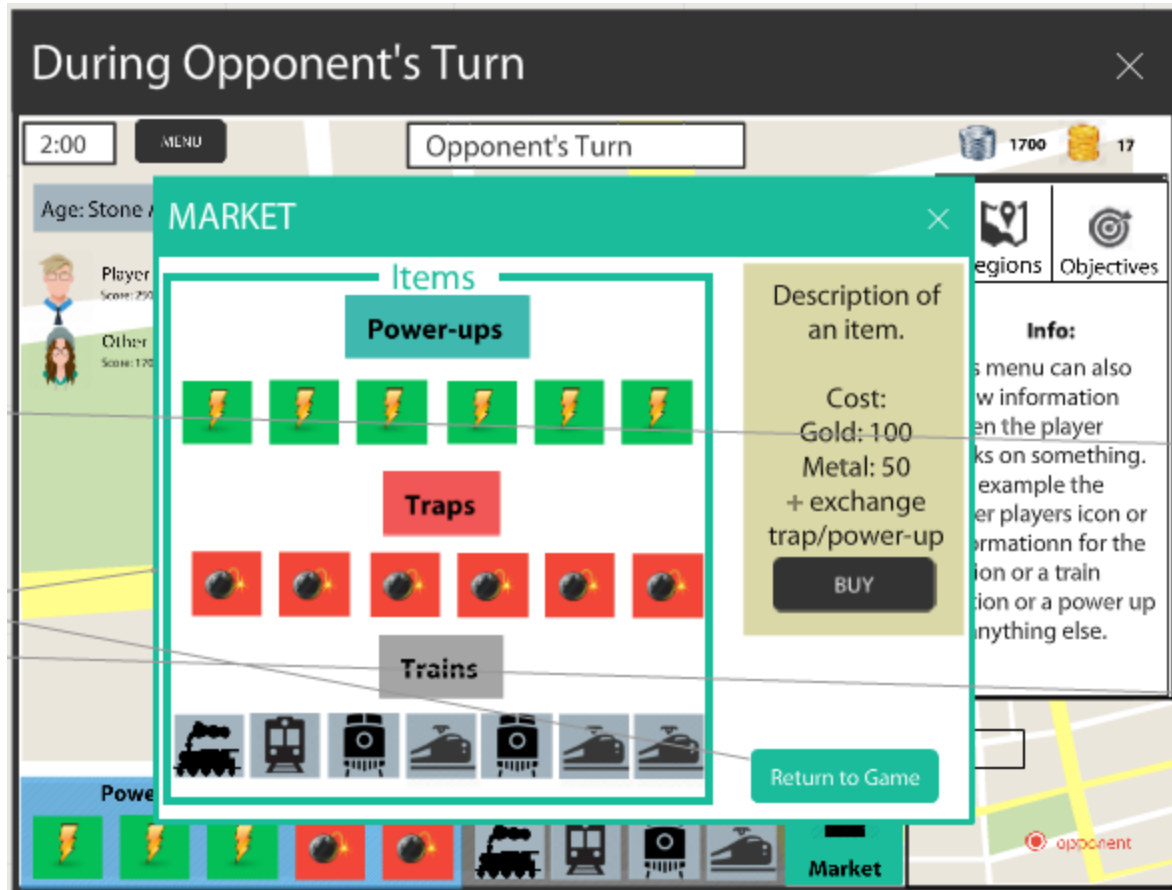


Prompt summary of opponent's last turn.

12. During Opponent's Turn

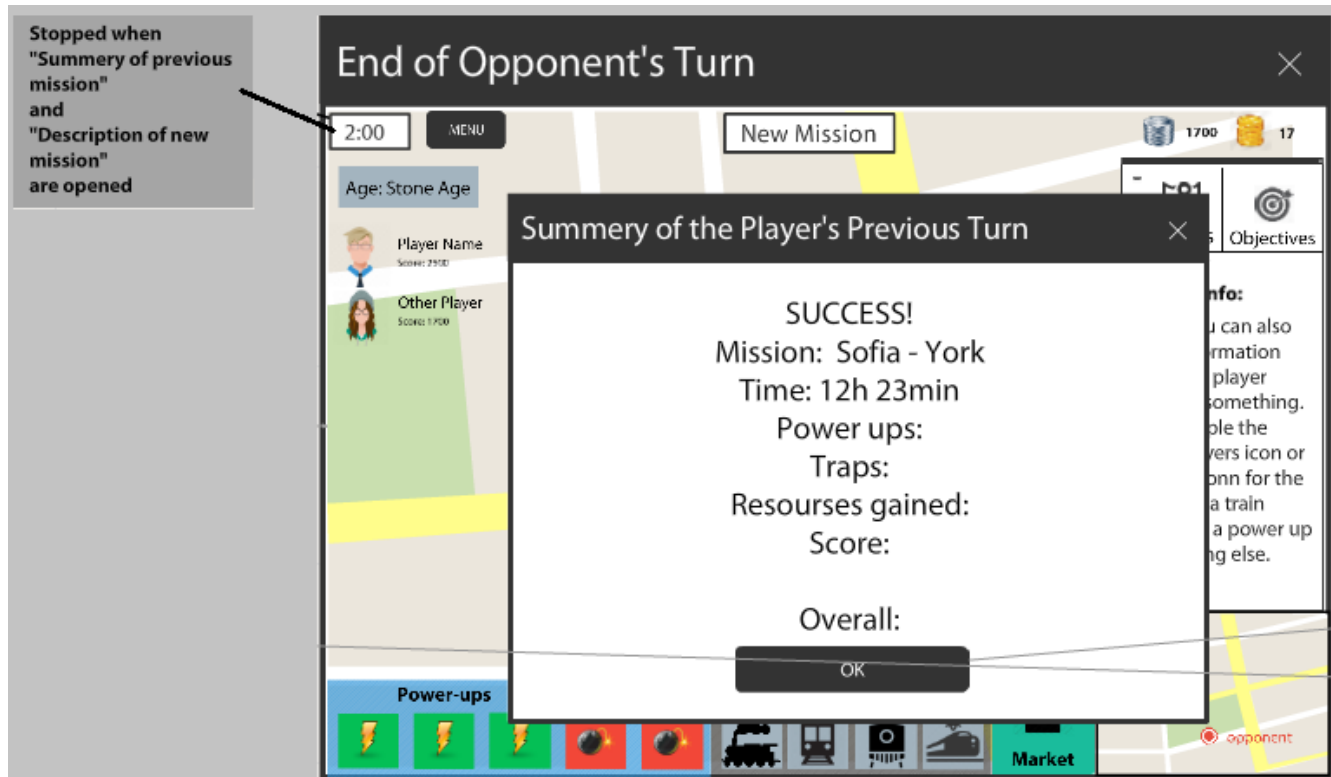


13. Market

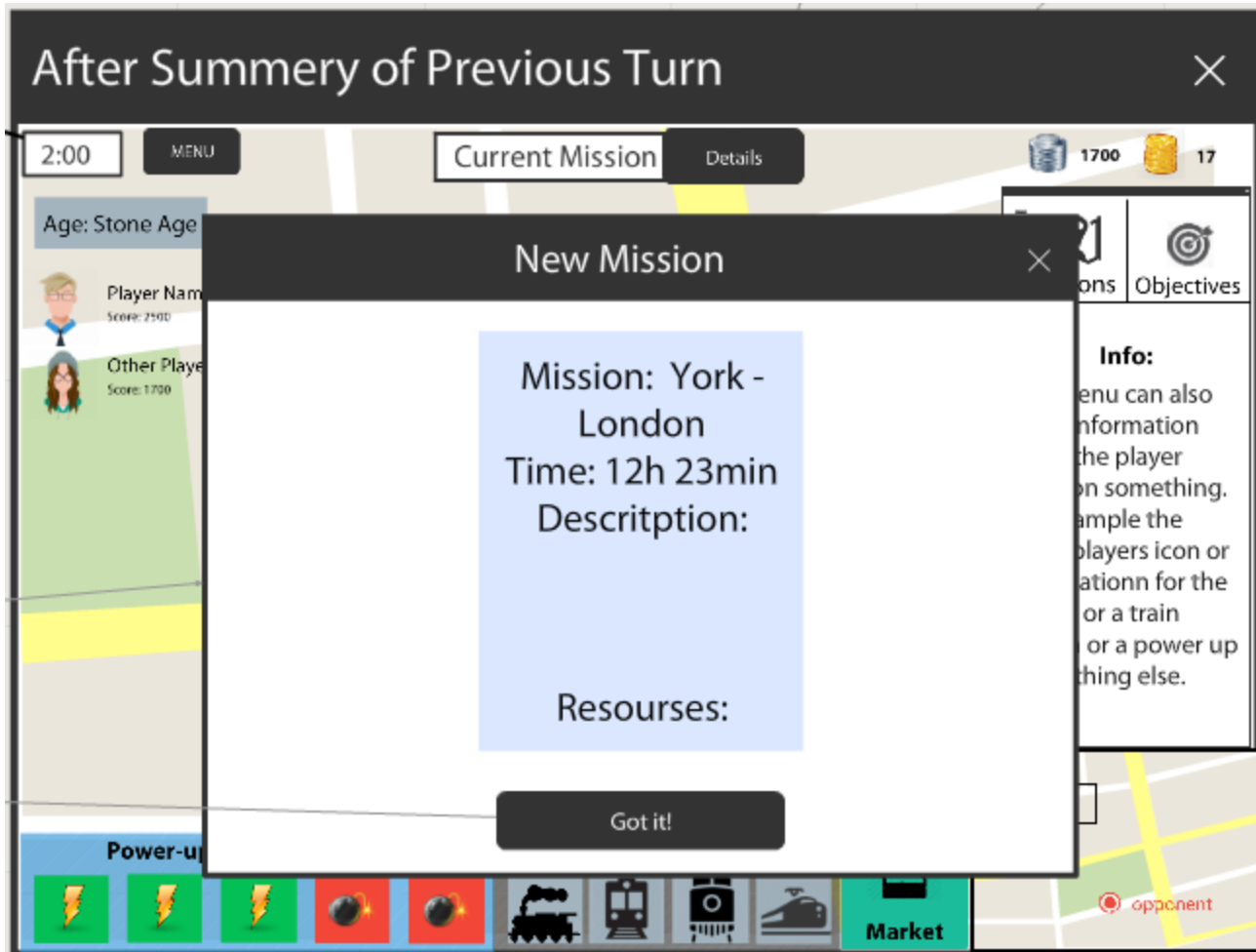


Market Interface to buy resources to use on gameboard.

14. Summary of Your Turn



15. New Goal Assigned



16. Victory

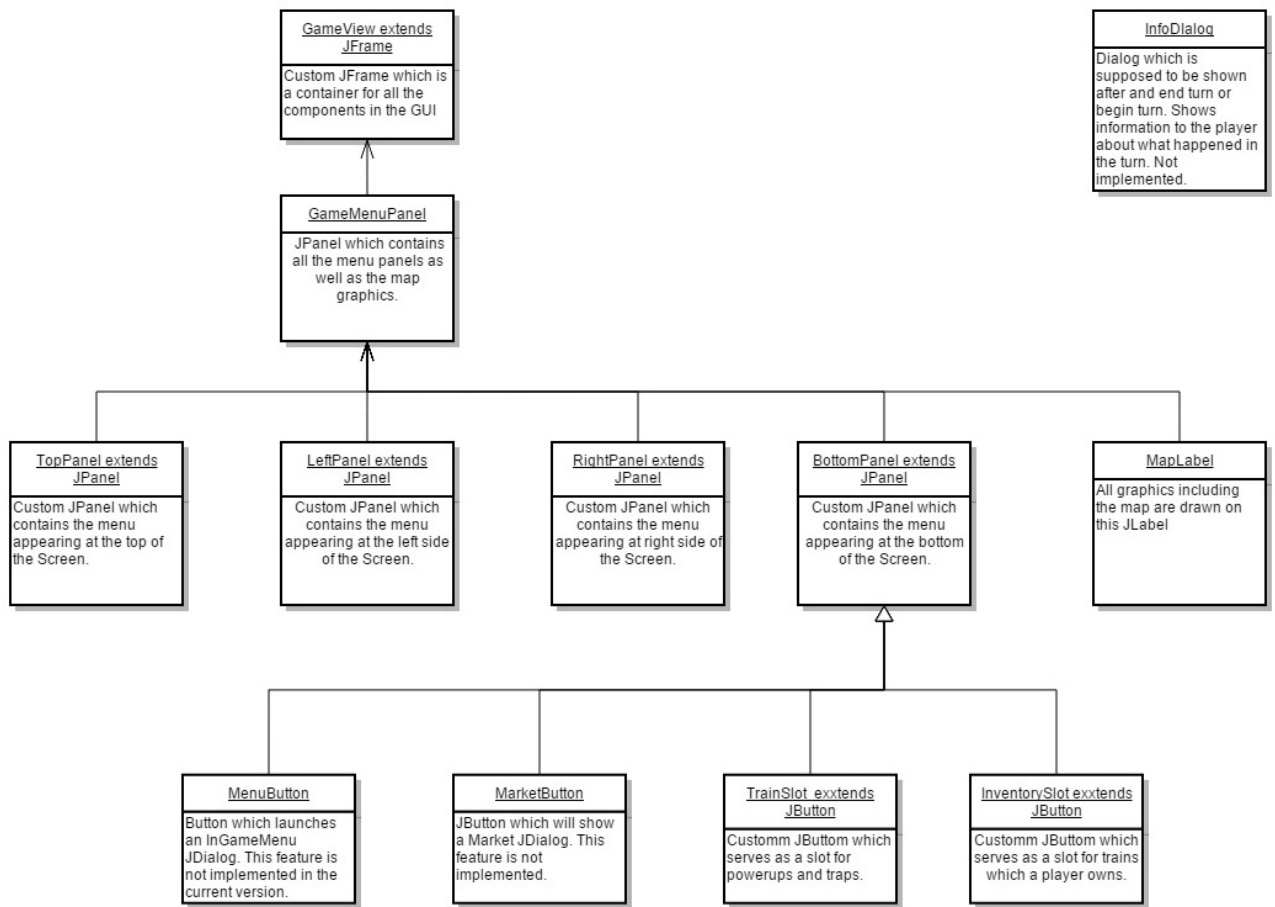


17. Defeat



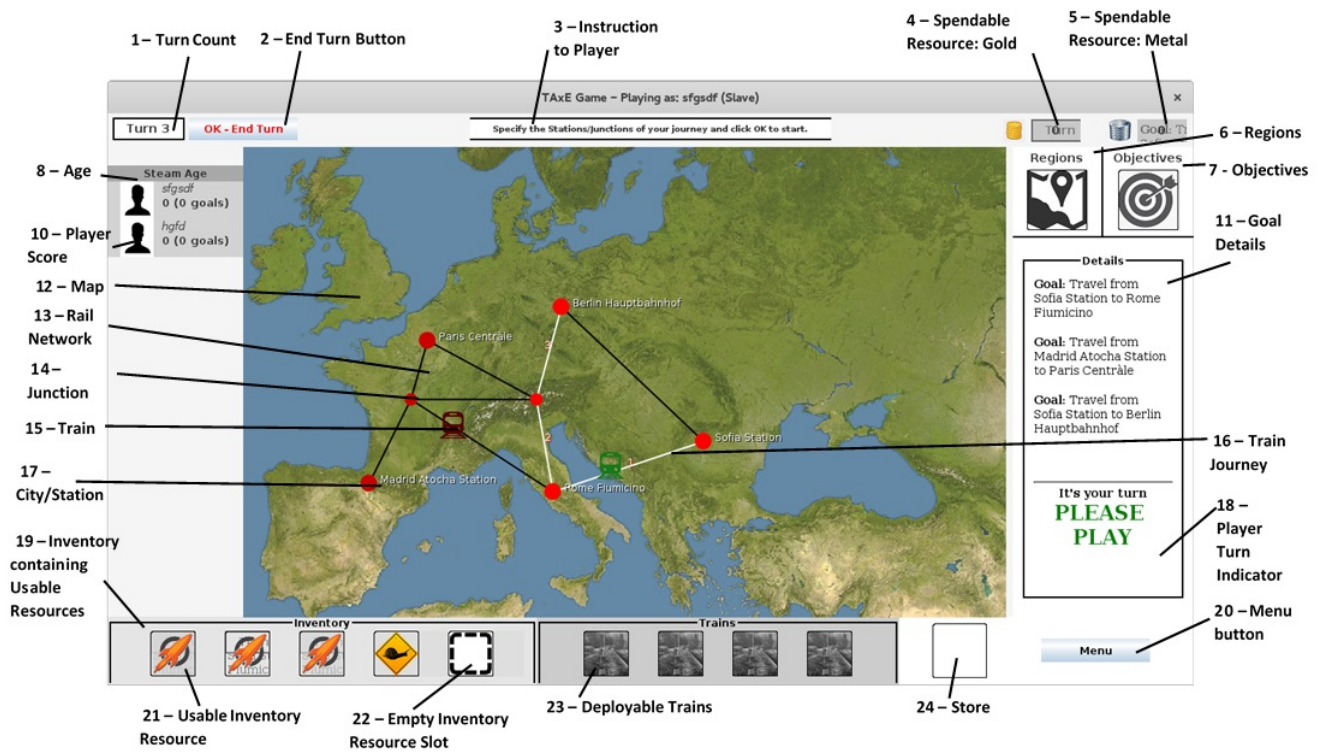
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Game Screen Hierarchy



The game screen hierarchy indicates the panels which are shown on the main game user interface. An explanation is contained in each box.

EEP's TaxE Software Engineering Project (Appendix F, Software Engineering Project (SEPR) Group Open Assessment) **Main Map GUI Annotated**



This is the main map GUI which has been annotated to provide a reference point for the Components and GUI Report. Another version of the annotated map is available in the User Manual.

**EEP's TaxE Software Engineering Project (Appendix G, Software Engineering Project
(SEPR) Group Open Assessment)**
Used Images

All used image files are contained within the resource folder of the tax-game.

The map was obtained from Wikipedia [1] for educational purposes.

The other images were taken from an open source (creative commons) website Freepik [2] and Pixabay [3].

References

1. Wikipedia, "File:Europe satellite image location map.jpg". Internet: http://commons.wikimedia.org/wiki/File:Europe_satellite_image_location_map.jpg. Sept. 28th, 2008 [Dec. 2nd, 2014]
2. Freepik, "Graphic Resources for Everyone". Internet: <http://www.freepik.com/>. [Dec. 2nd, 2014].
3. Pixabay, "Free High Quality Images You Can Use Anywhere". Internet: <http://pixabay.com/en/> [Dec. 2nd, 2014]