



1

Player can click the gear icon to view and make changes to their current settings. See the "Settings" wireframe.

Player can click the profile icon or their screenname to view and make changes to their profile.

2



Ren Smith

Player can click the book icon to view their journal entries and the resources in their Field Guide.

Player can click the case icon to view and use the items in their inventory. See the "Inventory" wireframe.

These bars display the player's current health levels in three categories.

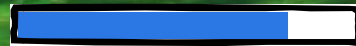
3



4



Hydration



Nutrition



5

Energy





Tools

Resources

Clothing

Other

1

The player can toggle through these tabs to view different categories of items in their inventory.



Shovel

2



Axe

The player can select these icons to equip different tools. The box containing the tool they currently have equipped is grey.



Rope



Knife

Q search

3

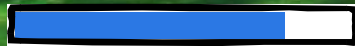
The player can type keywords into this bar to search for a particular resource in their inventory.

4

The case icon turns grey when the player is looking at their inventory. They can click the case icon again to exit the inventory window and return to the main gameplay view.



Hydration



Nutrition



Energy





GO BACK



Go Back- Player can exit the settings menu and return to their current game progress.

Save

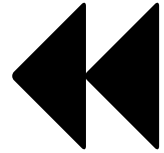
Audio

Video

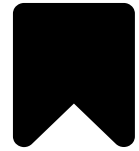
Controls

2

Players can select the save, audio, video, and control options.



Restart Quest



Save Progress



Save & Quit

3

Players can take action on their progress to restart, save and quit the game.

Name _____

1

Players choose a name for their character, which will be visible to other players when playing online.



4

Baseline health levels at the start of play.

Character class

- Healer: Healers are knowledgeable in field medicine, medicinal plants and mushrooms, and are good negotiators.
- Builder: Builders are good at building shelters, water and defense systems, and repairing equipment.
- Warrior: Warriors are skilled in defense against hostile humans/animals, strategy/tactics, protecting territory and guarding children.
- Hunter: Hunters have good hunting/tracking skills and are knowledgeable in animal behavior and edible plants/fungi.
- Scout: Scouts are excellent natural navigators and map readers, stealthy, skilled in reconnaissance/intel and firestarting.

2

Players can choose from one of 5 character classes, each with their own knowledge, skills, and strengths.

Highlighted area indicates character choice.

3



5

Inventory at the start of play. Unique to each class of character.

Starting inventory

	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

6

From here, players move on to customize their character.

NEXT ►





GO BACK





Player can exit the menu and return to their current game progress.


Field Notes


Entries 


A Subtitle 

A Subtitle 

A Subtitle 

A Subtitle 






Shows all available entries that players can reference. If the list exceeds the viewing window, the player can scroll down to view more

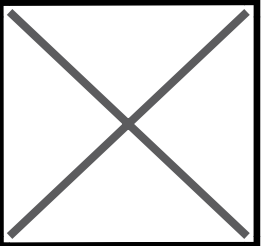


Current Entry

Shows the selected entry and the text/instruction/image that support it.

 A Big Title

Handwritten-style text



Handwritten-style text

Next Entry >



Clicking this button will take players to the next sequential entry available from the left-hand list.

Game Title: The Last Stand

Created: 11/4/2020

Version: 1

Designers: Group 2 - Caroline Gates, Jennifer Meeks, Vicki Buckley

Unresolved Issues: None pending