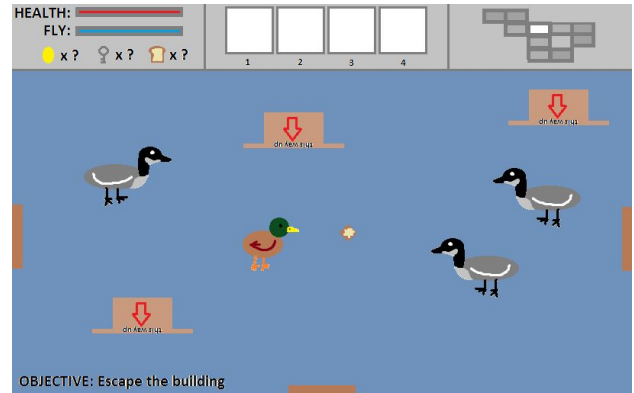# GUI Report

Since our game is inspired by The Binding of Isaac, we have decided to have a very similar GUI as we believe this will be the most effective since this game has proven to be very successful. Our requirements, specifically requirements 4.3 and 4.4 state that our game must show the amount of points the user have and that our game has to show the locations of any obstacles. Our GUI will satisfy these requirements by showing the amount of points at the top of the screen and by showing all obstacles. Our GUI will extend these requirements by also showing our users health, objectives, collectibles and abilities because we feel that these pieces of information make the game easier to understand and hence less frustrating and more enjoyable. Our requirements also state that we need to show where the player is in the university, we feel the easiest way to implement this is by creating a mini map in the top corner of the screen.
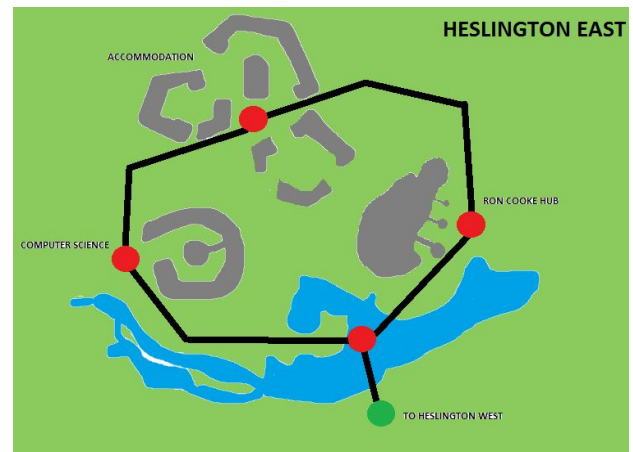
We originally decided on a Legend of Zelda style overworld, but when we came to design this we realised it would be difficult to implement and instead opted for an overworld based on the Mario games - with different levels shown on the map and simple paths between them that the user can use to navigate. This will make the game more enjoyable as the map is much clearer and allow the user to quickly identify the different levels again making the game easier to navigate and understand, making the game more enjoyable.