Single Player

- The following series of wireframes show the structure and flow of the Single Player game flow moving into Customisation with mock-up in-game HUD and visual style.

SCREEN 3

Garage

Select Car

No

Customise Car?

Yes

Styling → Colour → Change Colour

Styling → Decals → Change Decals

Styling → Wheels → Change Wheels

No

Finished Customising? → Yes

Weapons → Front Weapons → Select Part

No

Finished Customising? → Yes

Armour → Front Armour → Select Part

Armour → Side Armour → Select Part

Armour → Rear Armour → Select Part

No

Finished Customising? → Yes

BASE H/Q SECURITY CAM 1 01/19/05 19.03HRS

SINGLE PLAYER
MULTIPLAYER
OPTIONS
LOAD/CREATE PROFILE

SELECT ⊗
BACK △

CUSTOMISE VEHICLE SECURITY CAM 8 01/19/05 19.03HRS

STYLING
WEAPONS
ARMOUR

SELECT ⊗
BACK △