



Documento de diseño de la interfaz gráfica

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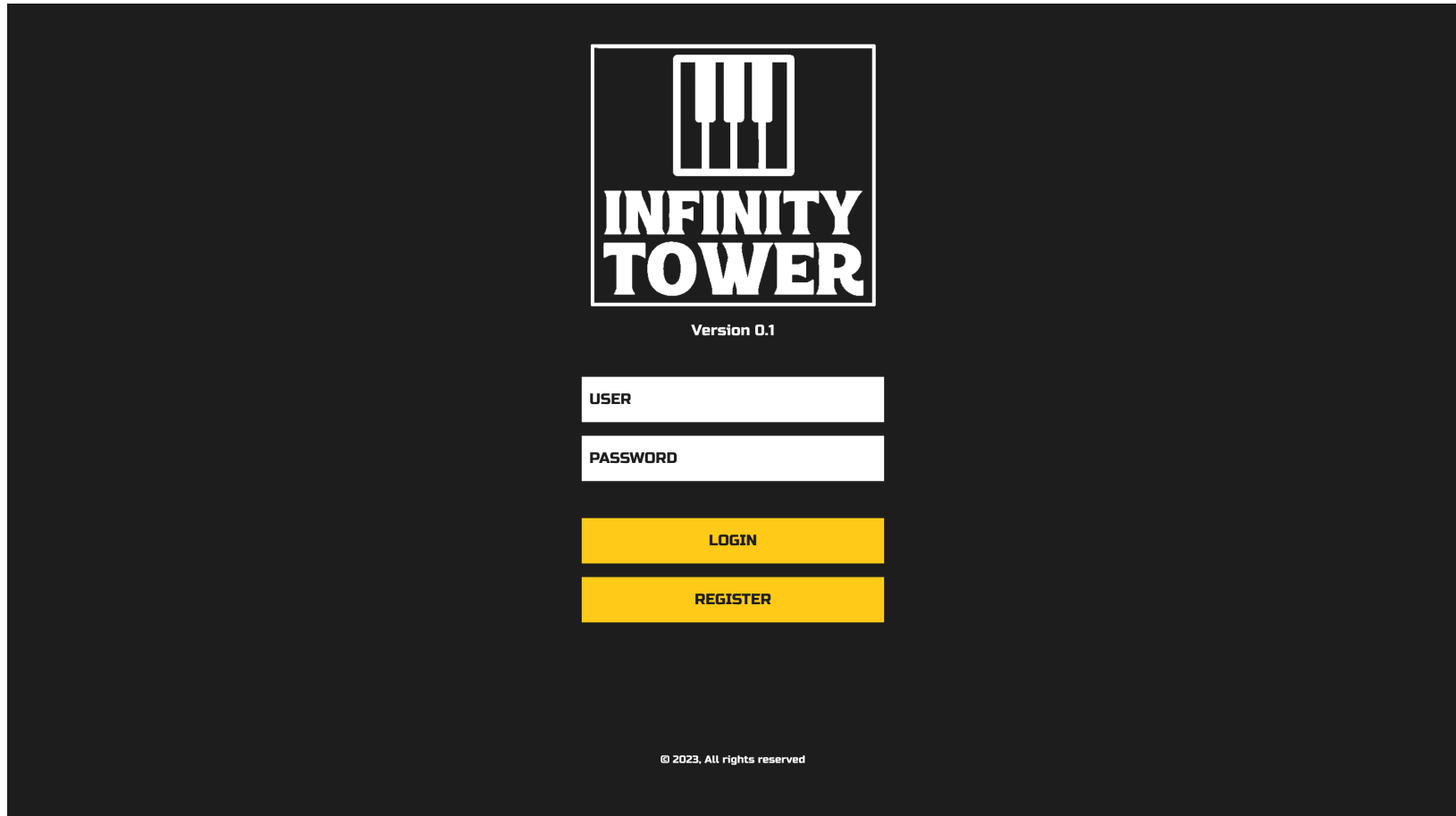
Revisión: 1.2

Fecha	Revisión	Descripción	Autor
03/07/2023	1.0	Borrador inicial	Carlos Andrés Castaño Bustos

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1. Autenticación



The image shows a login interface for 'INFINITY TOWER'. At the top center is a logo consisting of a square frame containing a stylized piano keyboard with five white keys. Below the logo, the text 'INFINITY TOWER' is written in a bold, white, sans-serif font. Underneath the logo and text, 'Version 0.1' is displayed in a smaller white font. The main part of the interface features two white input fields: the top one is labeled 'USER' and the bottom one is labeled 'PASSWORD'. Below these fields are two yellow buttons with black text: 'LOGIN' and 'REGISTER'. At the very bottom of the screen, the text '© 2023. All rights reserved' is visible in a small white font.

**INFINITY
TOWER**

Version 0.1

USER

PASSWORD

LOGIN

REGISTER

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Figura 1: Inicio de sesión

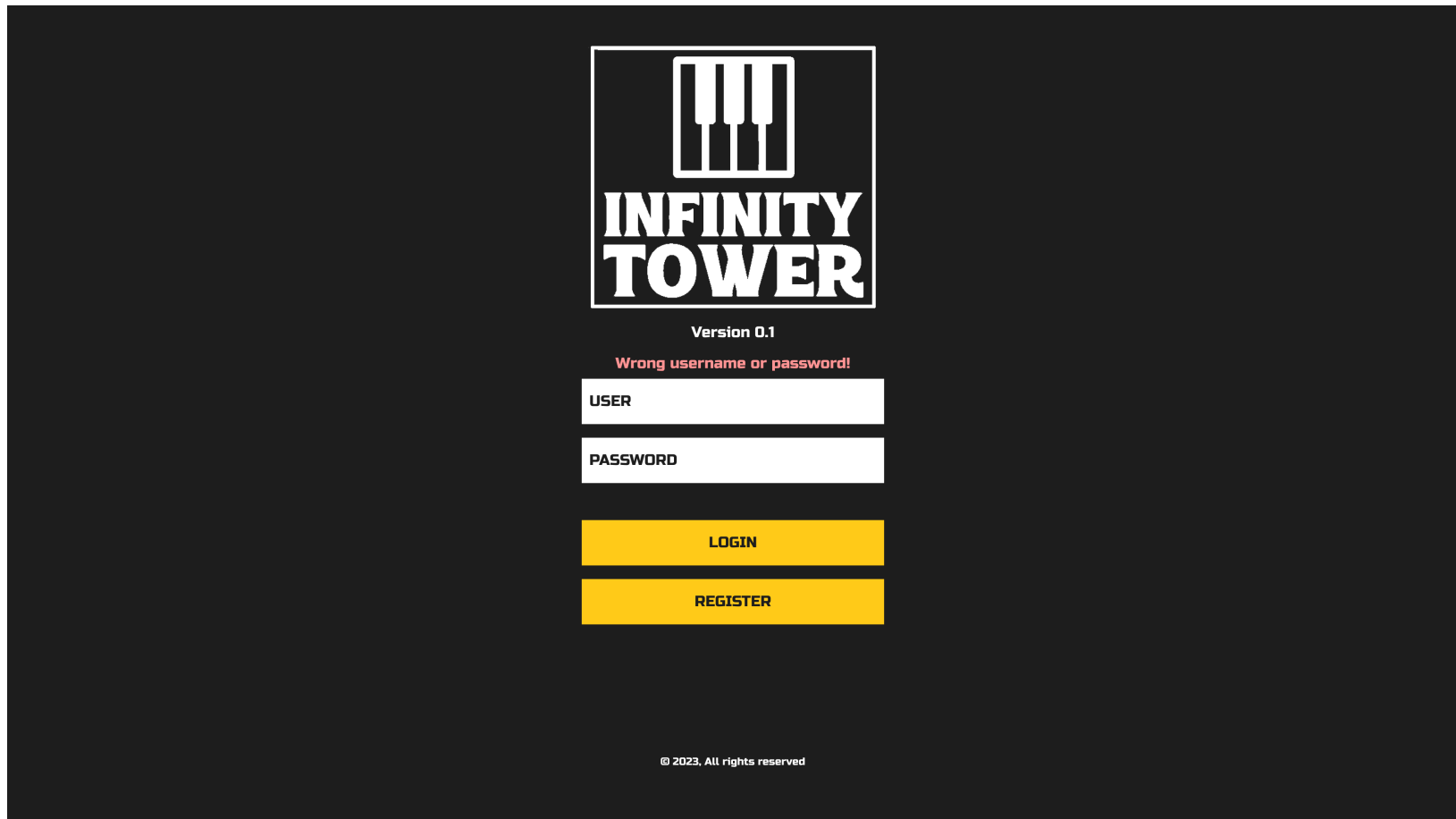


Figura 2: Error en inicio de sesión

2. Menus

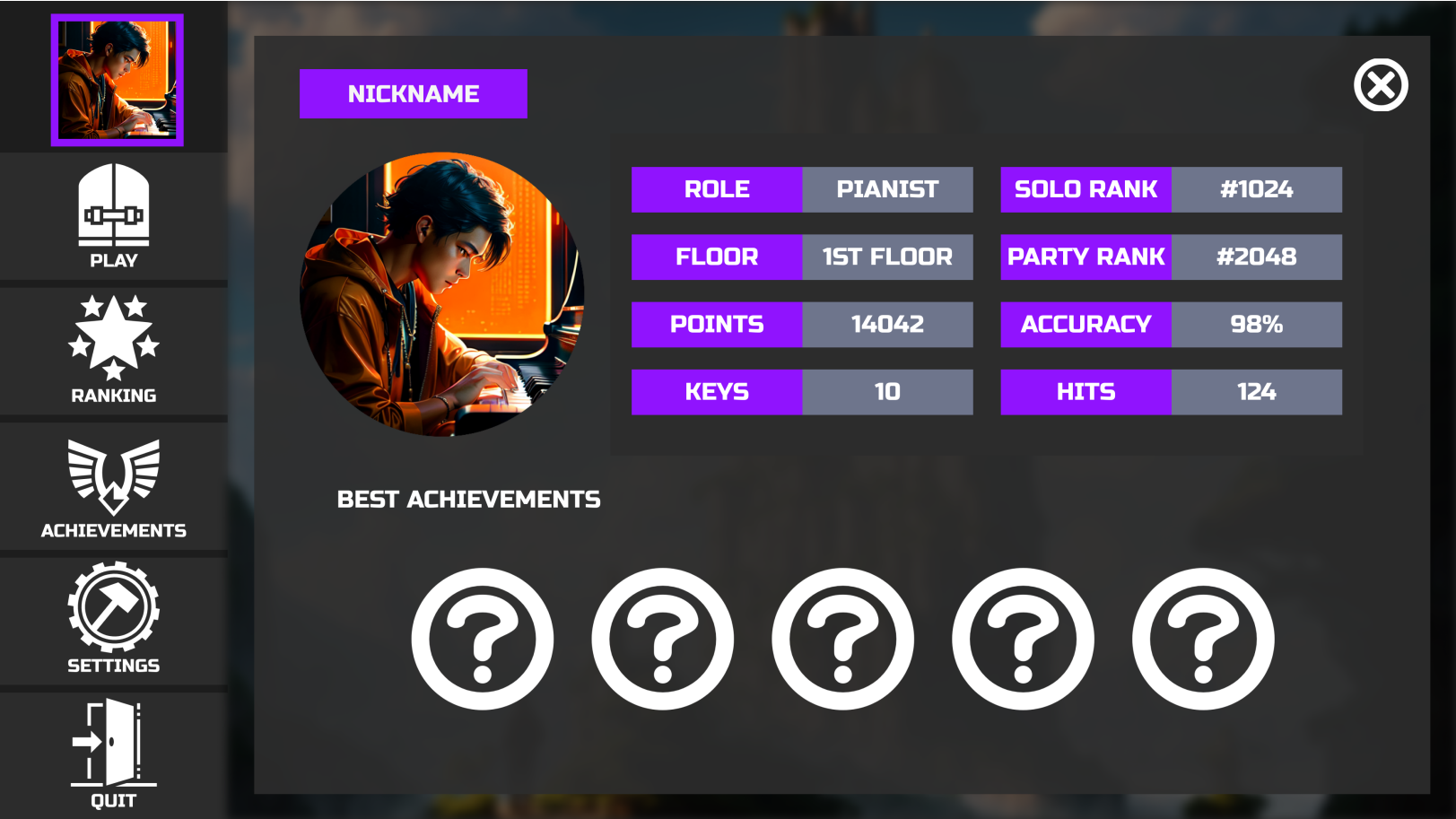


Figura 3: Perfil

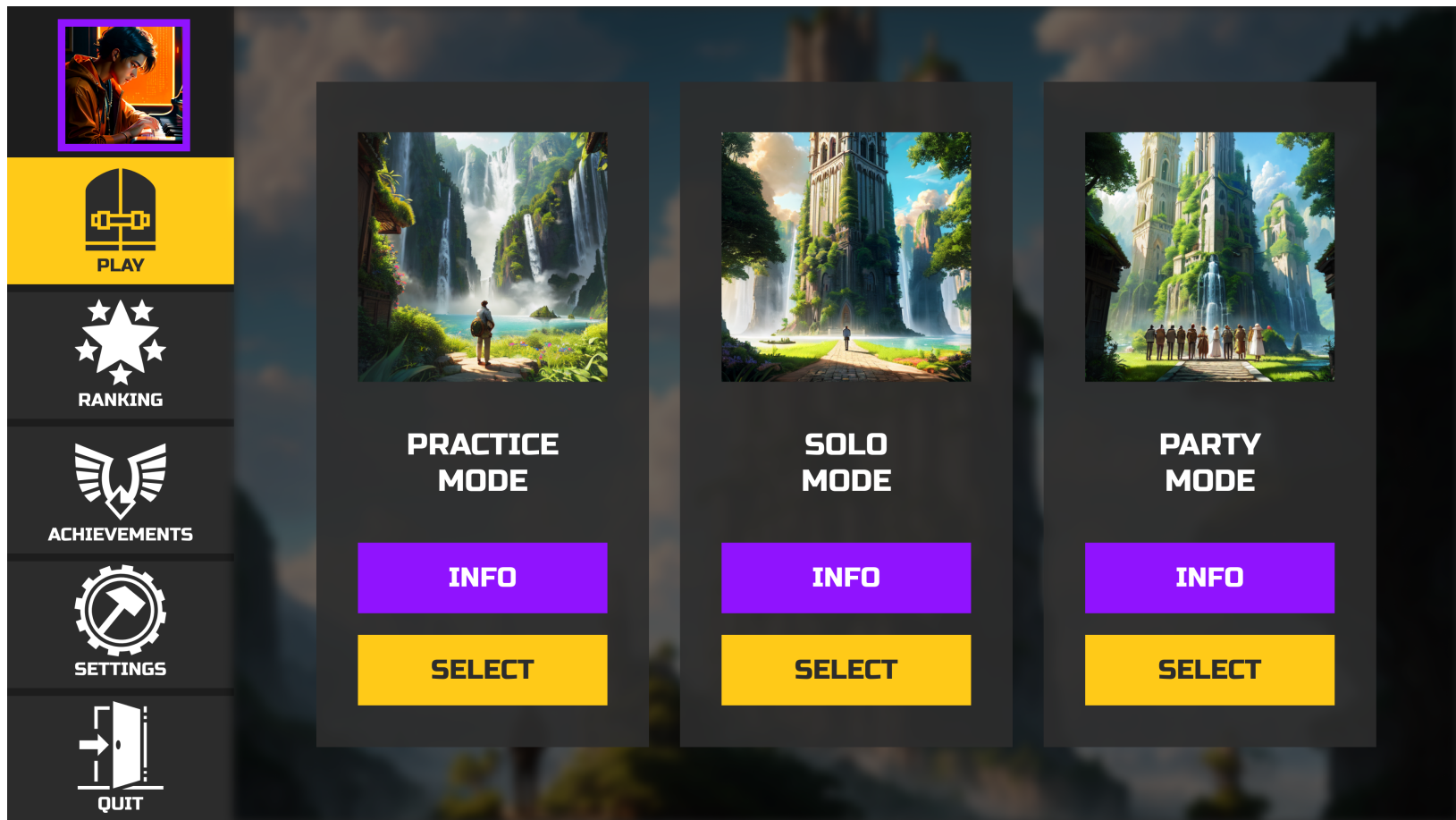


Figura 4: Modos de juego

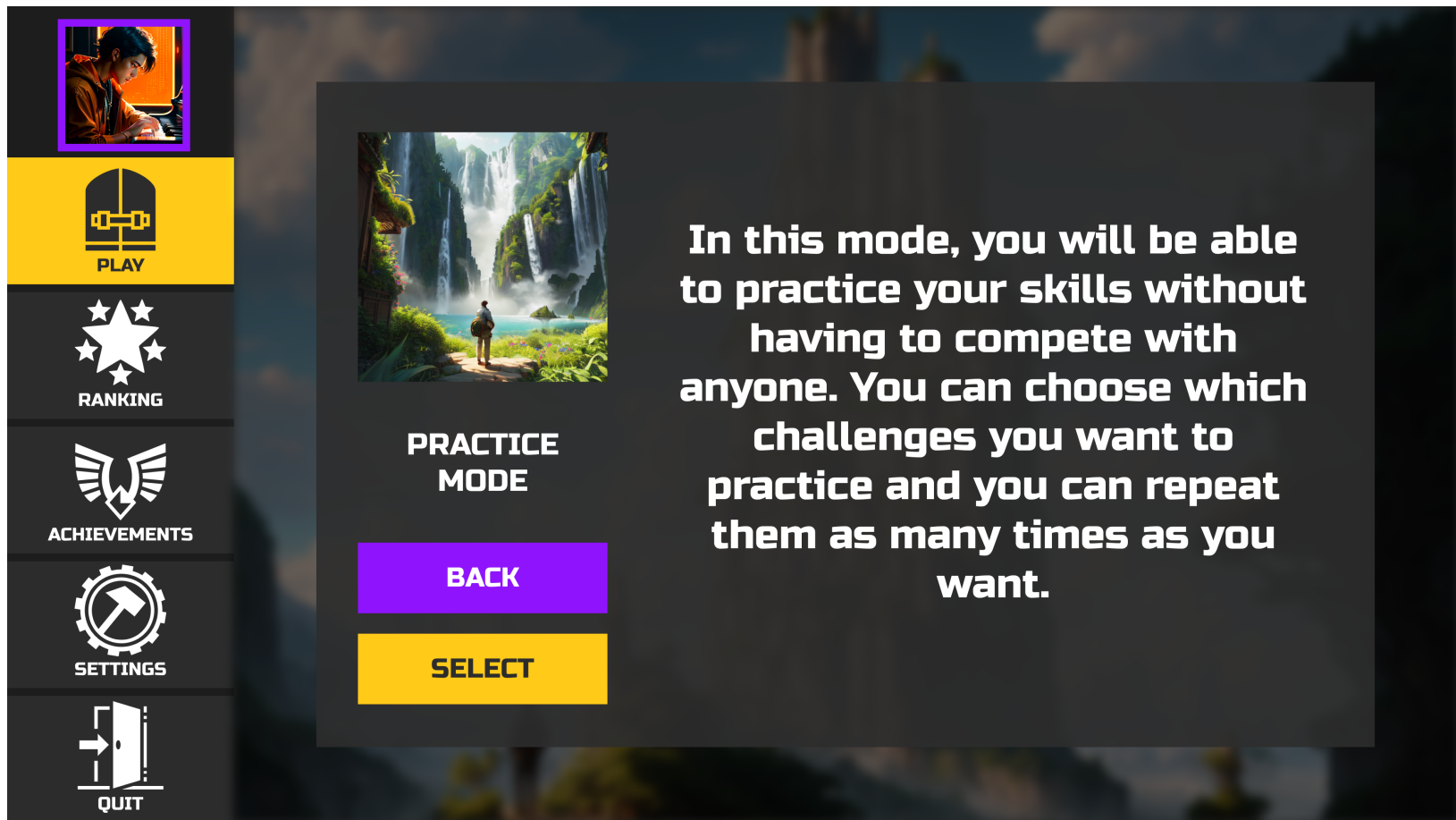


Figura 5: Información de modo de juego

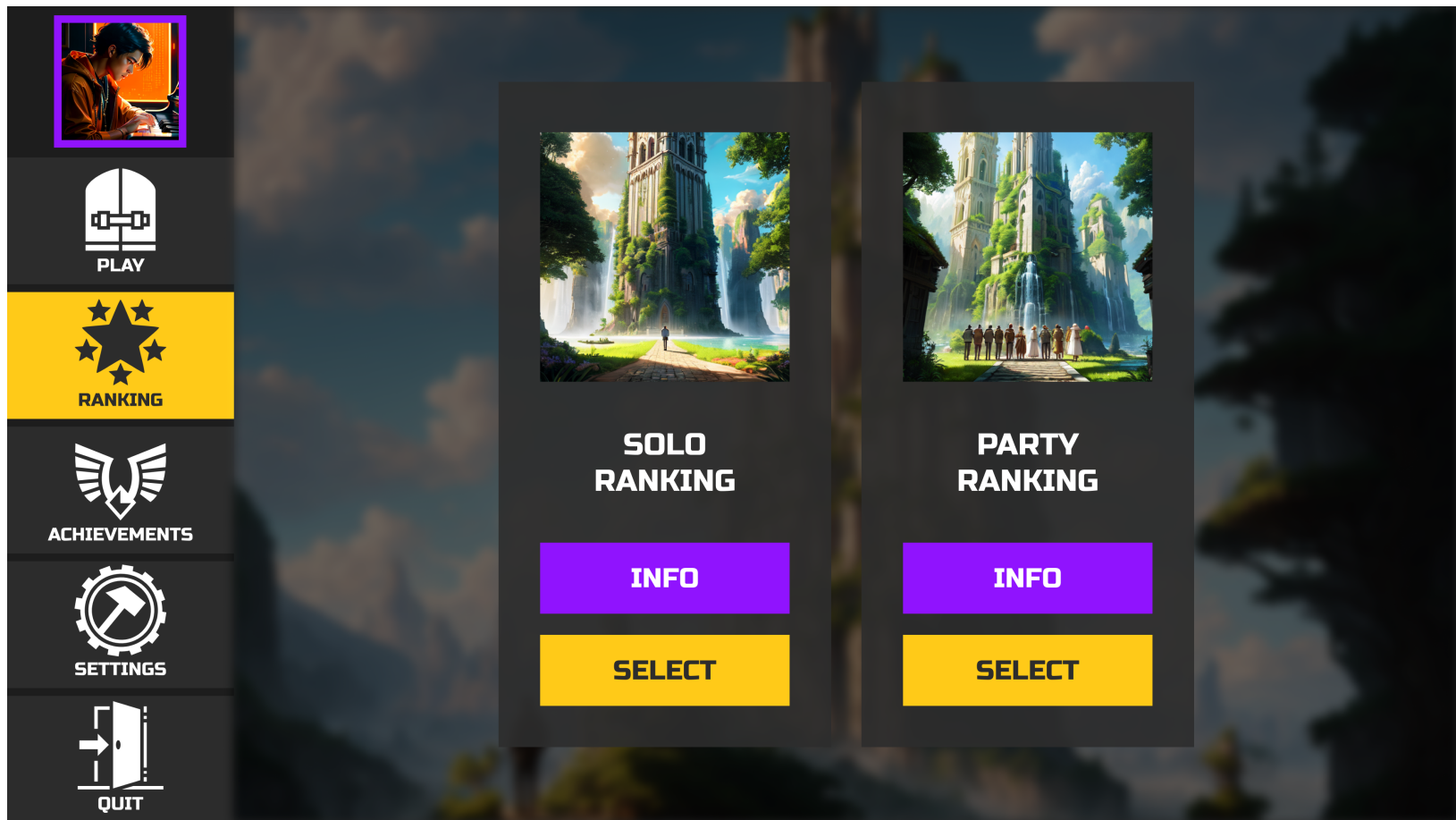







Figura 6: Modos de clasificación






PLAY

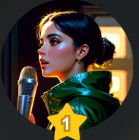

RANKING



ACHIEVEMENTS



SETTINGS

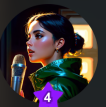

QUIT

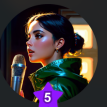



Melody


Analu


Luke


Klaxxon


Skull

PIANISTS

SINGERS

GUITARISTS

PLACE	USERNAME	SONGS	POINTS	FLOOR
1	Melody	200	17240	5
2	Analu	199	17230	5
3	Luke	195	16990	5
4	Klaxxon	190	16970	5
5	Skull	194	16960	5
6	Dugger	192	16200	5
7	Ultrarex	189	16190	5
8	Protesian	190	16180	5
9	Ultrarex	190	16060	5
10	Protesian	180	16050	5
1024	Cabu	0	0	1

Figura 7: Clasificación

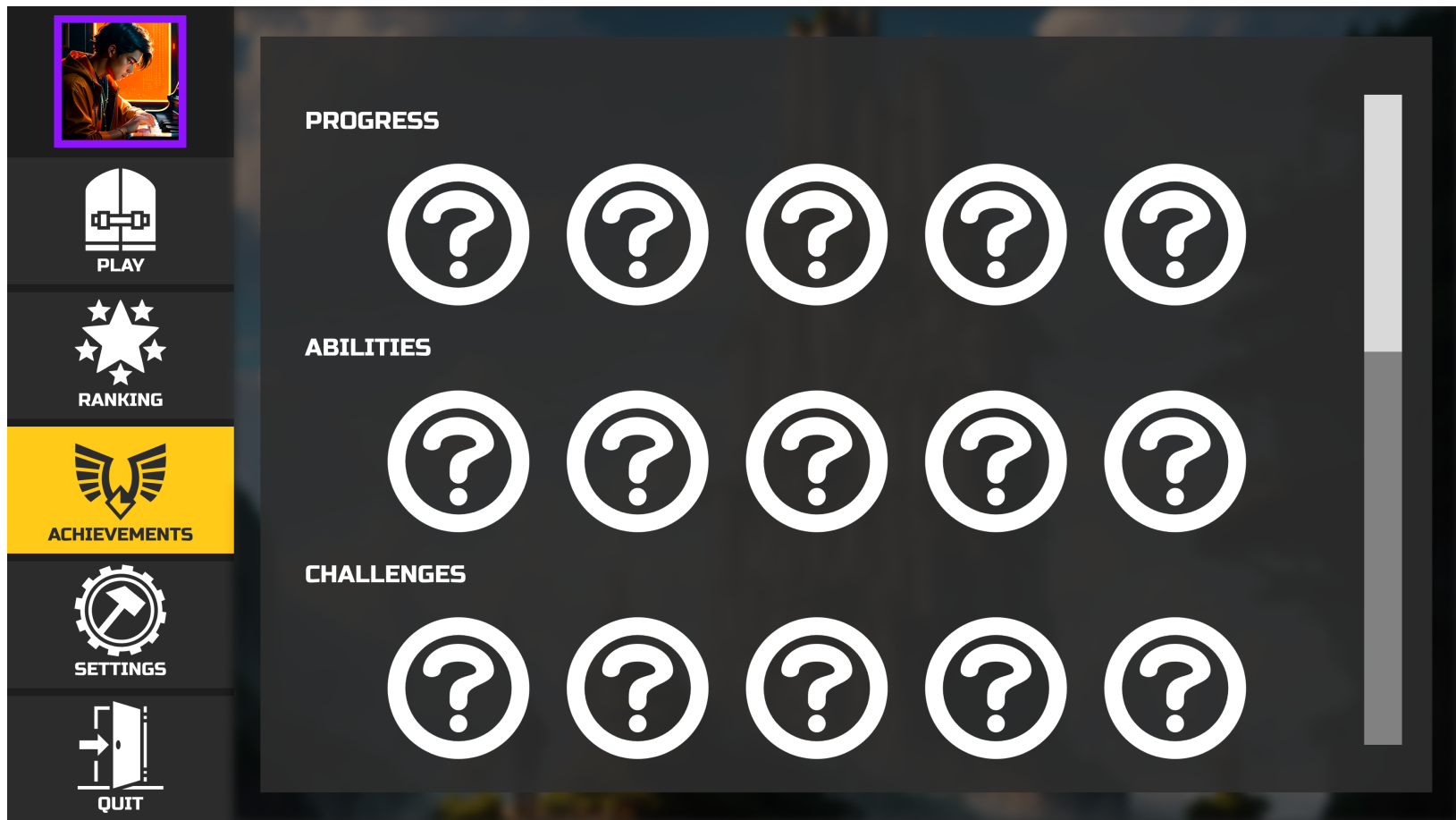


Figura 8: Logros

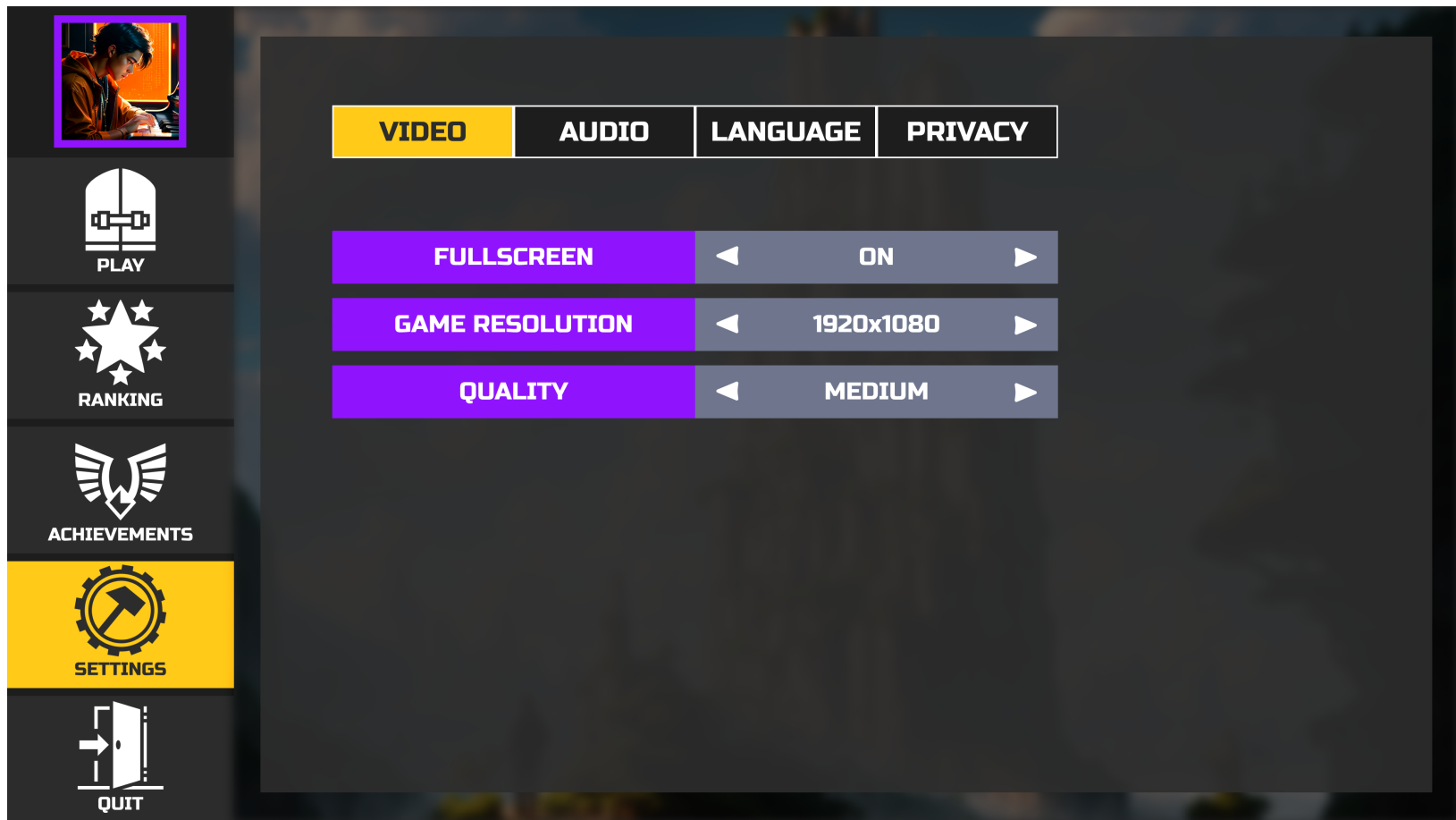


Figura 9: Ajustes de video

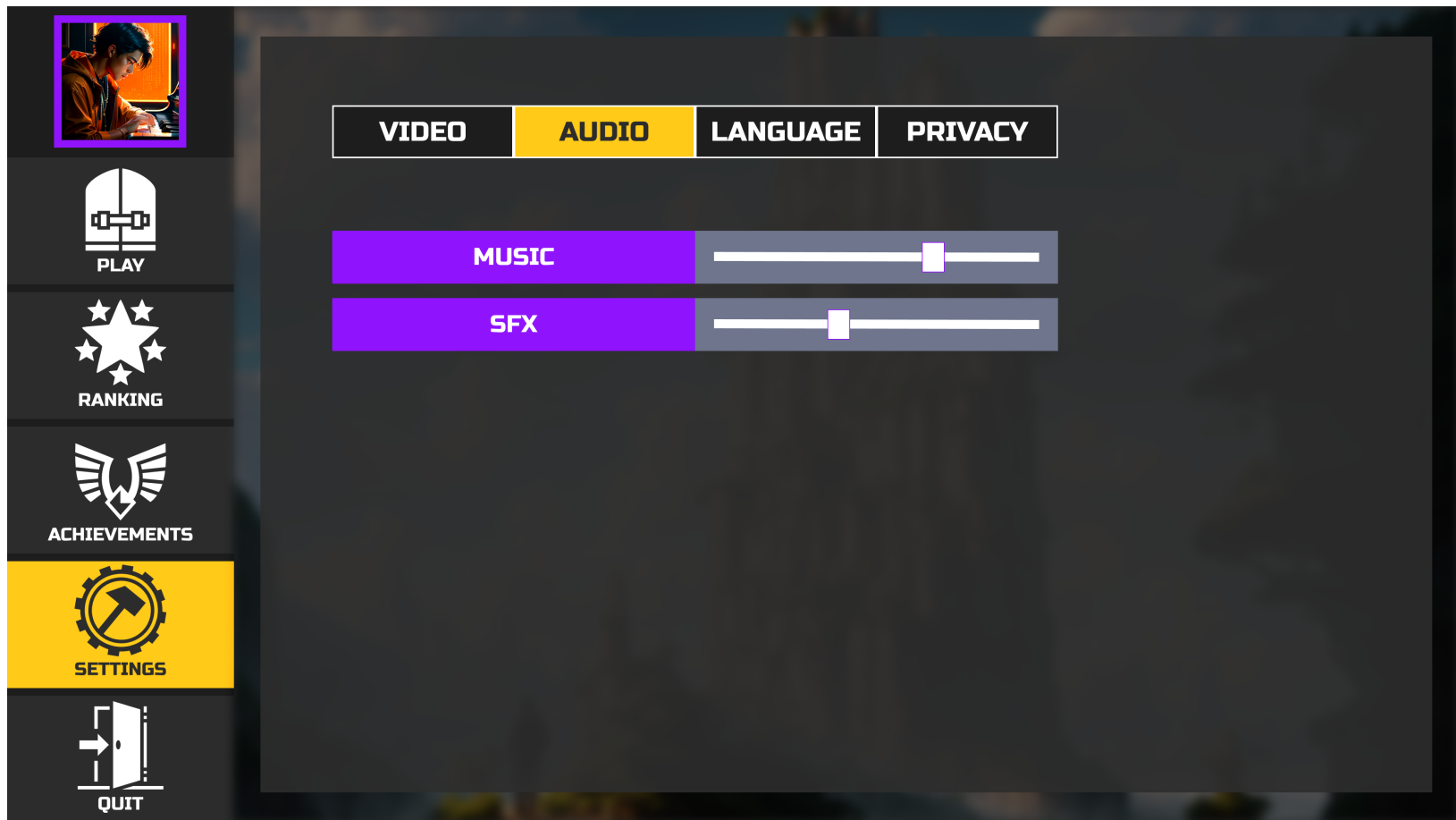


Figura 10: Ajustes de audio

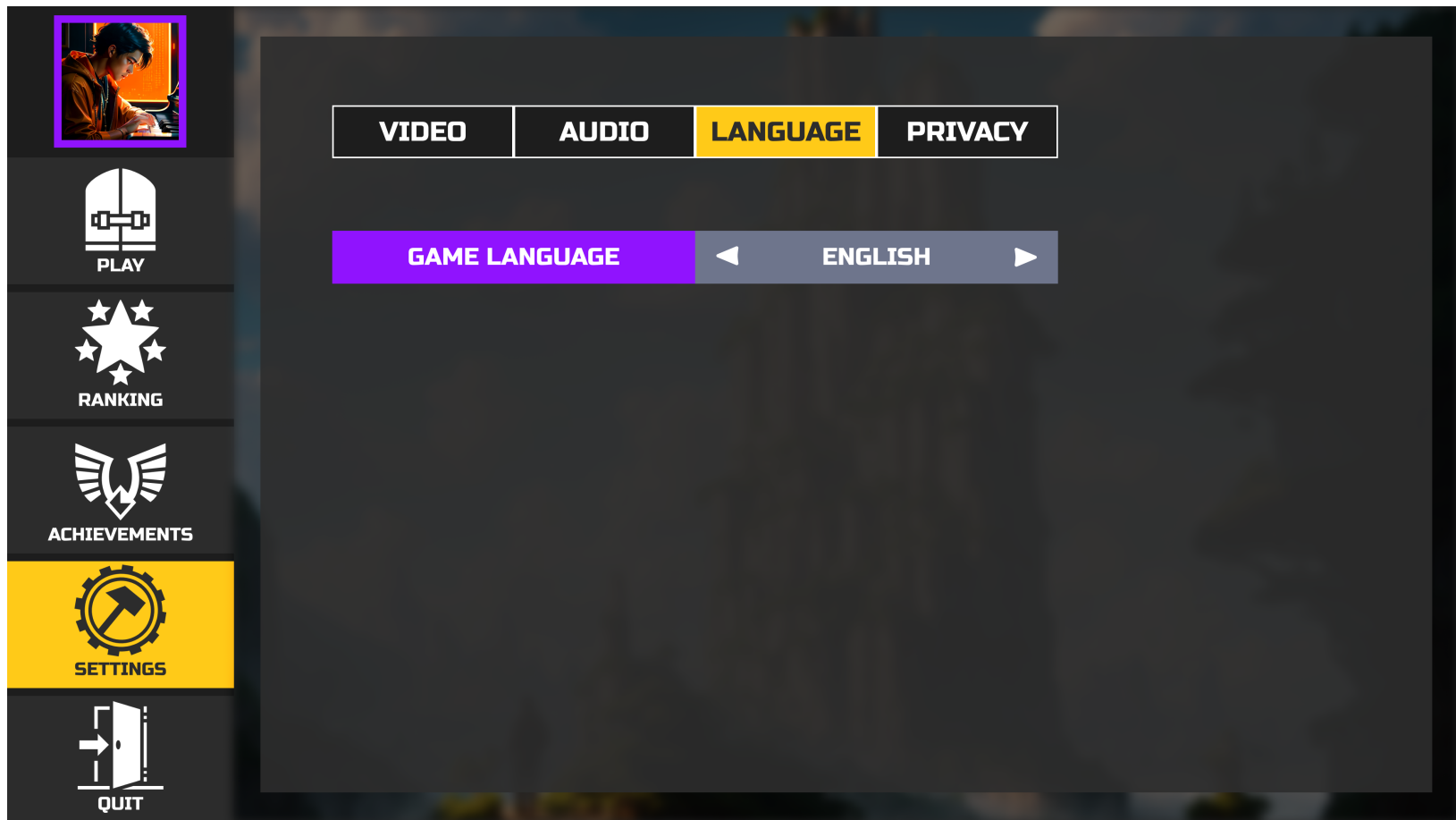


Figura 11: Ajustes de idioma

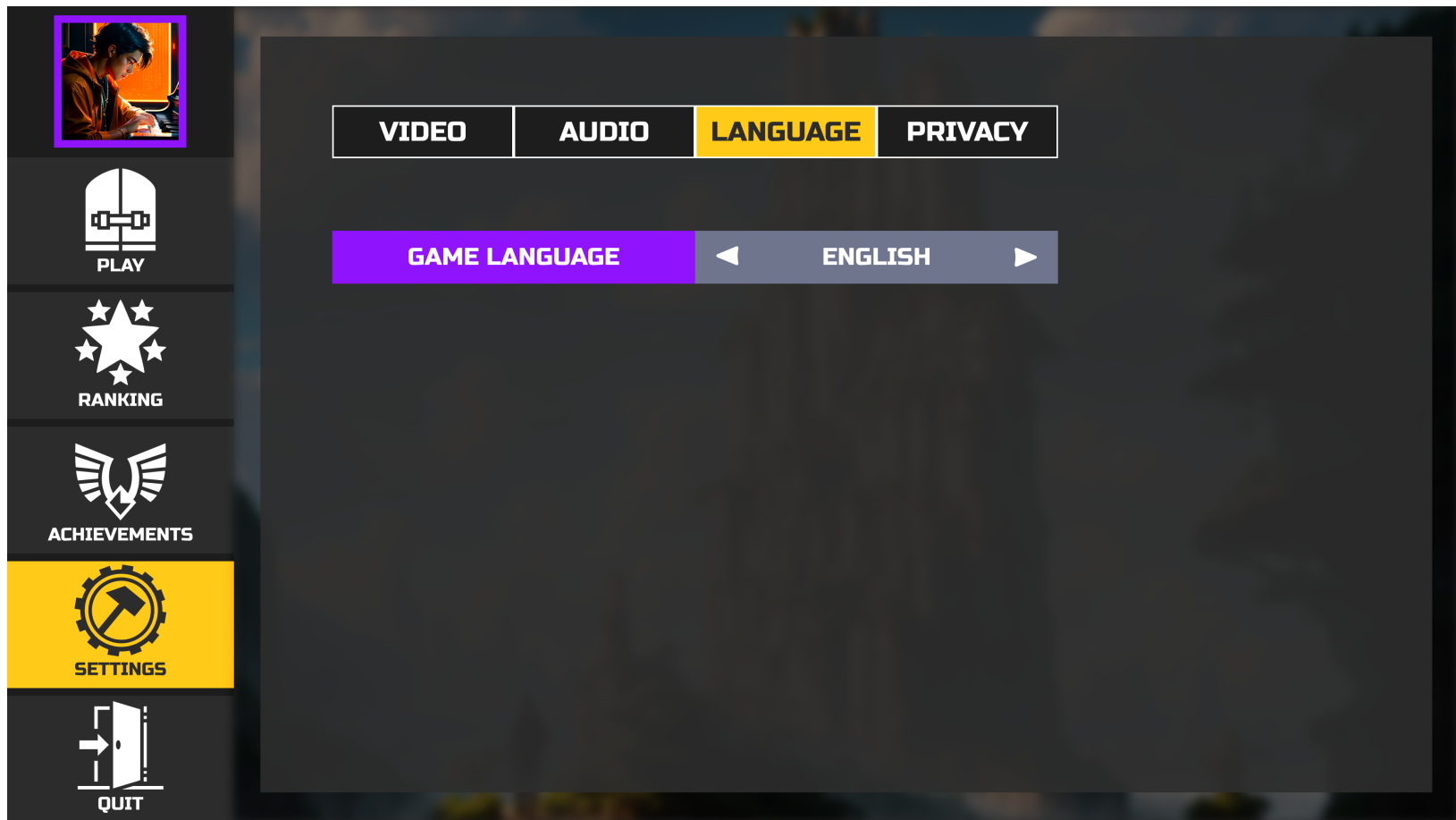


Figura 12: Ajustes de privacidad

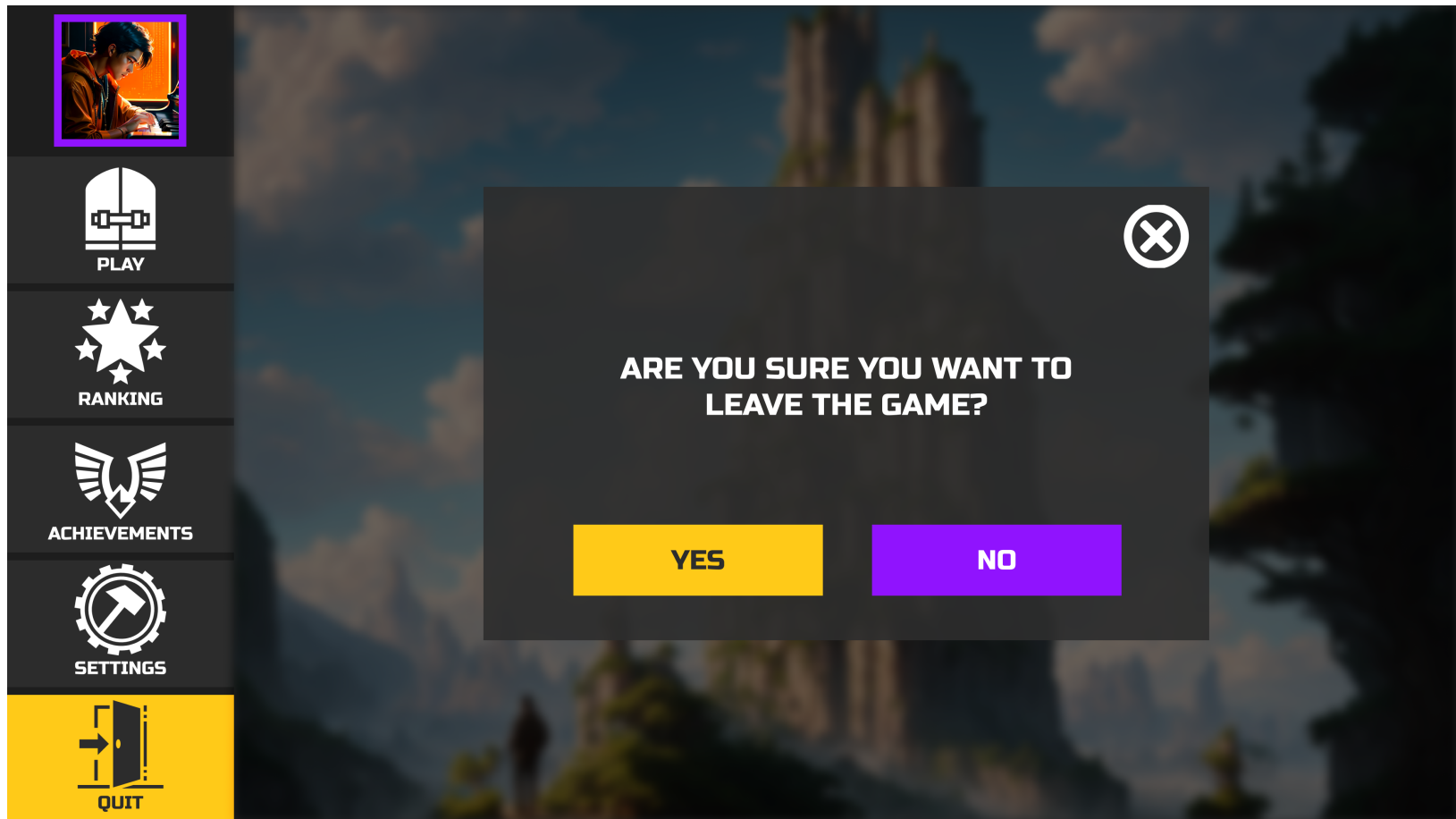


Figura 13: Salir del juego

3. Mapas



Figura 14: Mapa del juego

4. Juego

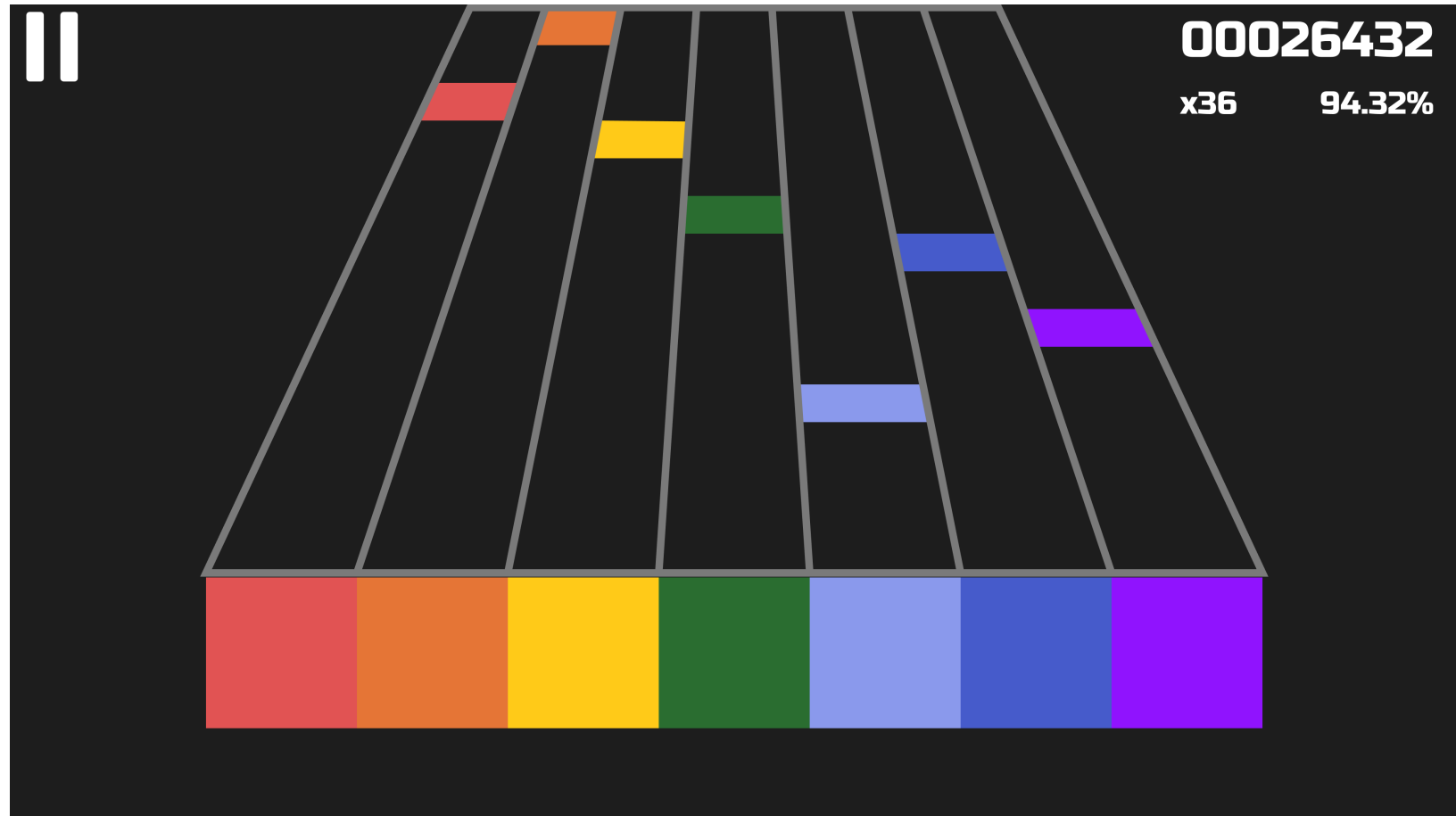


Figura 15: Interfaz del juego

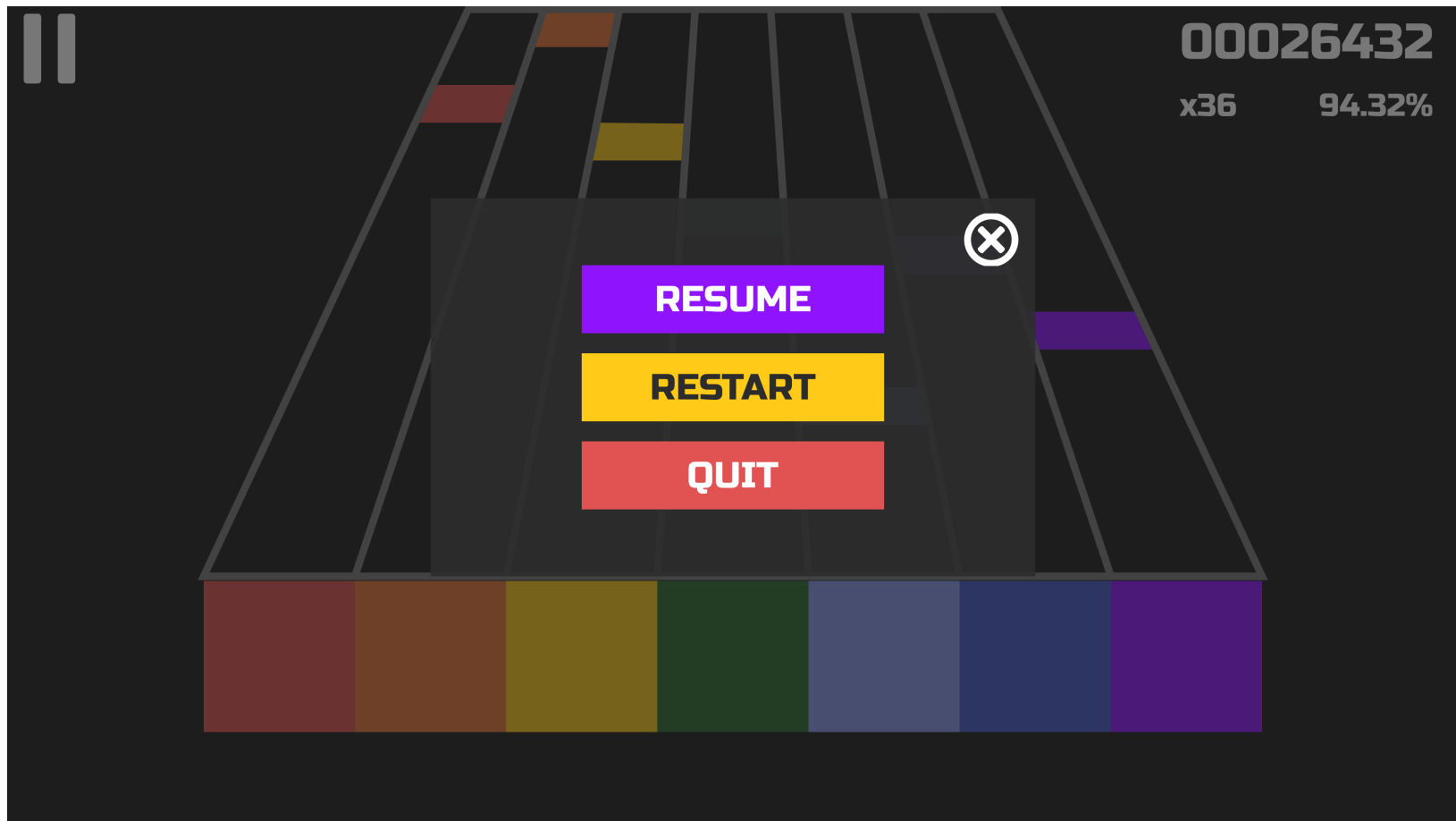


Figura 16: Menú de pausa del juego