Oregon Trail

High-fidelity prototype
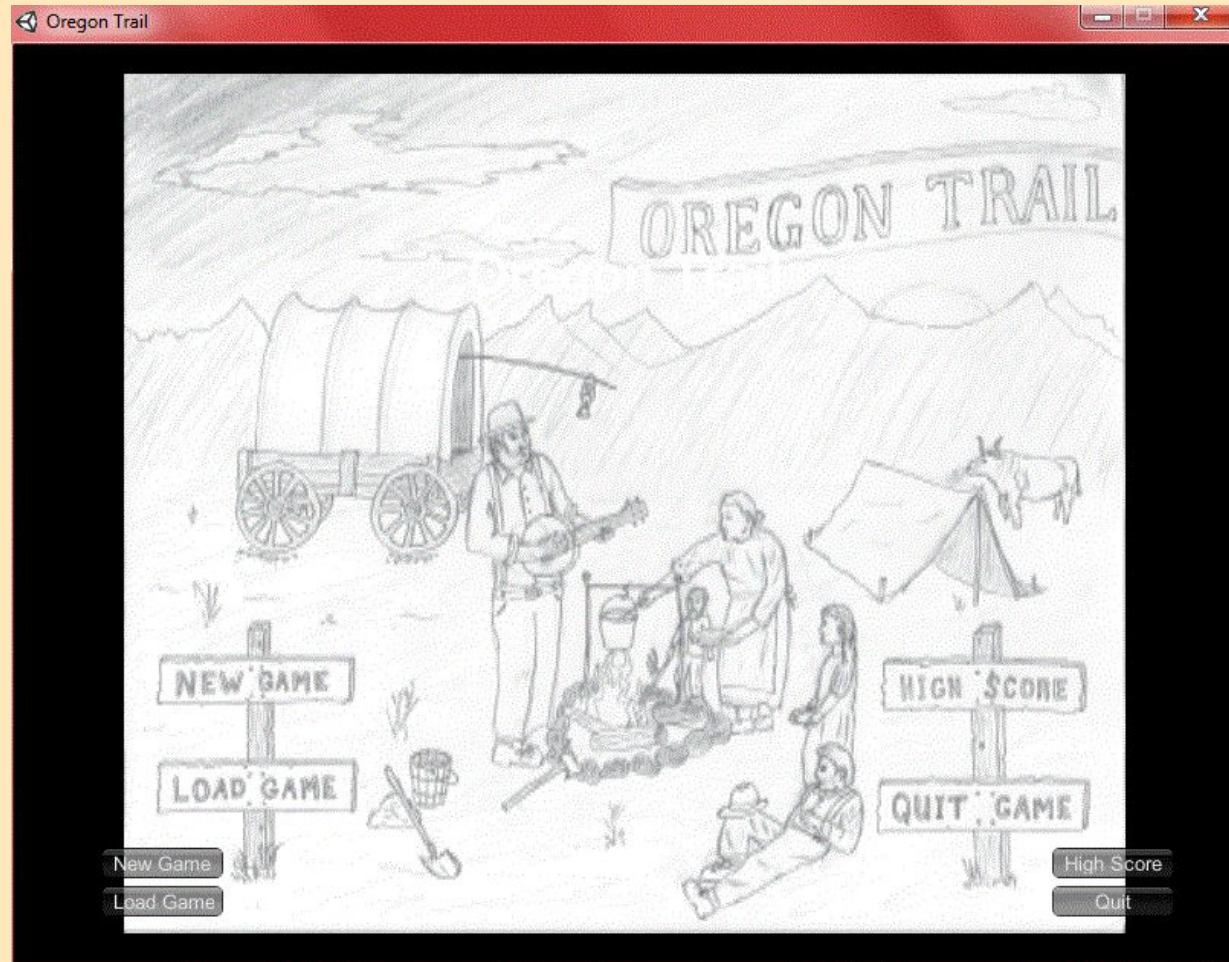
Main Menu

-"New game" starts a new game of Oregon Trail

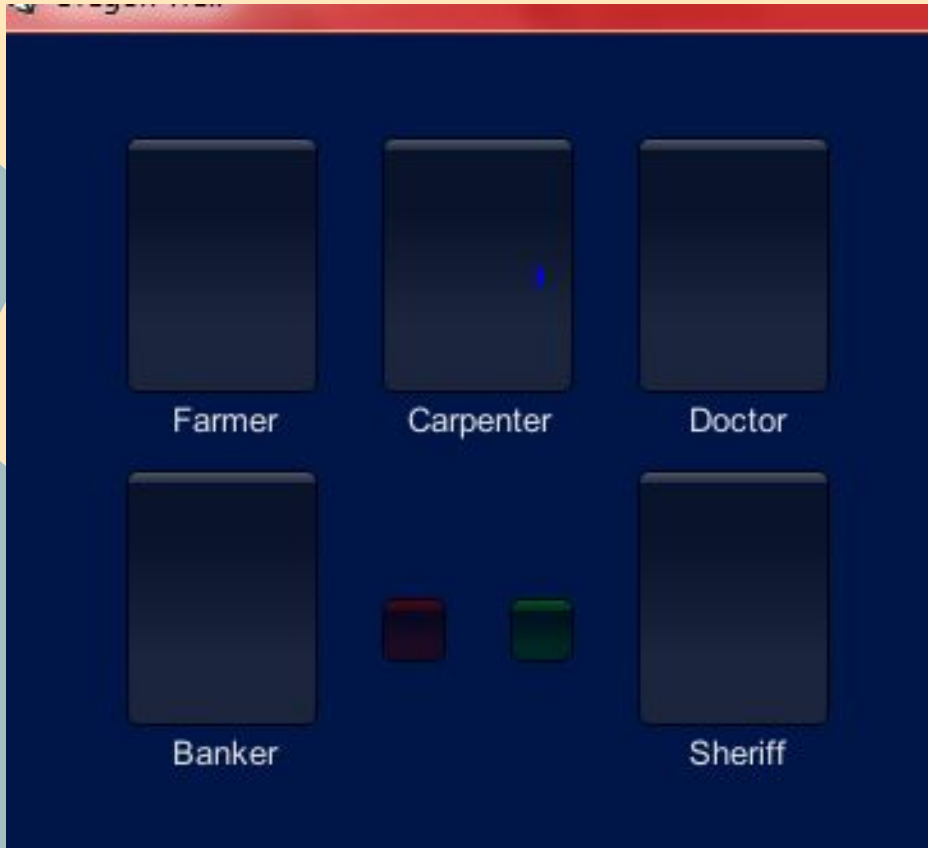-"Load game" allows the player to pick up where they last left off+

-"High scores" shows the past players high scores+

-"Quit" ends the game

Options not functional are labeled with +

Character Options

-This interface allows the user to choose which wagon leader they want to use.

Options: banker, farmer, carpenter, doctor, and sheriff

Characteristics of the Leader

Enter Wagon Leaders Name

PUT BANKER DESCRIPTION HERE

Next

Back

Here is where the player enters the desired name(left)

This is where the player can create their family(right)
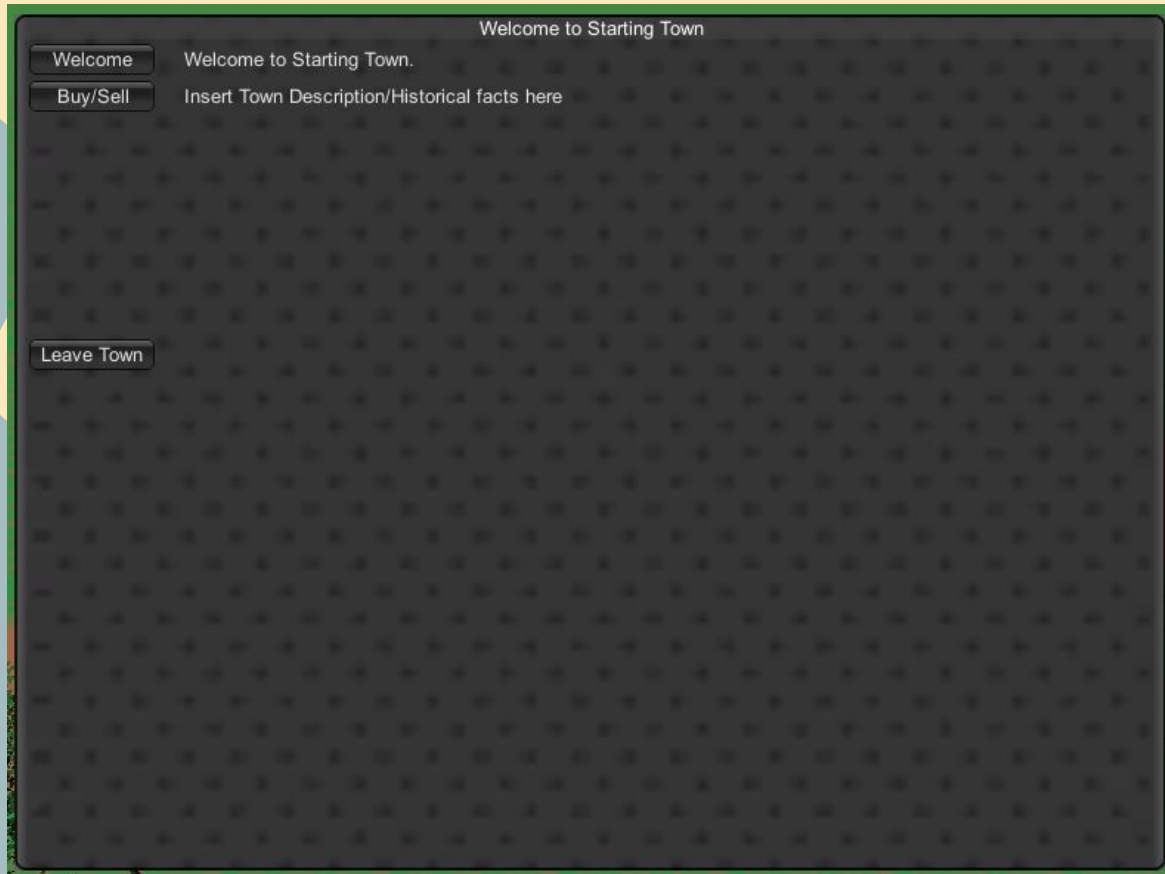
Wife:

Kid:

Kid:

Kid:

Start Game

Back

Beginning the game

- Here is how the game starts out

- The amount of money is shown in the top right of the screen

- Speed can be adjusted in the top left

Towns

Welcome to Starting Town

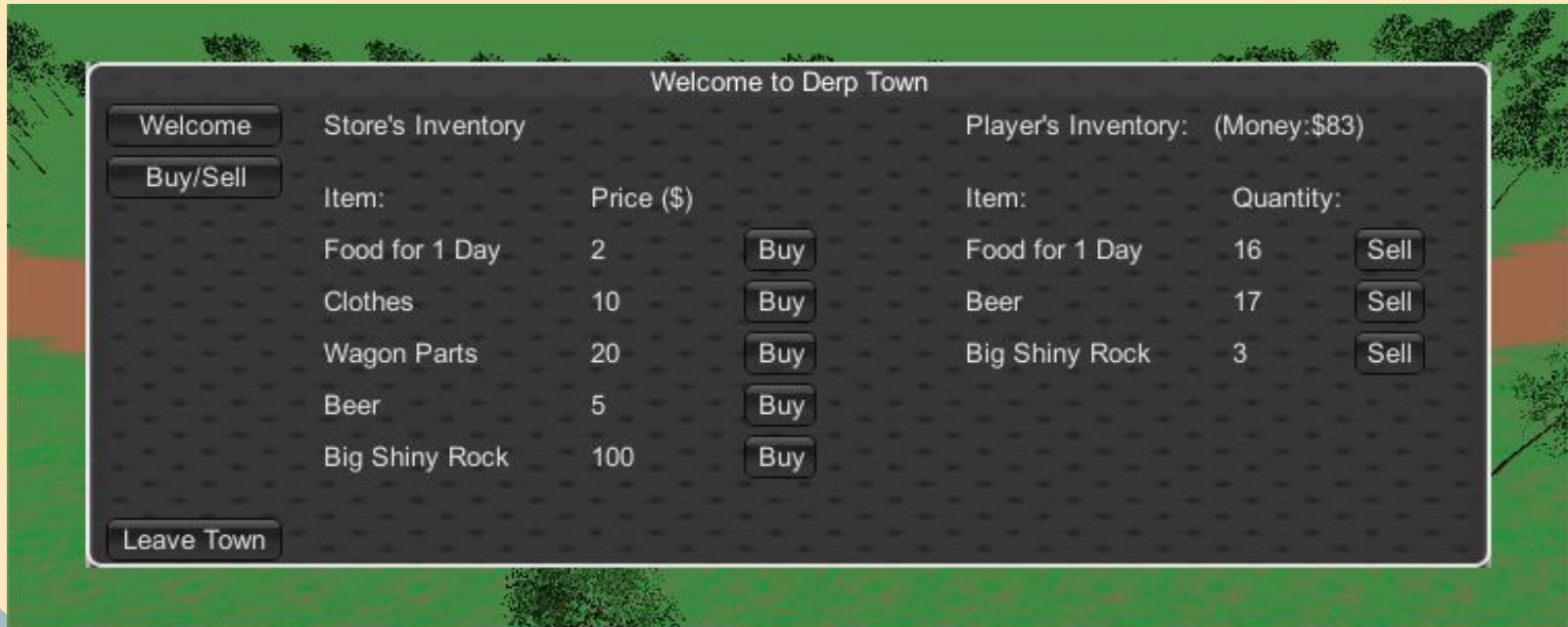| Welcome | Welcome to Starting Town. |
| Buy/Sell | Insert Town Description/Historical facts here |

Leave Town

- Towns are set up like this

- Players can use the the store to buy/sell goods

-Read facts about the town

-Then continue on with their expedition

Items not functional are labeled with +

Town Store

Welcome to Derp Town

Welcome	Store's Inventory			Player's Inventory:	(Money:$83)	
Buy/Sell						
	Item:	Price ($)		Item:	Quantity:	
	Food for 1 Day	2	Buy	Food for 1 Day	16	Sell
	Clothes	10	Buy	Beer	17	Sell
	Wagon Parts	20	Buy	Big Shiny Rock	3	Sell
	Beer	5	Buy			
	Big Shiny Rock	100	Buy			
Leave Town						

- Here the player and buy supplies for their expedition

Options: food, clothes, wagon parts, beer, and shiny rocks

River Crossing

- This is an example of when the player comes to a river

Options:

-ford the river

-float across the river+

-pay for ferry+

-scuttle the wagon+

Items not function are labeled with +

The end…for now…