

Cozy Caves

A D&D Dungeon Generator

Website & UI Module

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Wireframing Process

Initial Goals

The MVP of the project focuses on delivering key features:

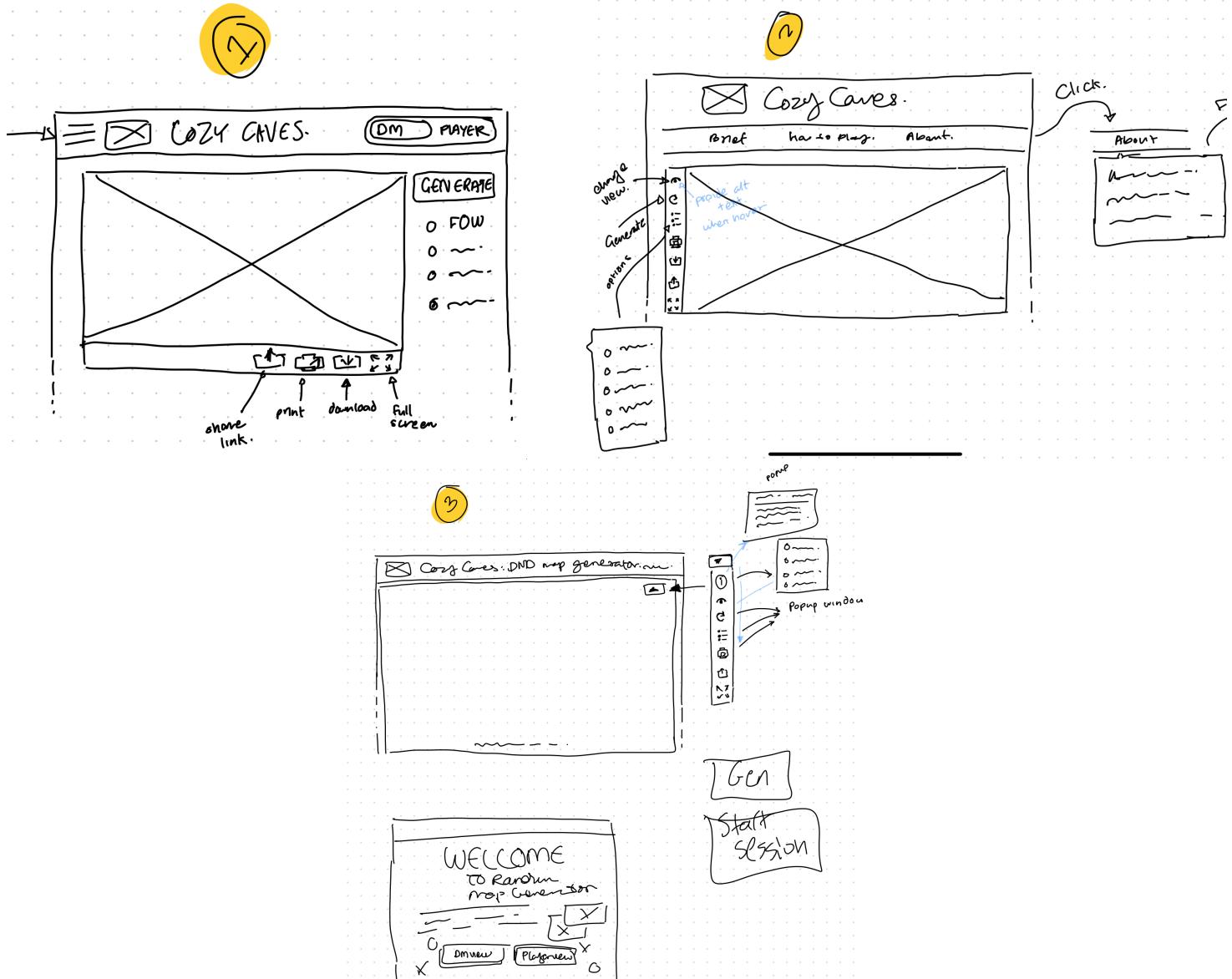
- Download/Save Map
- Share Link/Host Session
- Print Map
- Map Generation Settings
- Player and DM Views

Initial Sketches

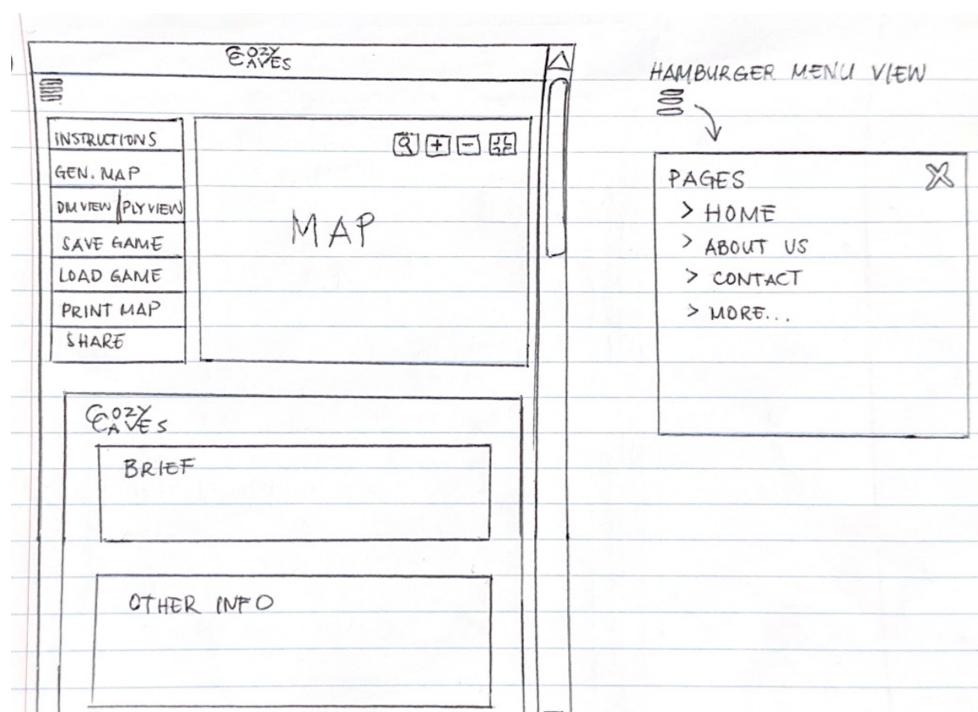
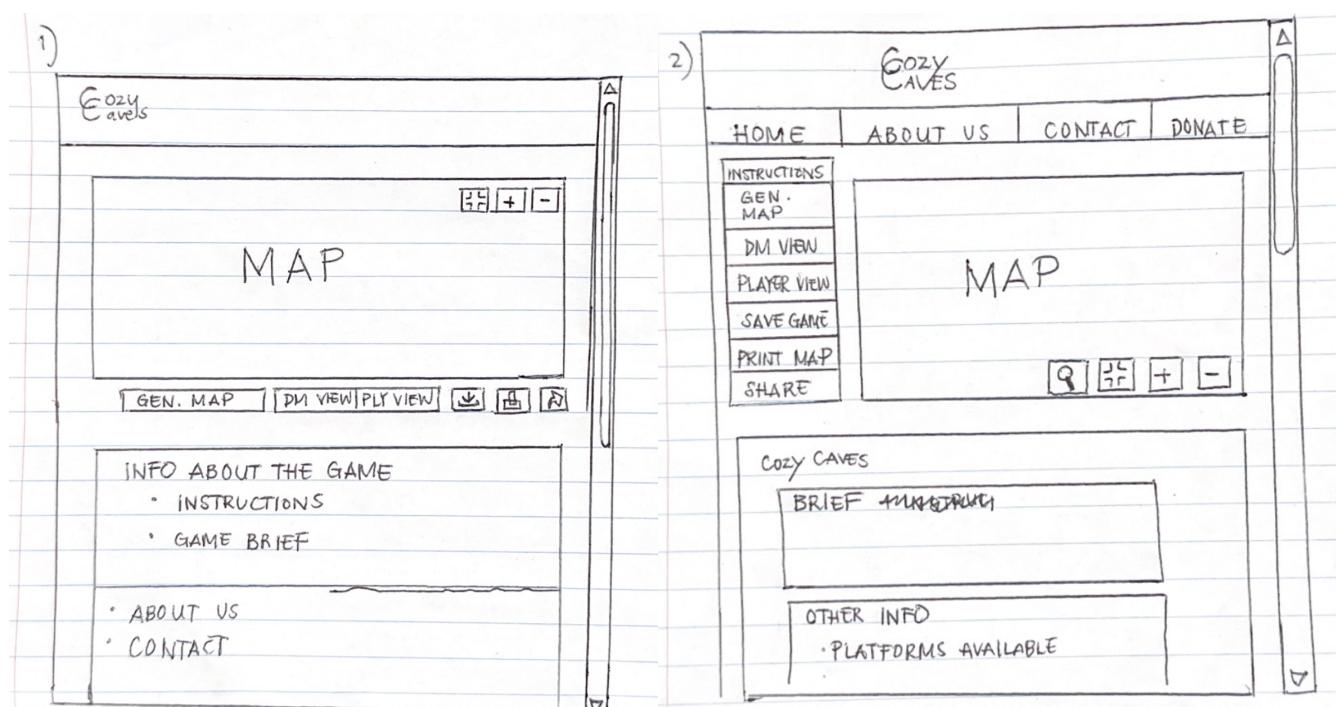
Initial wireframe concepts were developed using sketching and pen-and-paper techniques. Both team members contributed three draft designs each. These sketches (of what the website will look like) formed the foundation for the subsequent digital wireframes.

Below are the designs we came up with.

Naomi's sketches:



Diana's sketches:

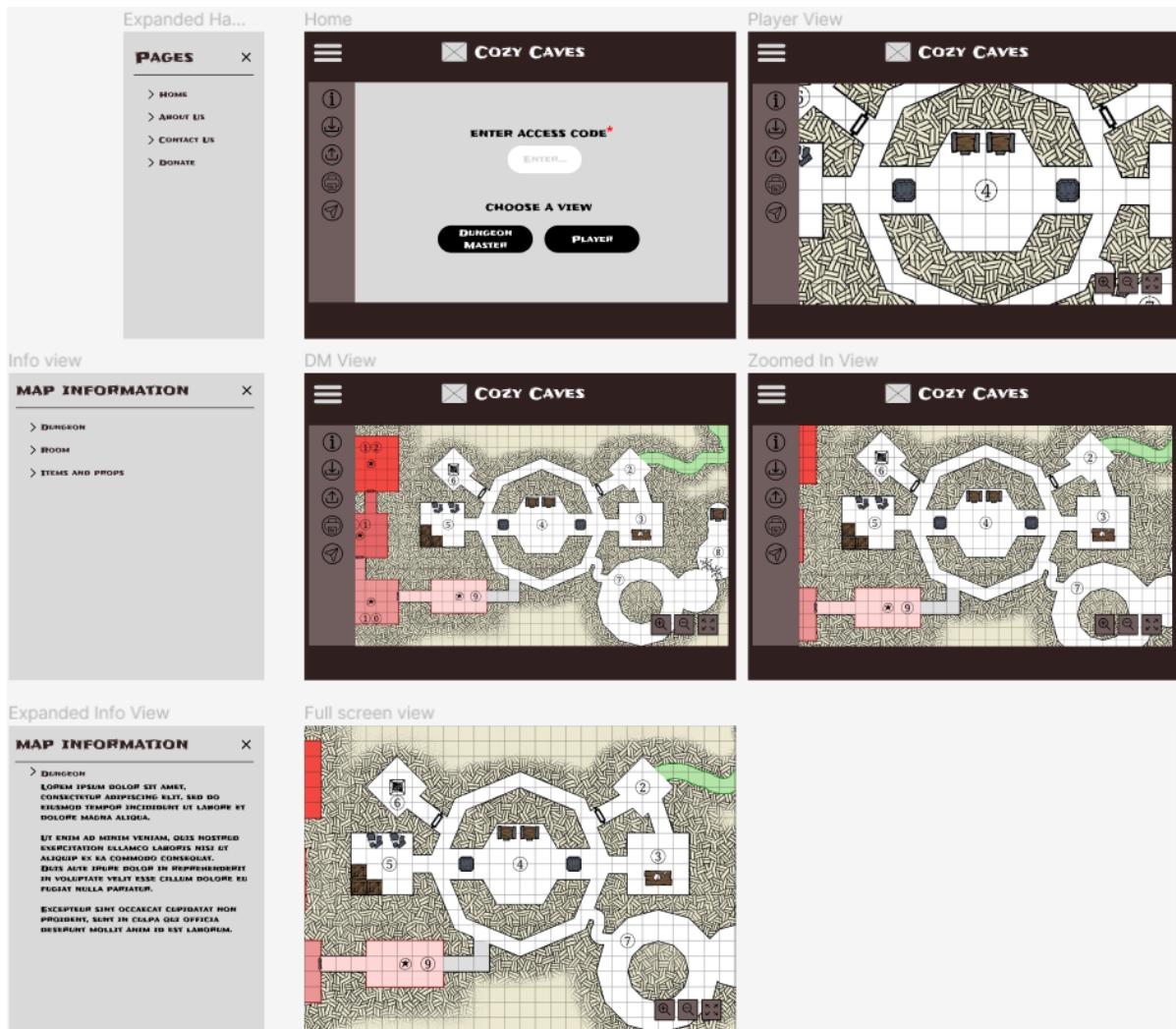


Wireframe Prototypes

Following the low fidelity sketches, the team used Figma to create more refined wireframe prototypes. All the elements and layout used in these prototypes are merely placeholders and do not reflect what the final product will look like. These prototypes served as a digital representation of the UI concepts, focusing on the core functionalities (mentioned under the *Initial Goals* section) of the application.

Diana's wireframes (can be accessed [here](#)):

- Version 1



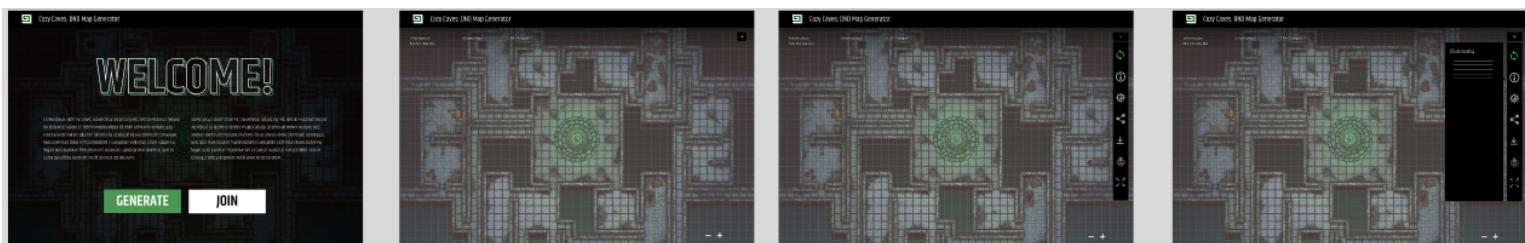
- Version 2

The image displays several screenshots of the Cozy Caves Map Generator interface, illustrating its features and design evolution:

- Choose tileset:** Shows the initial screen where users can select a tileset named "COZY CAVES". It includes a "CHOOSE A THEME" section with three options: THEME 1, THEME 2, and THEME 3.
- New Theme View:** Shows a generated map in a "COZY CAVES" theme, featuring green and brown tones with various rooms and a central circular area.
- Start View:** Shows the main interface with a "COZY CAVES" header. It includes an "ENTER ACCESS CODE*" field, a "CHOOSE A VIEW" section with "DUNGEON MASTER" and "PLAYER" options, and a set of icons at the bottom.
- Game View:** Shows a generated map in a "COZY CAVES" theme, similar to the New Theme View but with different room layouts.
- Start View 2:** Similar to the Start View, but with a different background image of a dark landscape.
- Map Information:** A detailed view of map information with sections for "DUNGEON", "ROOM", and "ITEMS AND PROPS".
- Expanded Map Information:** An expanded view of the "DUNGEON" section, containing placeholder text: "LOREM IPSUM DOLOR SIT AMET, CONSECTETUR ADIPISCING ELIT, SED DO EXUSMOD TEMPOR INCIDIDUNT UT LABORE ET DOLORE MAGNA ALIQUA."

Naomi's wireframes (can be accessed [here](#)):

- Version 1



- Version 2



Team Feedback and Iteration

The wireframe prototypes were presented to the team for feedback during our weekly meeting. Valuable insights were gathered, leading to iterative improvements in the wireframe design. The feedback included:

- Clarify front page actions with a "Generate" button
- Maximize map space
- Increase text and button readability
- Use a hamburger button for navigation
- Reduce clutter by placing the navbar on the right
- Retain all ideas (don't delete drafts of designs/sketches), even if not initially favoured

Final Design Selection

Based on the team's feedback, Version 1 of Naomi's wireframe design was chosen as the foundation for the website's UI. This design captured the essence of the MVP features while incorporating the feedback received.

Implementation Considerations

As the wireframes transition to implementation, several factors must be considered, such as optimal user flow and efficient integration of the proposed features.