

# GUI Report

The goal of interface design is to make the system easy, productive, and enjoyable to use. [1] Our GUI is designed to be aesthetically pleasing and intuitive to maximise the user's experience. Buttons and panels act similarly, so the user only needs to understand one type of interaction which is then transferred to the rest of the game. The reduced complexity in the GUI increases the usability of our game. Our designs are based on research into other detective games built for the PC [2] and the GUI design principles [3]. We considered the size of the screen and the input devices available to the user.

## Main Menu

Our main menu [4] layout is simple to allow the user to start the game quickly. It contains a panel with the four buttons the user can interact with: 'New Murder', 'Tutorial', 'Leaderboards' and 'Quit'. (Requirements 2 and 2a).

## Choosing the detective

The screen for the user to choose the detective [5] is simple and comprehensive, allowing the user to choose quickly and get into the game. There is a button for each detective containing the detective picture, name and a list of traits (Requirements 4 and 4a). Upon clicking a detective, it will show a more in depth description of that detective. The user will be given two options: start the game, or go back to the previous screen.

## In Game

The GUI is comprised of a prefab called HUD, which is constant throughout every scene of the game. This contains all interactive panels and buttons that can be clicked on by the user (Requirement 5b).[6] This prefab allows the GUI layout to be kept constant throughout, making the game more graphically pleasing and consistent, with only the values displayed changed. All panels which overlay on the scene GUI have a close button, located in the top right of the panel.

Whilst the user is in a game, the visible GUI is made up of 4 interactable components: 'Notebook', 'Map', and 'Pause' buttons, and any clues and interactable objects on the screen (Requirements 8 and 8b).

The three visible buttons are represented by images. This increases clarity and fidelity by using real life metaphors. The 'Notebook' button is fixed in the top left corner of the screen and on click will open up the 'Notebook' panel [7]. The 'Map' button, located in the top right of the screen, acts similarly. It opens up the 'Map' panel [8] which displays the layout of the rooms. Each room has a button which the user can click on to fast travel to it. (Requirements 5 and 5c). The 'Pause' button is located in the bottom left of the screen. On click will pause the game, bringing up an overlay [9]. The user can quit the game by pressing 'Quit'. (Requirements 15, 15a, 16, 16a and 16b).

While not technically part of the GUI, one can treat clues as UI elements. On click, all clues will act in the same way. A panel will appear which displays basic information about the clue [10]: name, description, and an image. The clue is then added to the detective's inventory (Requirements 6, 6a, 6c, 7 and 7a), and removed from the scene (with the exception of the 'chalk outline' clue, which remains).

The 'Notebook' panel [7] is designed to display information to the user with the least input needed. It is split into four sections: character buttons, character information, clue buttons and clue information. All character information is presented on the left side of the screen and all clue information on the right, separated like they are on two different pages of a book. This is to provide more visual appeal but also to give clarity between the characters and clues. The Character and clue buttons are presented similarly. They are split into two columns of four interactive buttons, achieved by having a panel contain two more, which are split using a horizontal group built into unity. These panels, which contain the buttons, are split up using a vertical group to provide even spacing and improve the aesthetics. The text inside the buttons is the name of a character or clue. Onclick, they will display the information the detective has learnt about the character/clue at the bottom of the respective side of the notebook [11,12] (Requirements 7 and 7a).

## Interaction with Characters

Clicking on a character will open up the speech options [13]. There are two buttons to cycle through the clues. Once the user has selected the clue, they have three buttons, which each ask the character about that clue in a different manner depending on the detective's traits (Requirements 9, 9c and 9d). The accuse button accuses the character of the murder (Requirements 10 and 10a), and the leave button exits the speech panel. These buttons are all grouped together in the bottom centre of the screen, allowing the user to still see the room that they are in and the character they are interacting with. This grouping also reduces the time spent moving the mouse by the user.

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- [3] "GUI Design Principles - Wikibooks, open books for an open world", *En.wikibooks.org*, 2016. [Online]. Available: [https://en.wikibooks.org/wiki/GUI\\_Design\\_Principles](https://en.wikibooks.org/wiki/GUI_Design_Principles) [Accessed: 11/11/2016].
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- [8] H. Cadogan, S. Davison, T. Fox, W. Hodkinson, C. Hughes and A. Pearcy, "map-overlay.png", Wedunnit!, 2017 [Online]. Available: <http://wedunnit.me/webfiles/ass2/gui-report-images/map-overlay.png> [Accessed: 24/01/2017]
- [9] H. Cadogan, S. Davison, T. Fox, W. Hodkinson, C. Hughes and A. Pearcy, "pause-overlay.png", Wedunnit!, 2017 [Online]. Available: <http://wedunnit.me/webfiles/ass2/gui-report-images/pause-overlay.png> [Accessed: 24/01/2017]
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