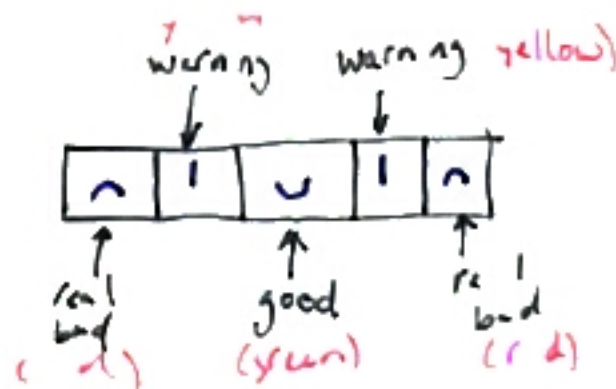


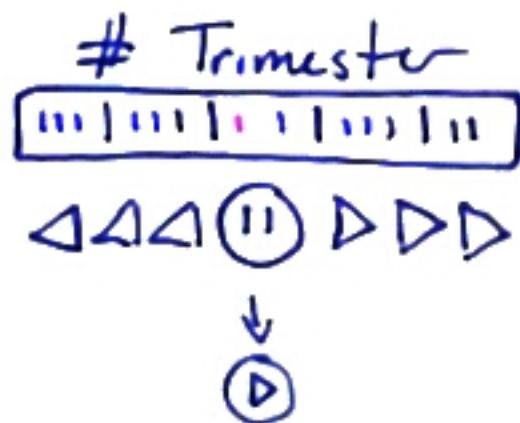
1/17/17

# UI changes (notes from playtest 1)

\* should make a version of the spreadsheet with everything labeled

- Display variables relative to system
    - Group by system ← might want to come up with little icons for each system
  - Display +/- changes in systems ←  $\Delta, \Delta\Delta, \Delta\Delta\Delta / \nabla, \nabla\nabla, \nabla\nabla\nabla$ 
    - Visual indication (color/symbols/combo) ← make little  $\oplus \ominus$  bubbles
    - indicate relationship & more with programming the path the bubbles follow
    - show linkages, inputs/outputs in systems
    - warnings for systems displayed off screen ← made a owl and ? for this
- Some kind of icon indicating where the player needs to scroll ← I have arrows display normal/pregnant range on some slide
- normal values could go in the additional info page
- will need to get additional info





Each Trimester is 3 months

Tr 1 1-12 weeks

Tr 2 13-27 weeks

Tr 3 28 to 40 weeks

3 images for time background

- will show months and weeks for that trimester
- will be given # of months & weeks
- make sure you can tell the difference between each week, each month
- each trimester will have a different background to properly show different trimesters

6 new buttons

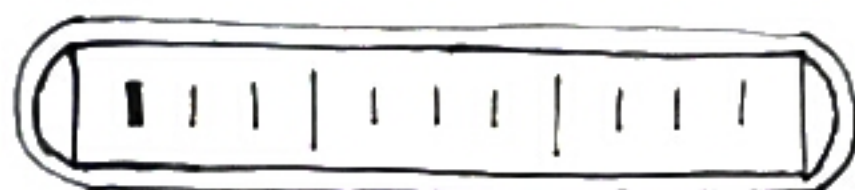
- week (forward & backwards)
- month (forward & backwards)
- trimester (forward & backwards)

Need something to go across the time bar



flipped for rewind

↳ probably should make a pressed version



could put the week number inside of this



# — COLORS —

blue bubble color need to make plus sign P&P

- 8CD9F6 (blue)
  - FAF6FF
  - BDEBFC
  - 63C6EC
  - 3FAED9
- 96A6F7 (purple)
  - FAFBFF
  - C3CCFC
  - 7195E7
  - 4E65DF
- FFDE8C (yellow orange)
  - FFFEEFA
  - FFECBC
  - FFD365
  - FFC942
- FFC88C (light orange)
  - FFFDFA
  - FFD9BC
  - FFB565
  - FFA443

red bubble color So far is fine but might need to make sign P&P

- FF5F63 (sharon)
  - FF6C7
  - FF8C8F
  - FF3439
  - FF0309
- FFA65F (orange)
  - FFD9C6
  - FF8F8C
  - FF8E34
  - FF7303
- 5FFFF9 (light blue)
  - C6FFFD
  - 8CFFFB
  - 34FF7
  - 03FBF2
- 67FF5E (light green)
  - C9FFC6
  - 92FF8C
  - 3EFF34
  - 0FFD03

Time bar (center) Need to make warmer

- 6A8EBF (gray-blue)
  - CADAF1
  - 97B3D8
  - 476DA2
  - 2E568E
- 7D72C6 (purple)
  - D2CDE2
  - A69DDE
  - 5C4FAB
  - 423596
- FFE583 (yellow)
  - FFF5D1
  - FFE0A8
  - F7D75E
  - D9B738
- FFD083 (light?)
  - FFEFD1 (orange?)
  - FFDFA8
  - F7BD5E
  - D99C38

Panic Button ! stay the same make background light red, have gray outline

- FS0606 (Red)
  - FF6666
  - FF3C3C
  - BF0000
  - 960000
- FS7206 (Orange)
  - FFAB66
  - FF943C
  - BF5700
  - 964400
- 049393 (blue-ish)
  - 45A6AE
  - 249999
  - 007373
  - 005A5A
- 05CA405 (green)
  - 56D756
  - 30CC30
  - 009900
  - 007800

Buttons & background Make colors warmer

- E3E3E3 (light gray)
  - FFFFFFFF
  - 868686
  - 8A8888
- 888888 (gray)
  - FFFFFFFF
  - 8E8888
  - 6D6D6D
  - 525353
- 86D6B6 (med gray)
  - FFFFFFFF
  - DBDBDB
  - 929292
  - 6D6E6D

USE BRIGHTER  
COLORS





# Button UPDATE



- make it look more 3D
- Have Darker play symbol and lighter background
- Look at 004CEE (med blue) for the button
- Look at FF863 (lighter orange) for the play symbol



- make it look like the play button, but should have the colors reverse
- Look at 719DFB (light blue) for the play symbol



- make it look like a physical "panic" button
- outer rim of button will be grey (888888?)
- inner button should be - lighter red so maybe (FB6D6D)
- it should be real big, it so lets go with F50606
- make sure to add shadow to make this more 3D



- this is the button for the "important info" pop up
- two designs for what the button logo will be
  - the chart is nice because that's where a doctor would get all the info from a chart
  - chart itself would either grey and shiny or brown and wooden
  - the heart rate is nice because that's such a typical

126 2017

Change to the  $\delta$  button

↳ hanging it from pane to delivery(?)

↳ will have to change the design of the button to make it less 'pane-y'

\* need to see what Ian wants for the button



Start drawing background Medical Illustration

↳ need to have cut outs for where the systems are

↳ Systems

↳ GI/GU gastrointestinal & genitourinary (intestines)

↳ Hepatic Liver

↳ Heme an iron containing compound of the porphyrin class that forms the nonprotein part of hemoglobin and some other biologic molecules

↳ Cardio Heart

↳ Endocrine the collection of glands that produce hormones

↳ Renal kidneys

↳ Respiratory System lungs

↳ Fore skin Body Baby

have main places on the human body need to put somewhere near the body

- started drawing out the body of the woman and blocked out the location of the systems  
↳ should be different colors

yes no

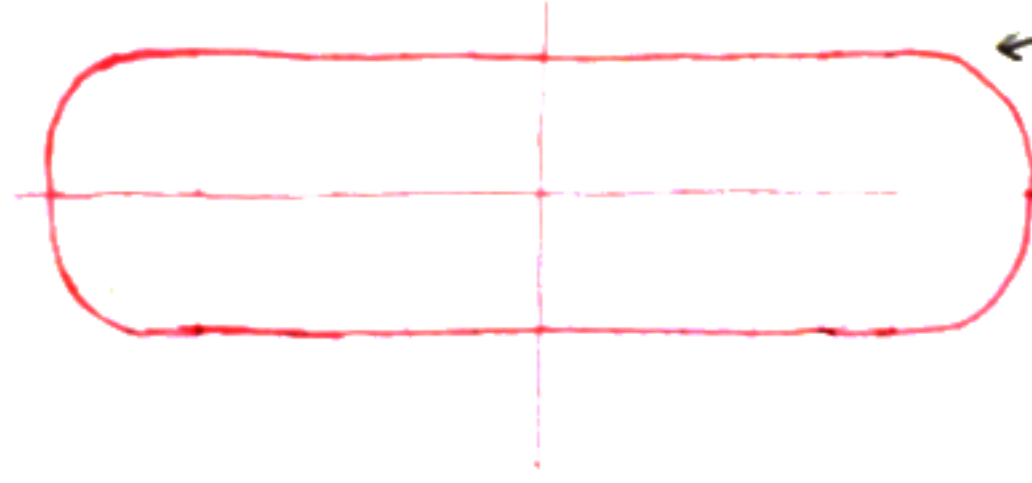


# Notes for UI

2/9/17

Should work on new stuff first then fix the old stuff

- Design a button background that can be scaled and used for different things
  - Design a background for text for the tutorial that can also
  - Main Menu Buttons for the "Play" and "Credits" buttons
  - Work on Main Menu artwork
    - ↳ find out a title
    - ↳ or just make a temp logo just say Med Game
- Have an idea of what to do for the background  
• need a background for a background



← if I do this I need to use a shape tool to make it cut up easier

↓ maybe make 1/4 of it and copy it a few times

- Work on figuring out a better color for the "time" bar to make it brighter and less depressing
    - ↳ also do the same with the time skip buttons
  - for the button I should put a thin border around the button so it can somewhat stand out
    - ↳ should have a similar color scheme between all menu buttons
- \* inner glow?

## • Button Design

↳ will be used for "Play", "Credits", & "continue"

↳ can be divided so it can be resized



Outline will be a darker shade of whatever the inner color will be

• as of right now the buttons being used are gray → probably will want to use some other color so the button will stand out

• This will be going on the main screen which is mostly gray and possibly the background that is in the game

• This will also going to be on the tutorial screens which is mostly gray and blue

### • Colors:

- FF0202 (Red)

- FF4848 (light Red)

- 9A0000 (dark Red)

- D60000 (brown Red)

↳ note: would work for main menu but not tutorial

- 3982FD (light blue)

- ASC7FF (very light blue)

- 105DE1 (darker light blue)

- 6FA3FF (blue)

↳ could work for both the tutorial & main menu

- B8CBED (base white-blue)

- E5EDFB (white-blue)

- CFDDF5 (gray-blue)

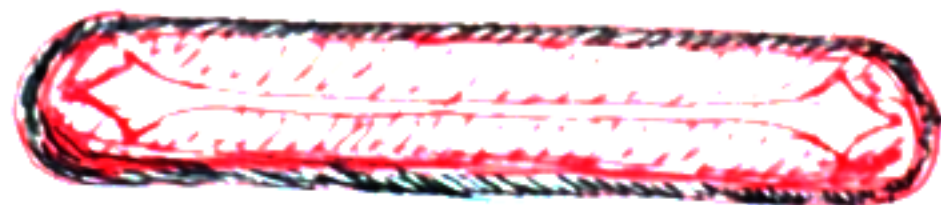
- A0B8E2 (darker gray-blue)

- 88A4D4 (dark gray-blue)

} this might be best for the buttons



- Tutorial Text background
  - ↳ Tutorial background is a blue/gray color so should have something that will stand out against the blue and gray background
  - ↳ should either be white or a very light gray, be sort of a piece of paper
  - ↳ shouldn't have too much detail to, maybe a little bit of shading
  - ↳ should be a perfectly symmetrical rectangle so it can be resized and used in other places
- Re-Coloring of The Time Bars
  - ↳ I can either try to find lighter colors to use or try to give the inside of the bar more of a "glow"
  - ↳ also try to clean up the time bars to make them look more professional



Tri 1: ||| ||| |||

Tri 2: ||| ||| ||| ||

Tri 3: | ||| ||| |||



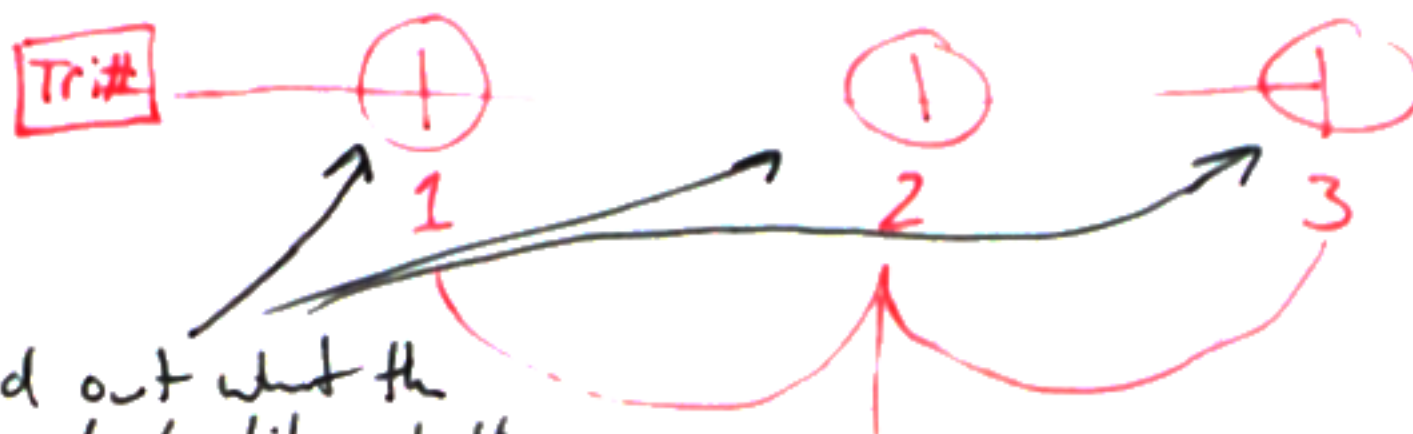
# UI Update

2/14/17

→ One time slider divided into 9 months

↳ Show what the baby looks like at every stage

↳ Ex:



find out what the baby looks like at the end of each Tri

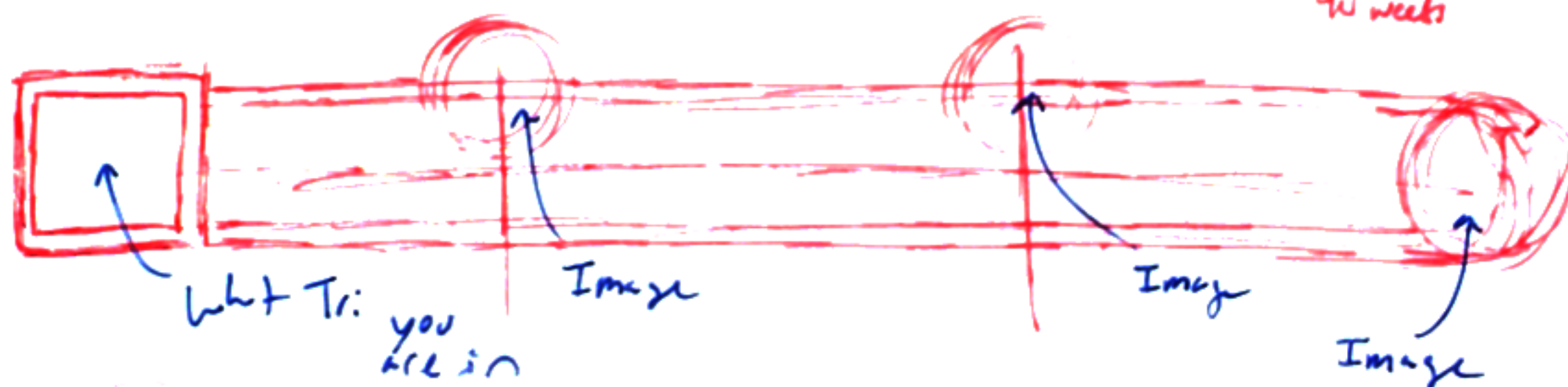
Will need to show the months (maybe weeks?)

→ bubbles

↳ The + and - were confusing so instead of having + and - it will be up and down arrows and have space on the bubble to write where the bubble is coming and going

↳ gray scale the bubble so it can be recolored in code

↳ will only need to make one button because they can flip it with code



make it look like the old bubbles

- start off with a color and then make it gray

- make sure arrow is bold  
- make room for text

This needs to be done quick!  
doesn't need to be 100% but the slider and other stuff

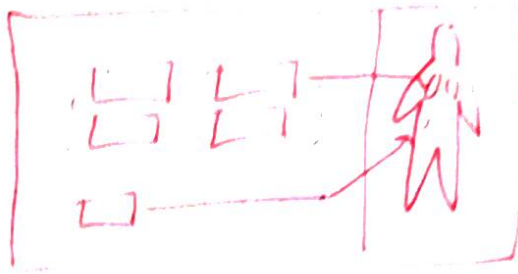
1) I notes

2/21/17

## DEADLINE: MARCH 1<sup>st</sup>

Work on Main Menu

- ↳ Use the color scheme that Forrest sent me
- ↳ Title: Maternal Physiology
- ↳ needed for menu
  - Title logo
  - Background for main menu
  - button background (go with overall color scheme)
- ↳ needed for in game
  - new play/pause / time shift
    - ↳ make it go with the colors in the timeslider



need to redraw the system location  
↳ have a highlighter version for each individual level

### Systems in game

✓ respiratory - lungs + tracheal windpipe & mouthhole

✓ renal - kidneys and urinary tract / bladder

Cardiovascular - heart and blood vessels, highlight the heart a little

hematologic - highlight vessels a bit more

hematologic <sup>coagulation</sup> vascular - equal highlighting

Vessels of interest:

- pulmonary artery and vein
- aorta
- superior vena cava
- inferior vena cava
- carotid arteries
- jugular vein

these go into other system  
EYI



# Med Game Menu Design

- Working Title: Maternal Physiology

- Whats on the screen:

- Title
- Buttons (for start & credits) ✓
- Background

Should make a design that is not too bright & not too dark

- Color Palette

• Lightish Purple

- ★ - CD884F
- ★ - AA5595
- 882D61
- 661141
- 440027

• Red

- ★ - FFAAAA
- D46A6A
- AA3939
- 801515
- 550000

• Purple

- ★ - 77544
- 769B8E
- 582A72
- 3D1255
- 260337

• Light green

- D4EEFF
- A5C663
- 7BFE35
- 567714
- 354F21

769B8E (purple)  
→  
AA3939 (red)

FFAAAA  
D46A6A

Title

Should make up with some sort of logo

PLAY

CREDITS

Should be rounded make in game appear better  
- need to have at the bottom new red button

Could either put the mother (light purple) full body image here or baby silhouette  
• probably put mother image since title is "Maternal Physiology"  
• put all the systems into the image  
• change the background color to go with the color palette

661141  
AA5595



Lettering: 801515/66114/  
outline: AA3939/882D61  
fill: D46A6A/AA5585



very light outline



have a light glow around  
the button for the lighted  
version of the button

Colors for buttons

FFAAAA

D46A6A