

Project 5: Axure Interactive Prototype

Design Goals Discussion

The target audience for the application would be mostly everyone above the age of 13. With the help of this wireframes we are trying to give a high level idea about what our final design would look like. Since it is an iterative process, we would be adding and making changes as per the user feedback. We are trying to see if the application is safely explorable by the users. We are trying to understand if they can easily memorise what they have used and learnt so far.

We are trying to define some clear entry points into the interface so that the user would not get confused on where to go. We have created a home page with a pyramid view. The landing page would have all the links to get to different options and the users can use the front and back button to navigate to and fro.

Inspiration

We planned to make our user interface as intuitive as possible. We looked at different interfaces from various websites and based on the experiences we thought about coming up with some of the best design ideas as well as some align the interface with the course content that we have studied so far. We referred to the online version of Catan which is a highly intuitive user interface and easy to learn and navigate. We did take some pointers from it.



Design Patterns Used:

Following is the list of design patterns we used throughout the project while prototyping different aspects of the game.

- **Hairline pattern** - This pattern is used on settings page.
- **Carousel** - We have added carousel on team selection page where player can select an avatar for his team.
- **Tooltip**: We have added the tooltip option on one of the game play aspects, Code Name Crossword where the user can hover over a Markup Arrow to view the usage.
- **Settings Editor** - In settings page is self-contained page where users can change settings, preferences, or properties.

- **Alternative view** - The main card grid of the game can be viewed as Code Master where the cards are shown with color, while in game play view it is plain white card with no colors. Therefore, the grid can be viewed in two alternating ways.
- **Center stage** - The main game play aspect takes the center stage. The cards are set on the center of the screen with chat options on the right and timer, hint and probable words at the top.
- **Grid of equals** - The cards are set on the screen using grid of equals patterns as they take equal importance and spread in a matrix format. They all follow a common template of showing a particular word.
- **Titled section** - The prototypes include 2-3 titled section in various pages like “chat with buddy” is one section, the main card grid is another, hint and timer section.
- **Accordion** - The chat section for different teams are placed in accordion panel to open and close it easily. One section can be viewed once by the designated team members.
- **Input Prompt** - Input Prompt is shown at various places when giving the hint by code master or when the players start a chat while typing on the textbox
- **Dropdown Chooser** - Dropdown selector is used for changing the theme of the game on the settings page.
- **Row Striping** - Leaderboard shows two similar shades to alternately color the backgrounds of the team rows.
- **Prominent Done** - We have used this design pattern on the Settings page.
- **Collapsible Panel** - We have used this design pattern on the CodeNames Mission player view for chat window.
- **Cancelability** - We have added these options on modal window
- **Corner Treatment** - We have used this on the settings page.

Changes from last iteration and the challenges:

The Axure prototyping has helped us explore the interactivity to the highest extent. We have added maximum interactivity on each pages. We have changed the look and feel of each pages to incorporate maximum interactivity. We have tried to make our application design more intuitive with the help of different interactive elements provided by Axure. We have created a more of a working prototype which could give the actual idea of a good working model and how the application flow would work. The Balsamiq prototyping was limited to adding links and exploring other forms of interactivity. The Axure prototyping with fewer number of screens helped us explain the interactivity better.

Interactive components:

The interactive components or design patterns that we included were as below:

- **Tabs Bar** - We used this pattern in Crossword aspect of the game. Players can chat among themselves using this component.
- **Drag-n-drop objects** - We used this pattern to drag and drop the guesses on the guessed word. We used separate blocks to do so.
- **Radio button choices** - This pattern was used to select the game type between custom and random games.
- **Checkboxes** - This pattern was included as a part of our settings page.

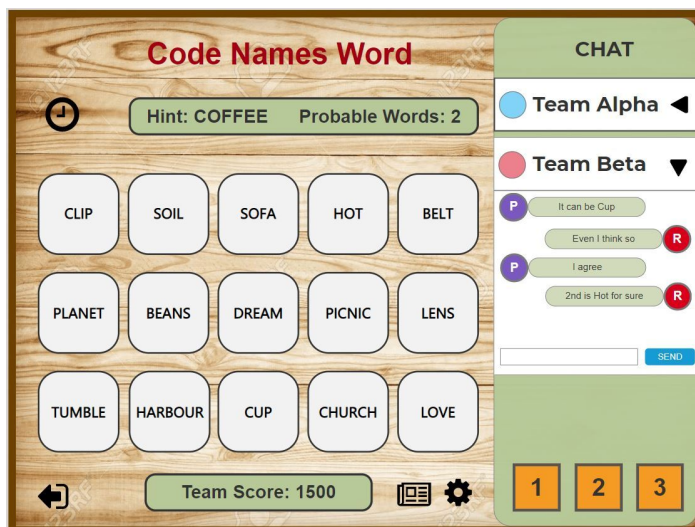
- drop-down lists - We have added this design pattern as a part of our settings page where user can select the theme of the game.
- Text entry - We used this in the Chat feature for players and as a Hint for the CodeMaster
- Scrollable content - This is shown in the Rules page of the game.
- Toggle button - This is in the settings page for controlling sound
- Accordion - This was used to facilitate chatting between players of a given team.
- Collapsible Panel - This is used to provide user more screen space and a cleaner view.
- Modal Window- The modal window was essentially used to prompt user for some action or inform them about some action that they had already performed.

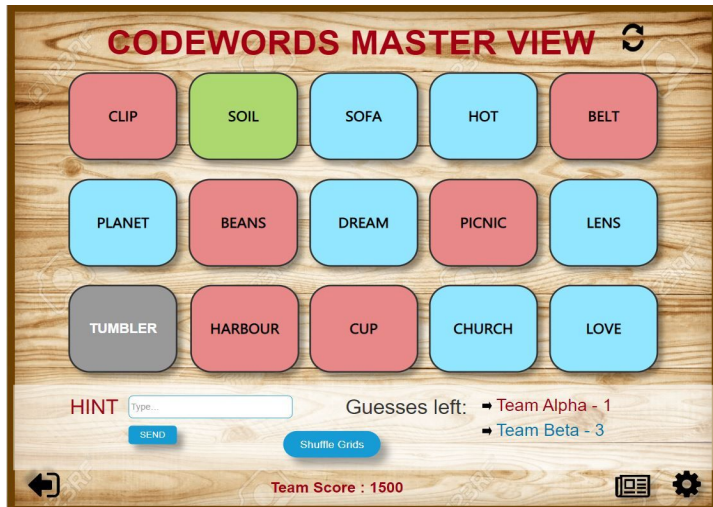
Description of masters templates / dynamic panels:

We created a master template to create a clear and consistent view. This essentially included the background image and common application level features. We used dynamic panels while designing the interactivity. This pattern was focussed on while designing the collapsible panels and also while designing the accordion. This dynamic panels included the entire chat window for each of the teams and also the complete chat box was grouped together to create a dynamic panel.

Illustrative walkthrough of the Axure Prototype:

Code Master Words:



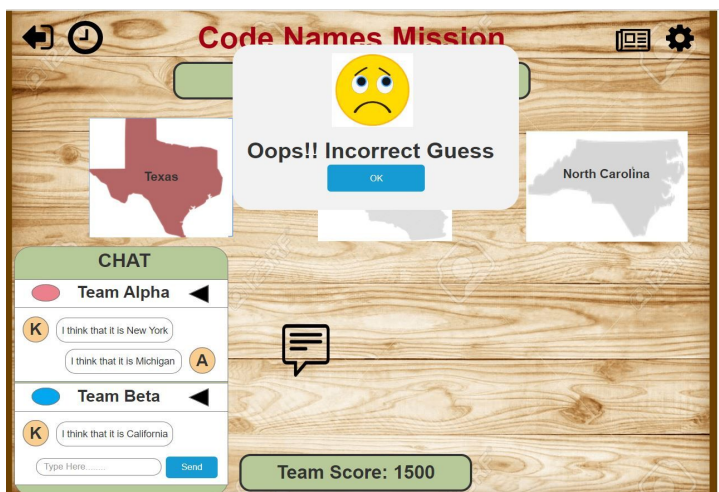
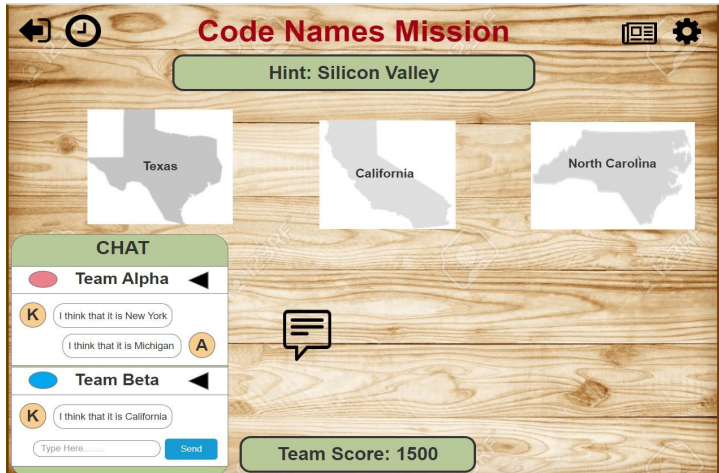


This is the Code Master and Player view for Code Master Words game.

Code Name Mission View:

This is the CodeName Mission View for both player and Code Master.





CodeNames Crossword

This is the Code Name Crossword view for both players as well as Code Master.





This is the home page of CodeNames. Clicking on 'Play a new game' will display game variations as shown below.



The screenshot shows a 'LeaderBoard' page with a wooden background. At the top, there is a back arrow, two trophy icons, and the title 'LeaderBoard'. Below the title is a table with five columns: '#', 'Team', 'Points', 'Badges', and 'Rating'. The table lists three teams: Team Alpha (1500 points, 4 badges, 5 stars), Team Beta (1200 points, 3 badges, 3 stars), and Team Gamma (1100 points, 2 badges, 3 stars). The table rows are highlighted in alternating yellow and orange colors.

#	Team	Points	Badges	Rating
1	Team Alpha	1500	4	★★★★★
2	Team Beta	1200	3	★★★
3	Team Gamma	1100	2	★★★

Clicking on trophy icon on the home page will open up the Leaderboard page.



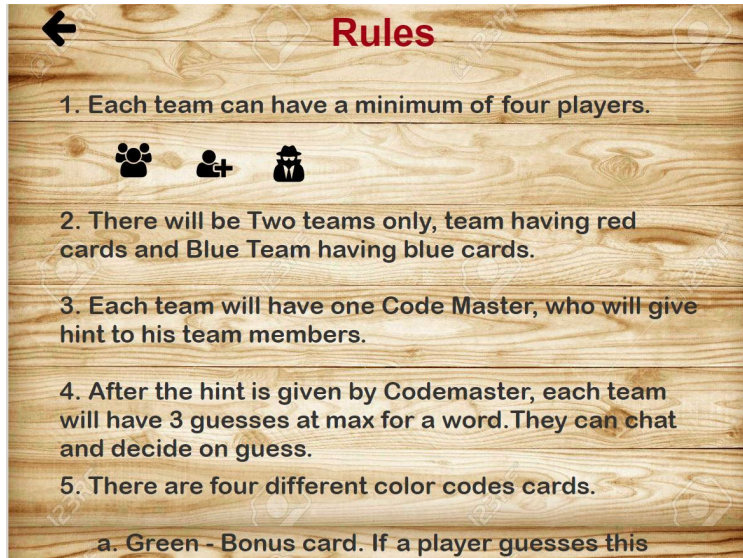
The screenshot shows a 'Profile' page with a wooden background. At the top, there is a back arrow, a user icon, and the title 'Profile'. The page is divided into two main sections: 'Player's Profile' and 'Statistics'. The 'Player's Profile' section contains fields for Level (Beginner), Signature (Trainee), Total Earnings (100), Player ID (FGY45325), and League (None). Below this is a 'Profile Picture' section with a small image icon and a 'Choose File' button. The 'Statistics' section contains fields for Game Won (5), Win Rate (2.5), Team wins (4), and Titan Badge (1).

Player's Profile		Statistics	
Level	Beginner	Game Won	5
Signature	Trainee	Win Rate	2.5
Total Earnings	100	Team wins	4
Player ID	FGY45325	Titan Badge	1
League	None		

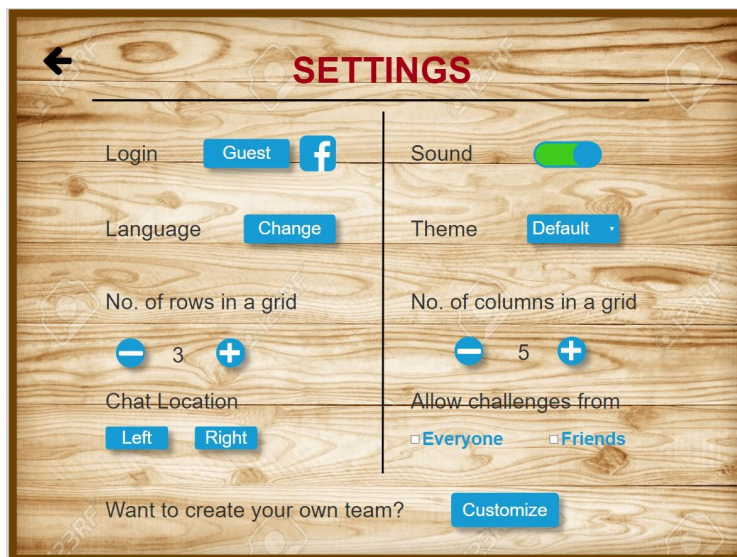
Profile Picture



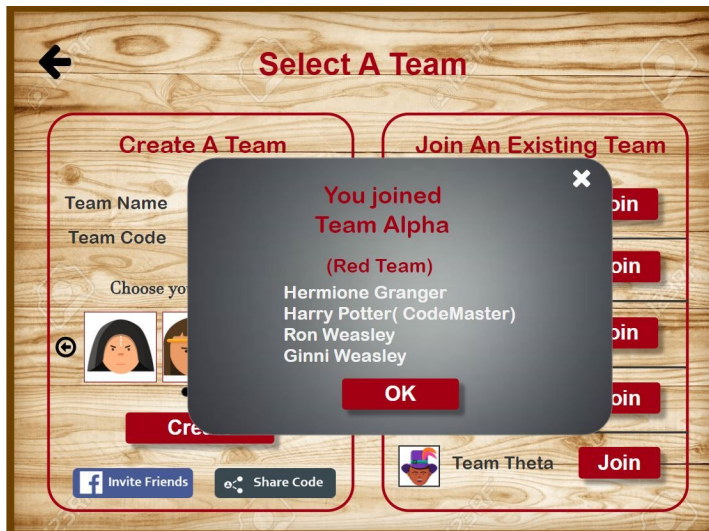
Clicking on user icon on the home page will display Profile page



This is the rules page and can be viewed either from the home page or from any of the gameplay CodeMaster, player pages.



This is the settings page and can be opened by clicking on the gear icon found in some of the pages.



This is the custom Team Selection View for the players where they can edit the team name and the Avatars for their team.

Content-Fidelity Matrix

Content	Very Low Fidelity	Low Fidelity	Medium Fidelity	High Fidelity	Very High Fidelity
Information Design				x	
Interaction Design					x
Visual Design & Branding					x
Editorial Content				x	

Explanation:

- **Information Design:**
 - The content of the application is well segregated on the basis of different categories like Rules, Leaderboard, Settings.
 - However the links to some of the options is still missing.
- **Interaction Design:**
 - The wireframes are very high fidelity as we have included the interactions for major parts of the prototype.
- **Visual Design and Branding:**
 - The application is branded quite well and goes with the theme of the website.
 - The consistency of the color scheme across the application is well maintained.
 - There are visuals and graphic images accompanying each section to emphasise the content of each of them.
- **Editorial Content:**
 - The style and the tone of the website is vivacious since it is a gaming application.
 - It does have highly accurate content.

Prototyping process critique:

With the help of this prototype, we are trying to achieve the following:

1. We wanted to achieve some form of interactivity between the application and the player and some of the game aspects could be explained better with the help of interactivity.
2. The implementation of accordion and collapsible panel was a bit of a learning curve.
3. We wanted to make the application more intuitive and easy to use so that user for any age group could feel comfortable using the application.
4. There were certain aspects of using Axure such as creating new UI components which required more attention and time.

5. The master template design is probably one of the key aspects of Axure and it helped us come up with a good design.
6. This promoted more reusability of existing designs created and fewer efforts.

Design self-critique:

We have considered most of the design elements while working on this prototype and some have blended very smoothly with the game components. The design elements that worked well are:

Visual elements - We were able to design the shape of the components in a manner that is visually impressive. The fusion of them with the page has made the prototype look pretty creative. We kept in mind to alter the size of those components in a way that it feels aesthetically pleasing. Although we have used contrasting colors, we have opted for the colors that are not too disturbing to the eyes so that the focus is not carried away. Similarly, the use of texture has also been thought of and implemented carefully. We have tried to maintain consistency at the application level and the gameplay aspects have view more complementing the type of game being played.

Practical elements - In general, the aim of the game should never be neglected which is providing the actual meaning of each component and not exhibiting them just for the sake of fascination. Correct representation and function of all the elements have been our center of attention. There is a reason behind showcasing even the tiniest interactivity.

The design elements that didn't fit quite well are:

Conceptual elements - Although our prototype didn't require elements like volume and plane, we successfully demonstrated the deployment of line as separators and dividers to indicate the concept.

Relational elements - The direction and position of certain aspects were difficult to figure out because either they were not able to present animation. We have tried our best to utilize the space in the most promising fashion.