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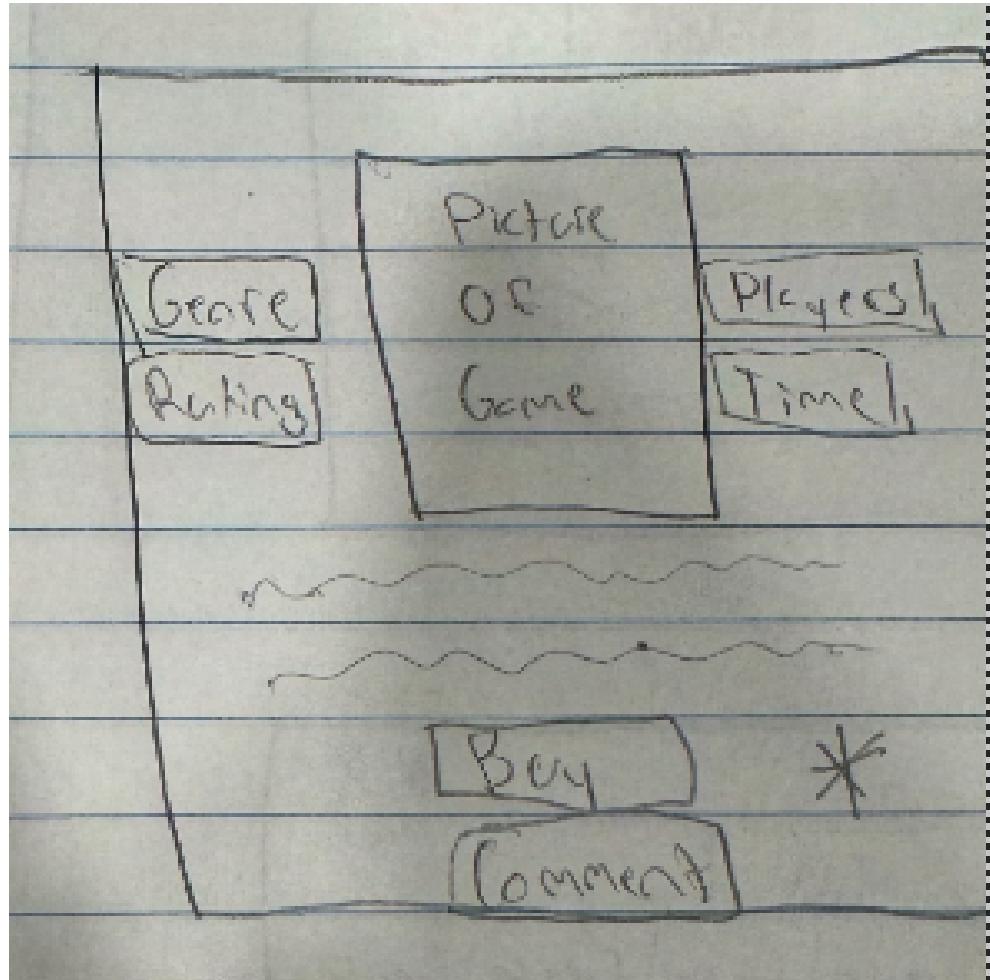
## *Group 13 - Milestone 2*

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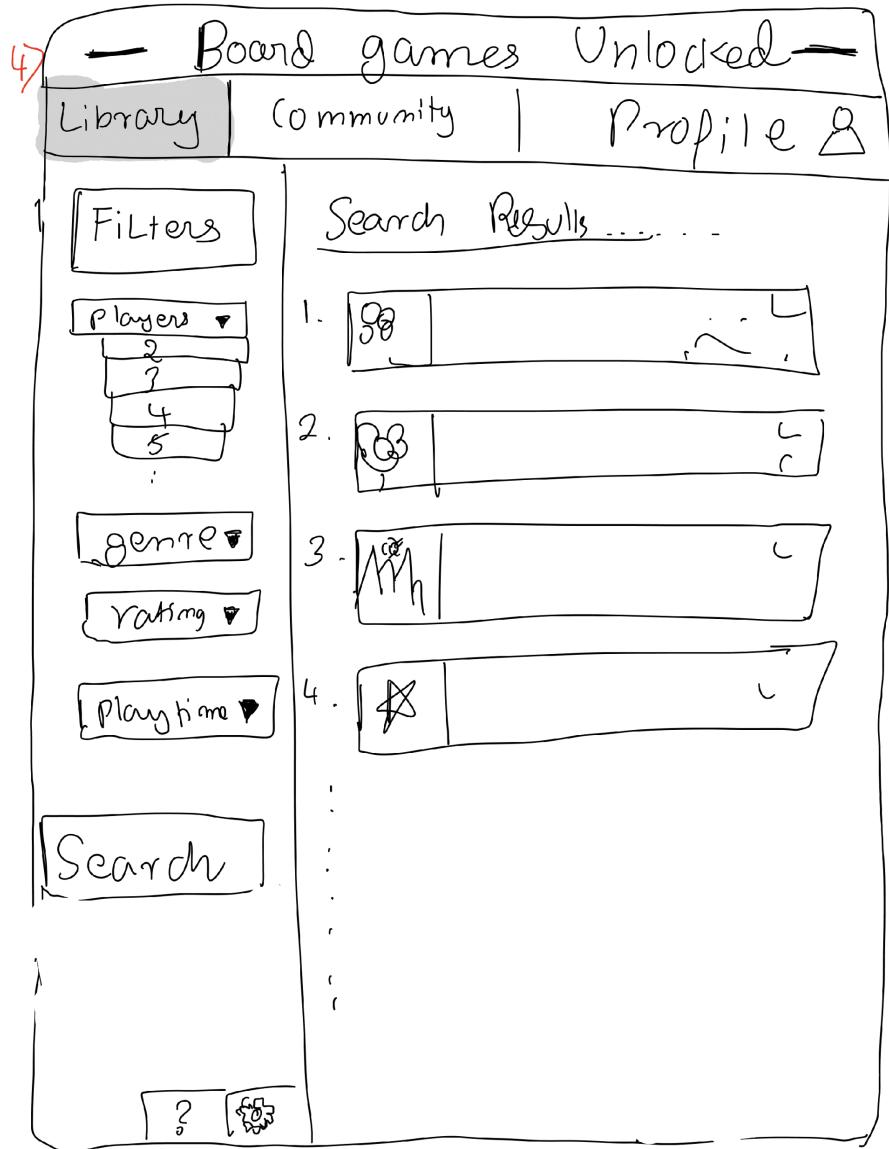
### **Part A**

The choice to make a library for board games that has many comprehensive features was developed for several reasons. The reason why this will be an interesting website is because of the creativity put in throughout the website, with visually appealing buttons and search functions. Board games are a very sought out of genre of games that have a diverse range of genres and styles for all types of people, age groups etc, which our interface will be able to provide which makes it valuable to everyone looking into board games and will support newcomers toward the board game community, or anyone with prior experience. Since the opportunity with board games are endless, this makes it a very interesting topic to create an interface for as there are many different ways and directions you can approach it with. With our previous interviews on a similar website, we discovered that people without prior experience in technology may have found the website somewhat difficult to navigate through which shows the divide between people that have knowledge with technology and those that do not, because of this we aim to fill this niche by designing an interface that is as simple and easy to follow as possible so no matter the prior experience you have in technology, the interface will be seamless and transparent to use. Since we aim to have all sorts of target age groups, this will be a key factor when designing it.

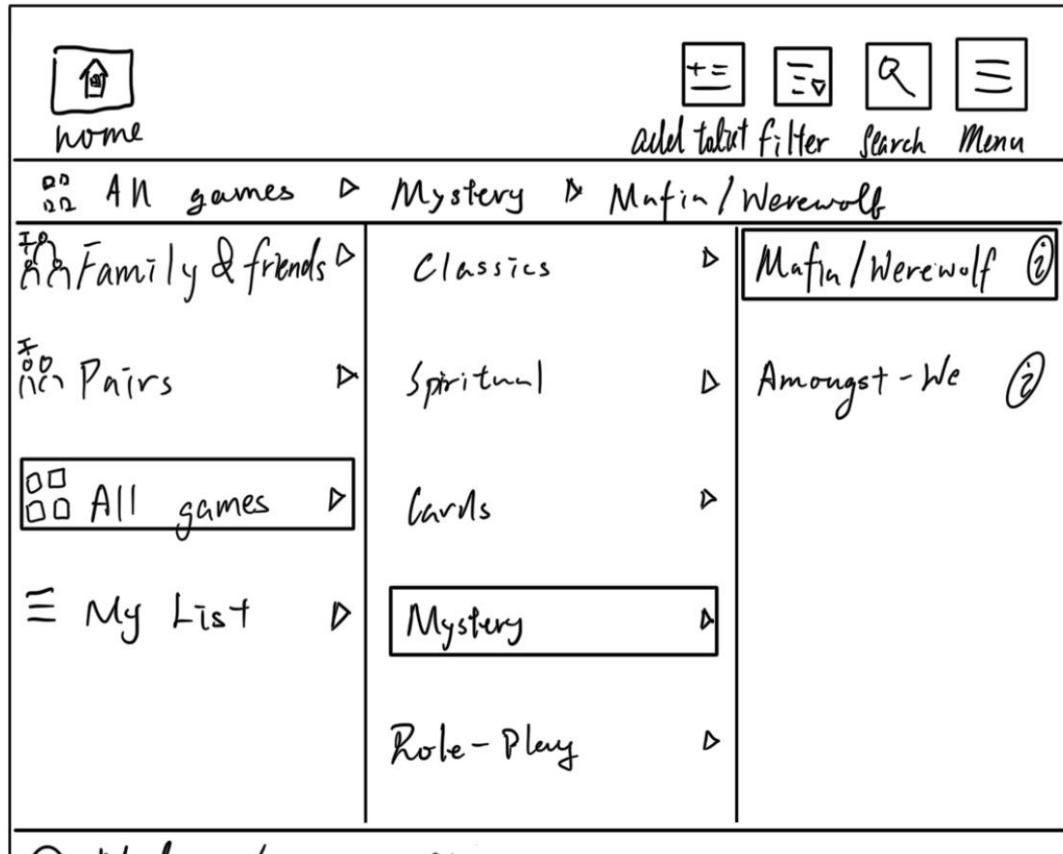
**TOP 5 sketches -----**



The reason why we liked this sketch is because of the idea of the pop out feature for when we click on a board game. If you are interested in a board game on the interface, clicking on it should show more information about it, like it displayed in the sketch. It also clearly shows the target audience for the board game like the amount of players, and the genre of it, which is crucial for more information about the board game. The text displays are evenly placed, making it easy to see and follow from a user's point of view.



We selected this particular sketch out of the 50 options because it stood out with its impressive array of features. Not only does it boast an aesthetically pleasing design, but it also incorporates user-friendly elements that enhance the overall experience. The inclusion of customizable filter options and a dedicated settings tab ensures a personalized interaction, allowing users to tailor their preferences seamlessly. The addition of a community section specifically tailored for enthusiasts to share their favorite board games fosters a sense of belonging and engagement. Furthermore, the presence of a well-organized profile section simplifies any account-related tasks, enhancing the user's ease of access. Overall, this sketch excels in its thoughtful organization, making it a standout choice.



## (i) Mafia / werewolf

- ① Age: min: 6+, recommended: 10+
- ② Rating: 9+
- ③ Duration: 20 min+
- Skills: lying, team play, strategic, role play

Pic here

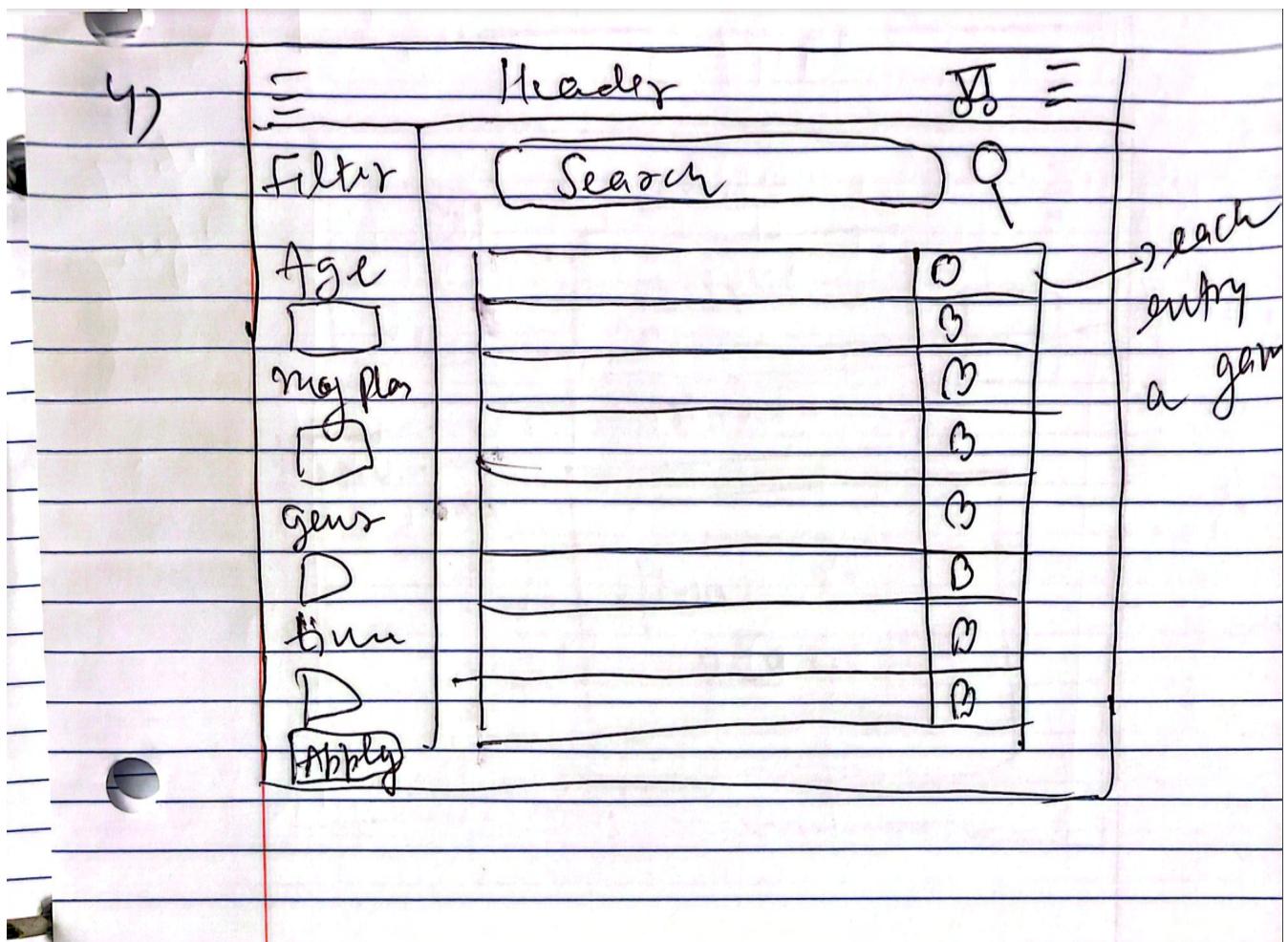
We've picked the Miller columns design because it can show hierarchy of the filters and all the options such as different genres available whilst browsing in other options.

The current position of navigation is clear to the user as it is highlighted on the columns and can also be found on the navigation bar on top. We believe the user can easily follow the breadcrumbs to know where they've been and what filter can take them back here.

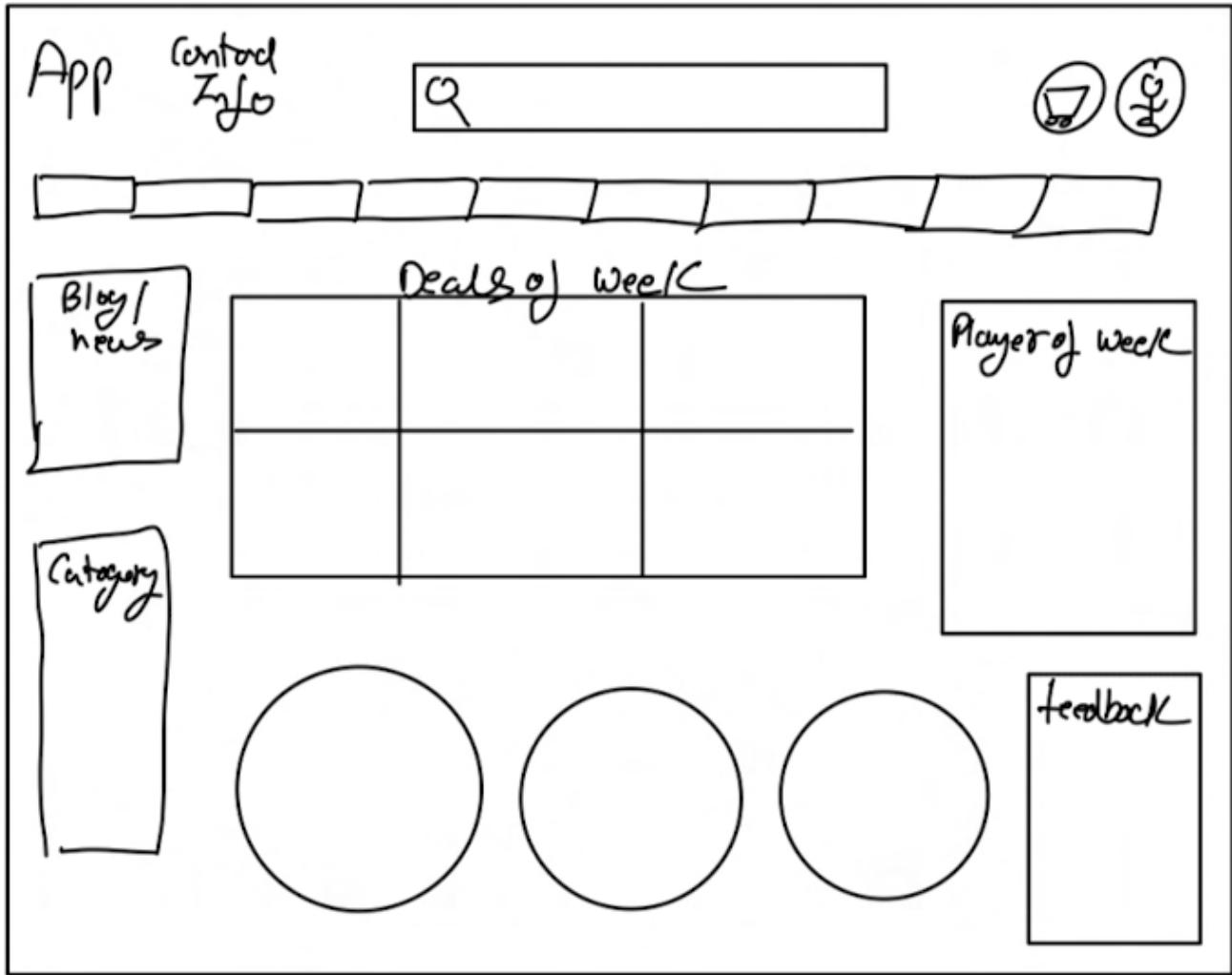
There is also the home button at the top left corner as a vantage point for users to go back to the main page if they're lost.

This design also adheres strictly to a grid so users can easily predict where functionalities they expect can be found.

4.

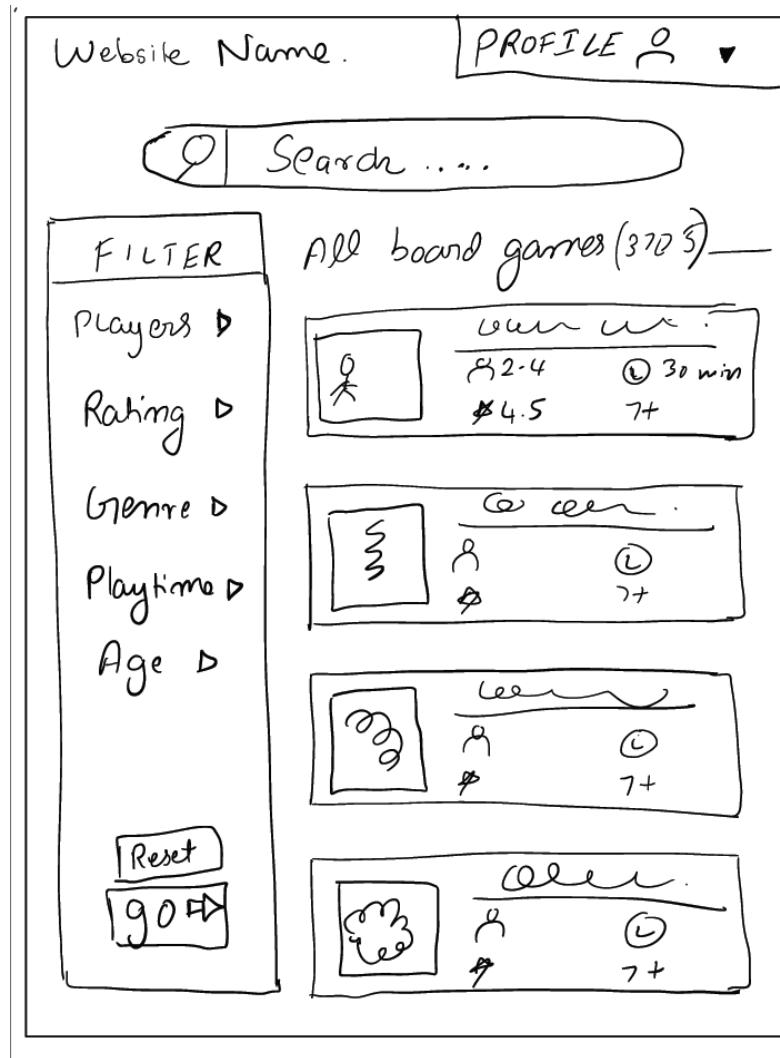


We selected this sketch because of the simple design it offers with the filters section so that users can easily find games based on their preferences. The game card layout offers an easy-to-look-at experience with important details highlighted. Also, it makes it very easy to like and unlike games and see them upfront without even accessing the liked games list.



We selected this sketch because it is very thoughtfully designed to simplify the board game experience. Featuring an intuitive filters bar and category section, it empowers users to discover games tailored to their preferences effortlessly. A single-page design consolidates all essential information, ensuring convenience. The 'Deals of the Week' section aids users in informed decision-making and cost savings, while the game card layout provides a user-friendly experience. Also there is the 'Blog/News' Section, which will give regular updates about board games. The 'Player of week' section will give the top players of the specific week and their scores.

## Part C : Idea Polishing and Initial Proposal



Filter options help

users to find a board

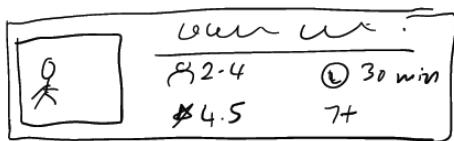
game with specific through a range of keywords such as name,

and attributes.



Search bar enables users to find board games

age, rating and game info.



Users can click on each board game entry to view a card that contains in-depth info on how to play the game, rules and an option to add this game to a "My Favourites" List

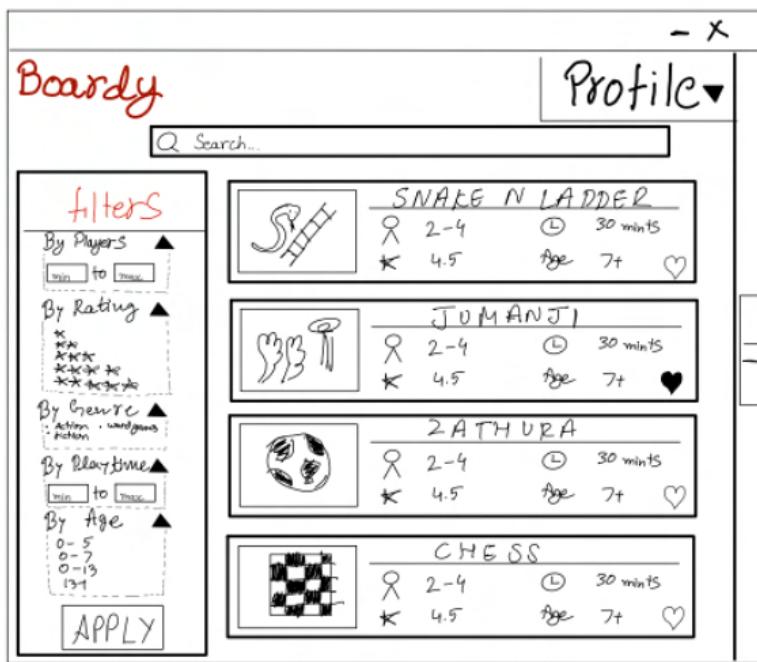


Profile contains any user-centric elements such as account information and related items.

This sketch was chosen as the best candidate to proceed with our project due to its specific features. The sketch presents a starting page of the board game interface with a default view of all the board games available and tools that can be used to sort or filter them. Users can pinpoint and find a board game that best suits them using the filter box and can add any game that they like into a favourite or liked list for convenience. Something new or exciting about this interface is that we felt it reduced the number of clicks required for users to complete core tasks which is an important factor to consider. It also enables the user to find board games using a multitude of filters to have the most accurate result, unlike other websites that do not provide this level of accuracy or filter power.

## Part D: Low-Fidelity Horizontal Storyboards

### Overview of the interface



Boardy is your go-to destination for all things board games. At the heart of Boardy is an extensive and ever-expanding library of board games from around the world. Use our intuitive search feature to explore a diverse range of board games. From classic strategy games to innovative party games, the possibilities are endless.

Utilize our advanced filtering system to narrow down your options based on game attributes such as duration, player count, rating, and more.

Did you find a board game that caught your eye? With Boardy's "Liked Games" feature, you can save your favourite discoveries to a personalized list. This list serves as your curated collection of games you're eager to explore further or add to your real-life collection.

The platform offers a user-friendly and visually engaging interface, ensuring effortless navigation and interaction with the platform, whether you're using it on a computer or a mobile device.

We understand that every board game enthusiast has unique preferences and requirements. That's why our platform provides advanced filters to empower you to fine-tune your game selection.

Board games often come with age recommendations, ensuring that the content and complexity are suitable for different audiences. With an age filter, you can easily search for games appropriate for kids, teenagers, adults, or any age group.

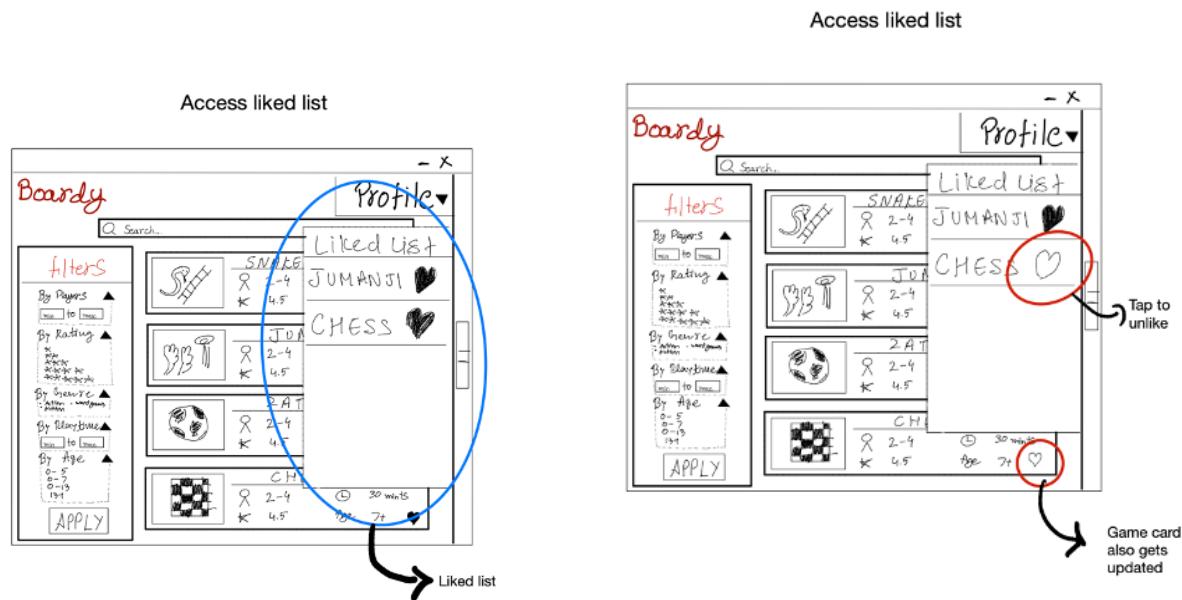
Time constraints can be a significant factor when choosing a board game. The playtime filter allows you to specify the duration you have available.

The opinions of other players matter, and our rating filter lets you search for games based on the collective reviews and ratings from the community. You can select games with high ratings and positive reviews, ensuring a great gaming experience.

Platform offers a diverse range of board game genres and themes to cater to various tastes. Our filter allows you to specify the genre or theme you're in the mood for, whether it's strategy, party, fantasy, science fiction, or any other category.

The number of players is a critical factor when choosing a board game. A number of players filter ensures you can easily discover games that accommodate your group size.

### Adding and removing games to the liked list.



This platform enhances your board game exploration experience with an intuitive "Liked List" feature that simplifies the process of saving and accessing your favourite games.

While browsing our board game library, you'll find game cards with essential information. Click the heart-shaped "Like" button on a game card to instantly add it to your "Liked List."

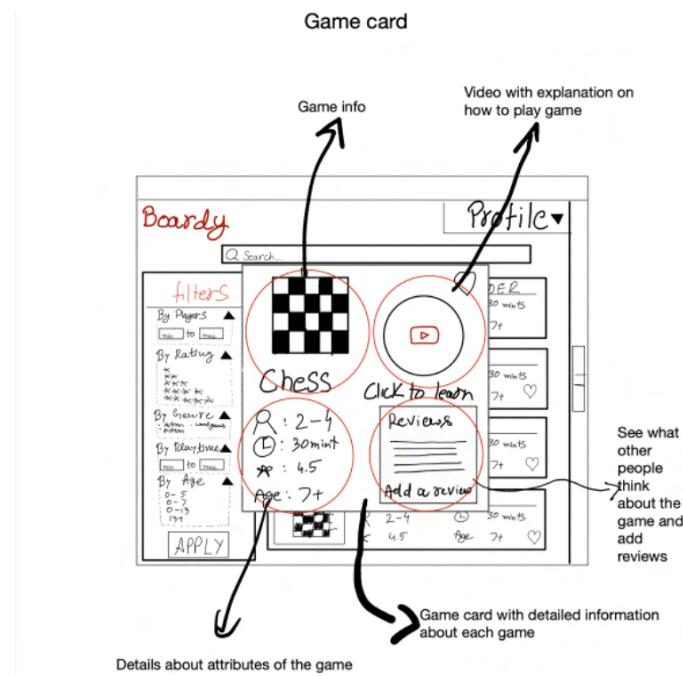
To access your "Liked List," click your profile icon at the top left corner of the Boardy platform. From the menu that appears, select the "Liked List" option. A sidebar will slide in from the edge of the screen, presenting your curated collection of liked games. This sidebar provides an organized, easy-to-navigate format with game cards for quick reference.

If a game in your "Liked List" no longer captures your interest or fits your gaming plans, the platform offers two straightforward removal methods:

**From the "Liked List":** While viewing your "Liked List," you'll notice a heart-shaped icon next to each game card. By clicking this icon, you can effortlessly "unlike" the game, and it will promptly disappear from your list.

**From the "Browse Menu":** When browsing the game library and encountering a game you've liked, clicking the heart-shaped "Like" button on the card will effectively "unlike" the game, updating the card in the "Browse Menu."

## Game card with info



After you click on a game card in the "Browse Menu" to open a dedicated page with a detailed game description. This provides an overview of the game, its theme, and what sets it apart. Each game card includes a video demonstration of how to play the game, making it easy for both beginners and experienced gamers to grasp the gameplay.

The card lists key game attributes such as age range, duration, player count, ratings, and genre to help you make an informed choice for your gaming session.

Users can read detailed reviews and experiences from others. Gain insights into gameplay, challenges, and overall enjoyment.

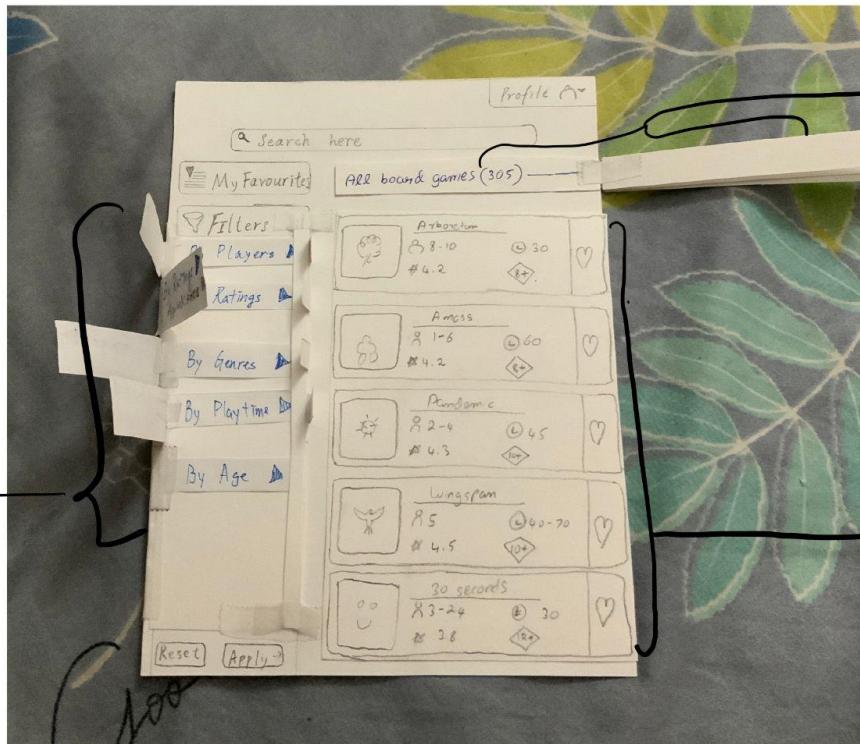
Our platform encourages users to leave their own detailed reviews, contributing to the collective knowledge of the community and helping others make informed choices.

## Part E: Low-Fidelity Vertical Paper Prototype

Reassembling and Operating prototype :

For grader's reference -----

①



These are flipped to represent what mode the list is on: For example, after filtering, you flip to the card, "Filtered Results(s)"... or "My Favourites"

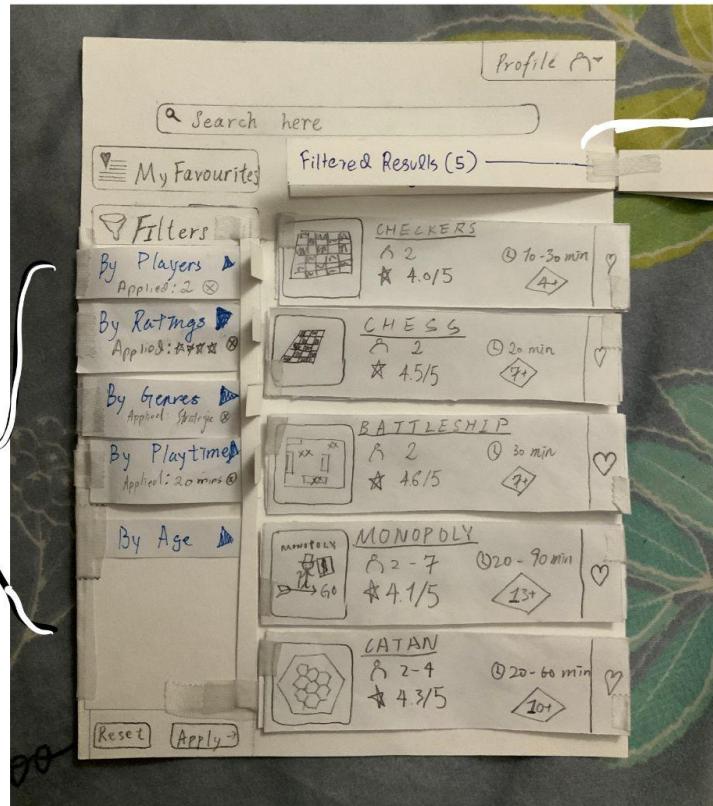
This card will be the default list that appears when you start the interface

This is the default layout:

What the user will first see before they start using the prototype

②

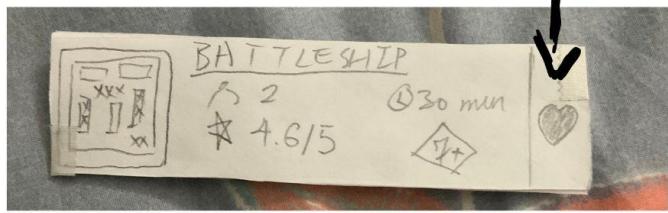
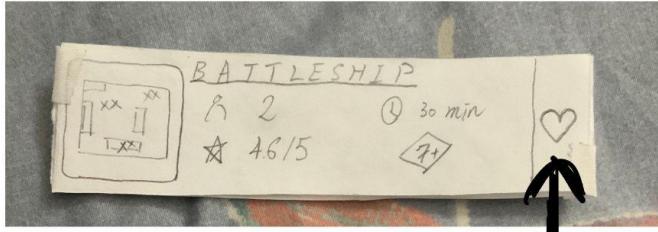
Filters  
will be updated  
according to  
user selection.



→ the status  
or result box  
will be updated  
Ex: here it went  
from  
All board games  
to  
filtered results

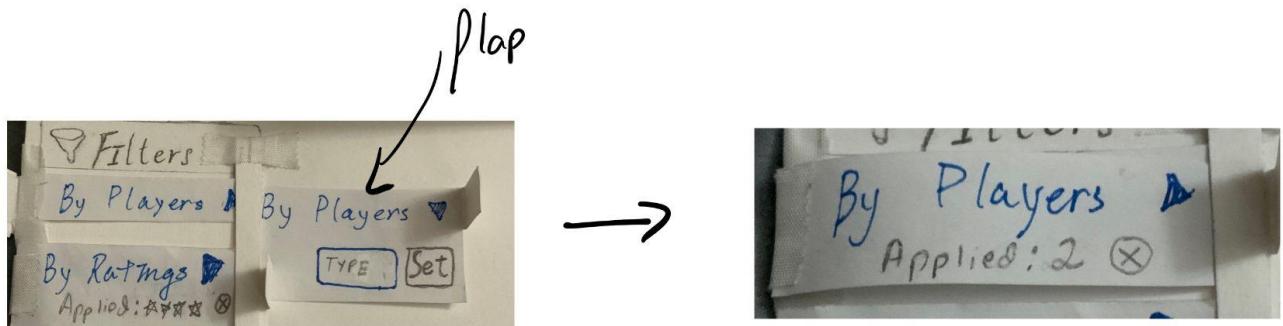
This is what happens when  
you filter; you place all  
the board games available  
on the space for results  
in their default position (not liked)

③



User likes a board game by clicking the heart, to show the change, just flip the paper  
(one side is liked, the other side not liked)

④

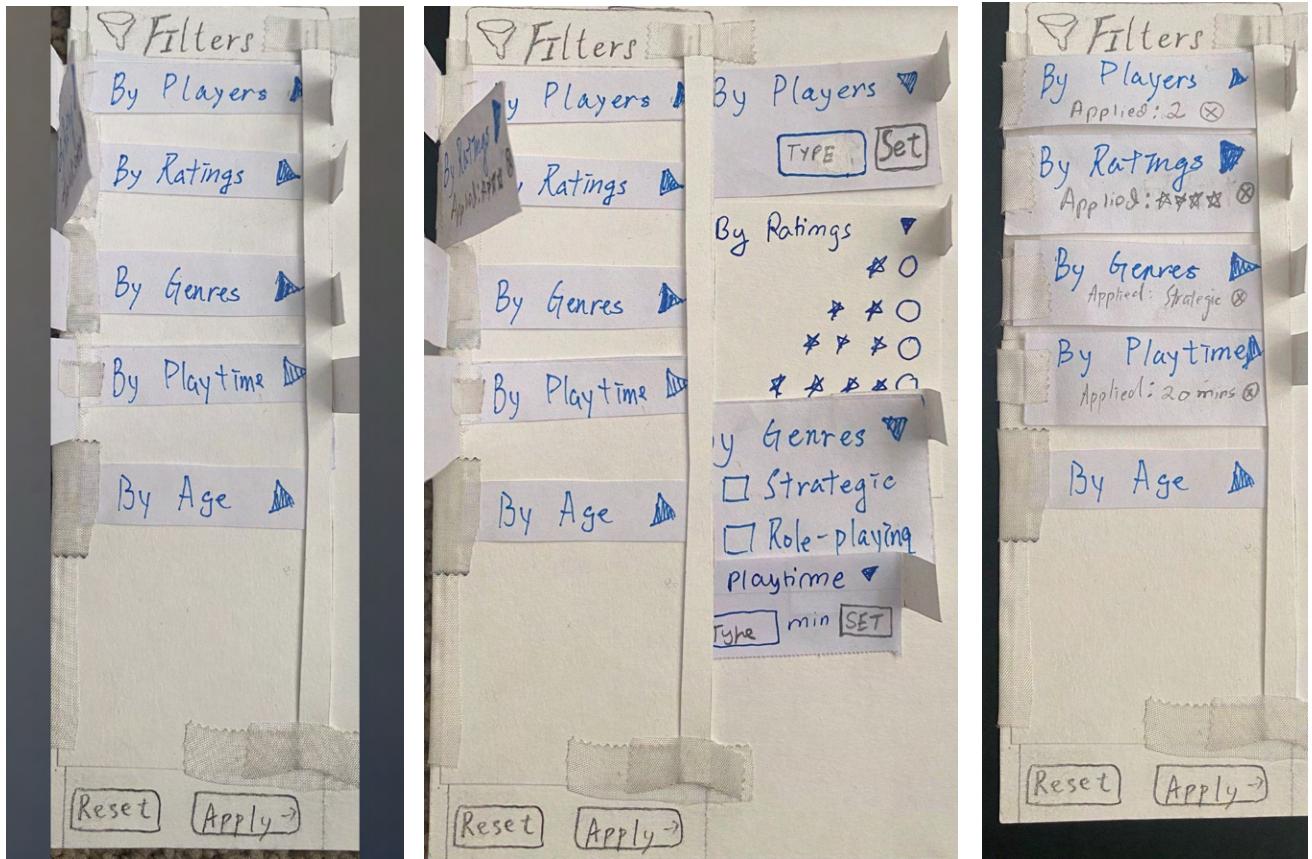


When user clicks on players,  
you extend the flap where  
user can type / select their  
desired input

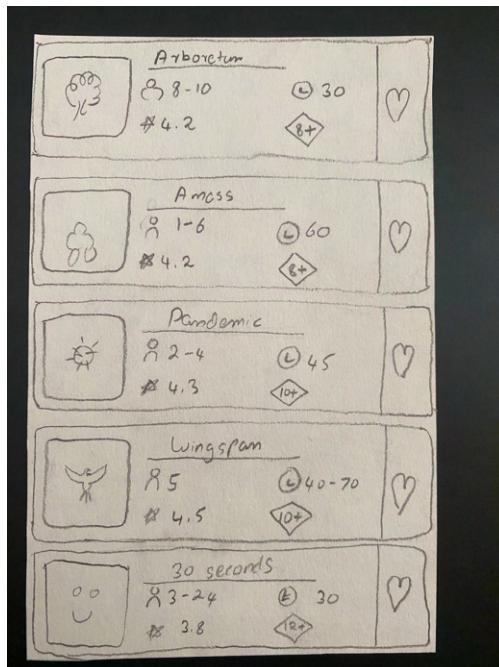
After user has selected  
their input, the change  
will be reflected by flipping  
the side attachment.

If the flaps were to fall out  
prior to the prototype being tested,  
just match the appropriate flap  
to the filter option and insert  
flap into a small cavity  
underneath the filter box.

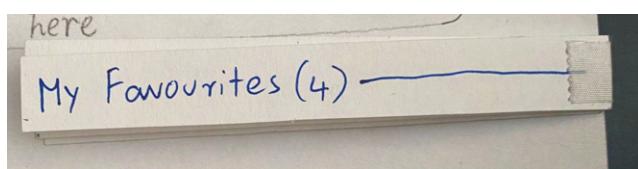
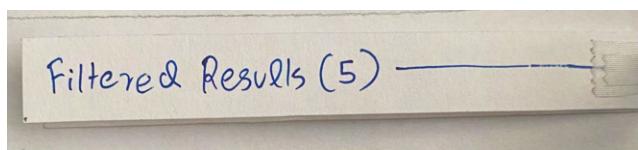
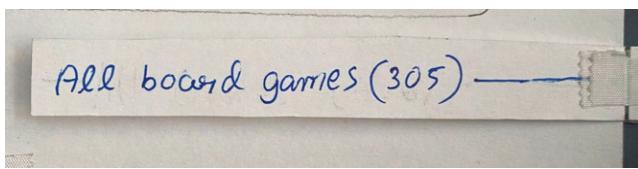
## Overview of components of paper prototype : 1st Deliverable



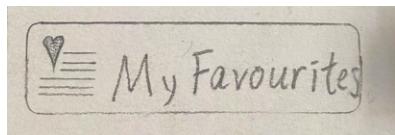
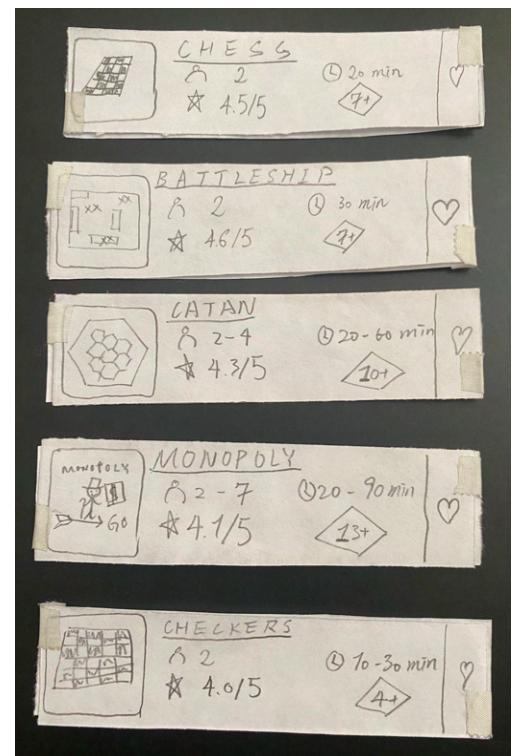
The above three represent the Filter component of the prototype. First picture shows filter in its default form, second picture shows what happens when user clicks on a particular filter option (here all the options are expanded to show all components, during actual testing, only one option will be allowed to be extended at a time) and finally the third picture shows the updated state of the filter.



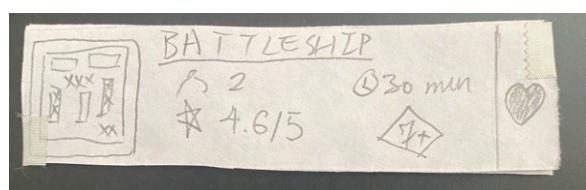
This single piece of paper with 5 random board games represents the default state of the application when the user first opens the app to use it. (For prototyping purposes, we chose 5 board games in random to display here)



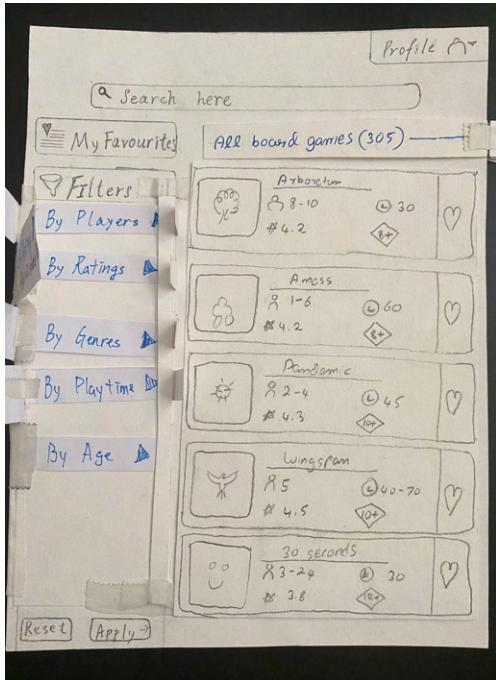
These tabs represent the status of the list of board games. If the user clicks on the apply button on the filter, it changes appropriately to the second pic. And if the user wants to view their favourite or liked board games, it switches to the third picture.



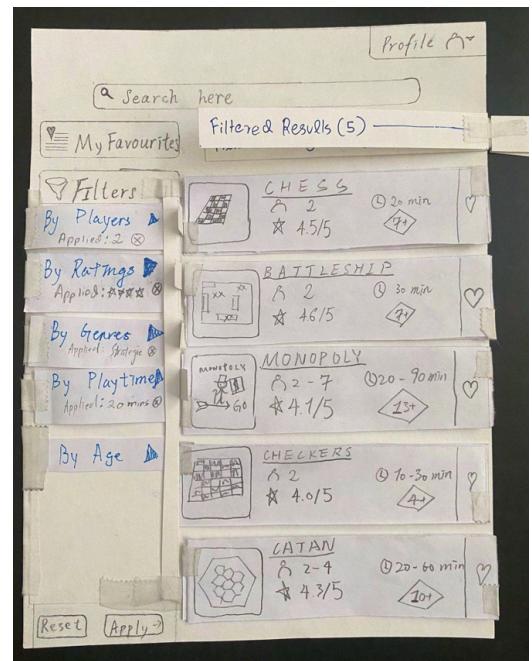
To access their liked board games, users will click this button to view their liked list. This will also change the status tab.



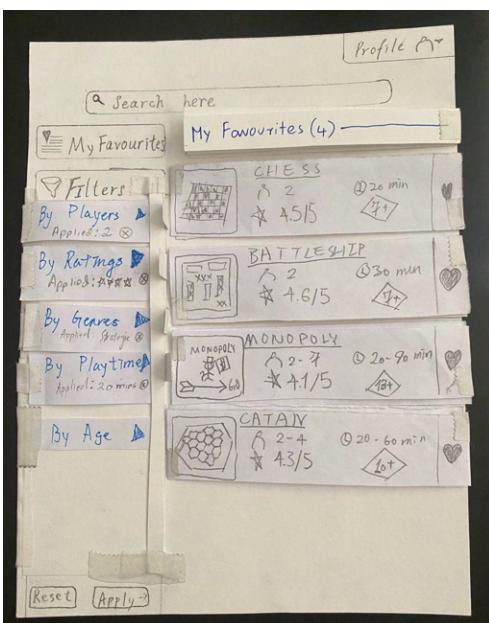
Each board game card can be flipped to signify that it has been liked by user which is evident from the darkened heart.



This represents the default state of the board game application. It starts off by displaying all the available board games with a cleared out filter and an appropriate status bar



This represents the state of the application when user applies the appropriate filter options to get a list of board games that contains the filter attributes

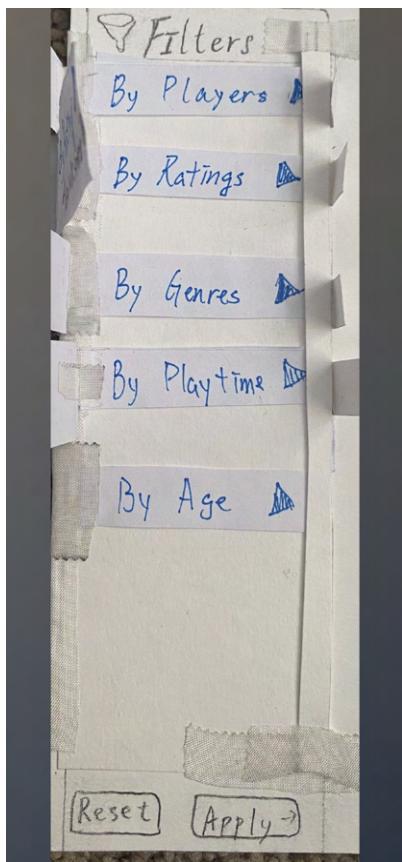


This represents the state of the application when user clicks on the "my Favourites" button to view their liked board games

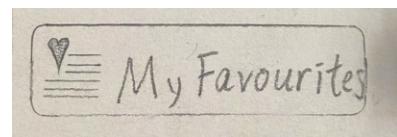
## Vertical Paper Prototype , 2nd Deliverable:

The vertical paper prototype is primarily based on two features, the filter and the liked list.

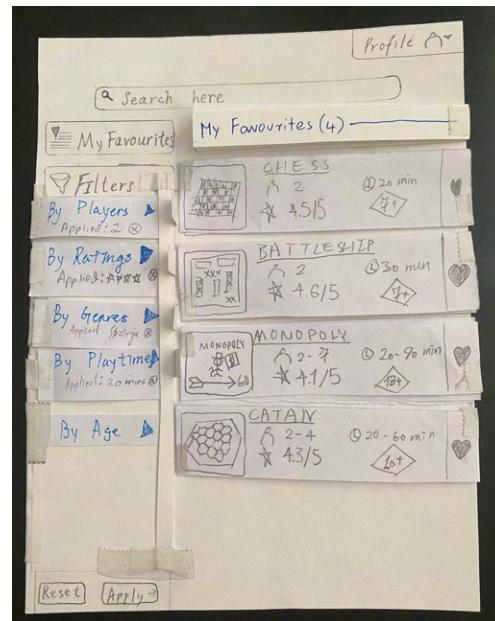
Filter Feature



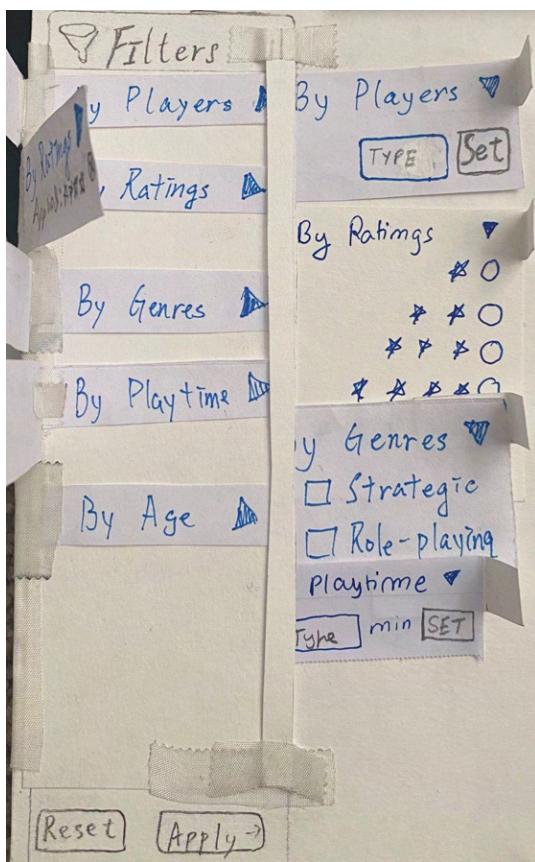
Access liked list through this button



After clicking the button vv



To implement and test the prototype, our group decided to have one decision path for the user to follow and little to no deviation. Even though the prototype does not consist of that many edge cases, our plan was to have one path and then through interviews, participants can suggest edge cases and other details that can help aid us in our next milestone. We decided to reduce the detail and complexity of our prototype to get better feedback on the features rather than the aesthetic etc.



Our prototype involves moving parts such as filter option selection flaps that can be extended to help users understand a basic structure of how it will be implemented when converted into an actual coded website.

Another thing we added compared to the storyboard is a “Reset” button on the filter. We added this in the hopes of helping users clear out all their filter options rather than removing it one by one.



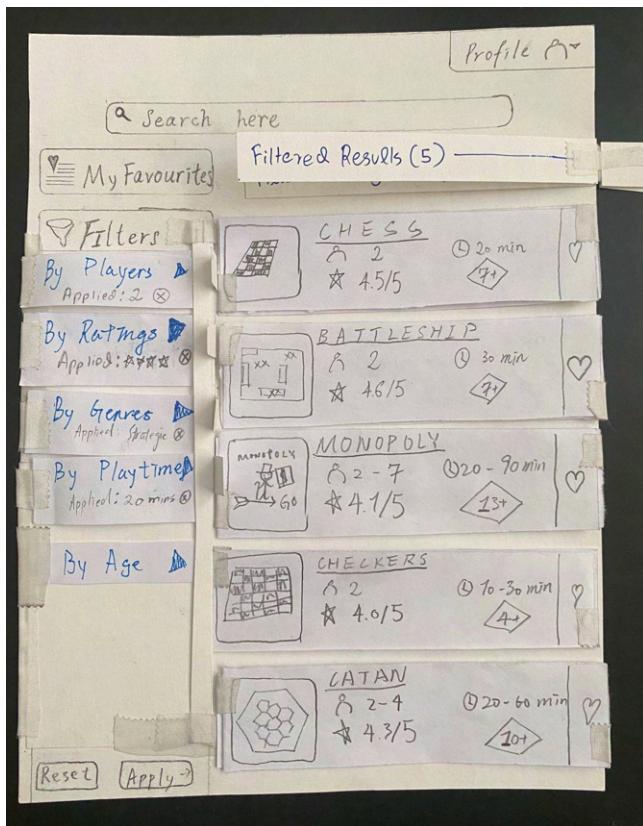
We also removed the Liked list button from the profile popup and into its one standalone button right above the filter box. This decision was made after the feedback received during our storyboard demo in class. It also made sense for users to access the Liked list with just one click instead of having to go to the profile menu and then click it.

The first task that we decided to ask our participants was “Generate a list of board game using these filter options together , “players: 2 , Rating: 4 stars, Genre: Strategic , Playtime: 20 mins, generate the filtered list and like 4 board games in that list”



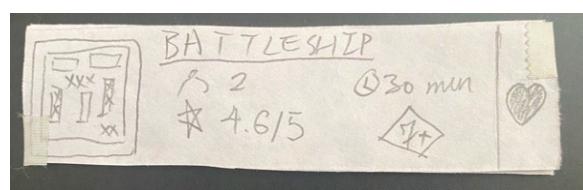
To complete this task, Participants first clicked on each filter option to select the appropriate details. This opens the filter option selection flap.

Participants enter the required info and apply it. This will set a footnote on the filter option indicating what the user has applied. We decided that this is a good feature to include because it removed the need for the user to remember what they selected, hence easing their memory load.



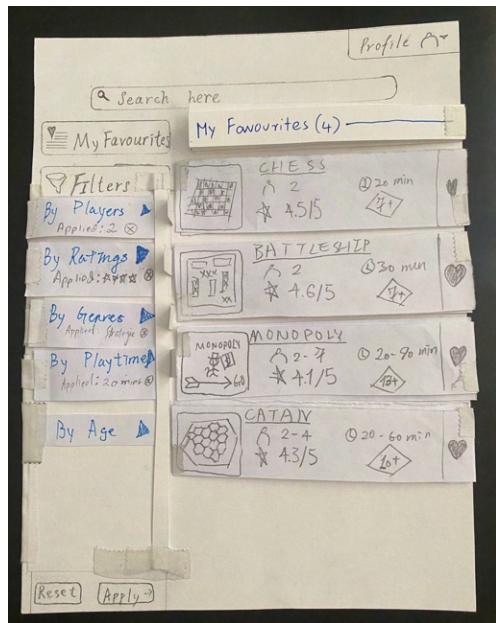
After participant has entered all their required filter settings as per the task, they will click the apply button on the bottom of the filter box and this will generate the list of board games with a tab on top specifying that it is the "Filtered Results" along with how many results have been generated

Participants are now tasked to like 4 board games in this list and they will be achieving this by clicking the heart button on the side of each board game card. The card will be flipped with the heart darkened, indicating that the current card has been liked and added to the liked list.



Now for the second task, participants will be asked to open the liked list and remove 2 board games from the list.

To proceed, participants click on the "My Favourites" button to access the liked list. The result of this would look something like this →



To remove the games, participants will click on the darkened heart on the side again to make it light colour again and this will also remove the board game from the list.

All tasks associated with the prototype have now been covered. Through this process, we have highlighted how the prototype works and what are some of the features we added/ changed and why we think it's a good idea. Enough detail for the given tasks have been provided in the prototype to give a taste of how the app would perform to the participants who are being interviewed. The heart on the Board game title card was moved to the right of the box due to feedback received during the storyboard demo. Some details such as the search bar and profile menu on top were also included just to get feedback on their layout and their expectations on how it will function. We hope to be able to test further in our future milestones using the card feature , buy(or rent) or even online multiplayer capabilities.

## **Part F: Informal Prototype Evaluation**

- 1) The participant interviewed wanted to be referred to as "The Chosen One" who is a male in the age range of 25-30 and is a medical student.

Some things that worked for him during the testing of the paper prototype is that he found it good that the filter tab is always visible to the user instead of having to drop it down everytime to view it. He also mentioned that he liked the concept of having a single static screen with one dynamic part (the list) which he preferred rather than having to switch screens. He liked the immediate feedback where the like heart turned into a darker colour when liked and the status bar shows the current list mode.

Things that did not work for the interface is that the participant took a moment to figure out how to dislike board games from the liked list. He suggested that there be a clear option on removing board games from the liked list. He also mentioned that he felt the need to have pre existing values for filter options like "By Players", instead of only giving the option to type in the value to the user. He felt that a typing box may not be good if used alone, instead it would work really well when used with predefined options to let users complete tasks faster.

- 2) The participant interviewed wanted to be referred to as "Lavender" who is female in the age range of 20-25 and is a computer science major student.

Some things that worked for her during the testing of the paper prototype is that she liked how there weren't too many things on the front page. She likes how every component is nicely spaced out. She also liked how each board game title card has enough details (age, rating, players, time) without having to click it to view it. She liked how the filter has many options to filter on and likes the accuracy it provides.

Some things that did not work for her was that she did not like how there was no introductory or synopsis page explaining what the app or website is in a few words before accessing all the features. She wished that she had a proper introduction into the website without having to go right in and do all the work. She mentioned that the "Apply" button should be highlighted when a user enters at least one filter option signifying the user that they can now apply the filter. She had difficulty understanding what the number in the diamond was in the board

game tile card (It was meant to be showing the age). She wishes the website had an option where users can submit board game info of games that the website does not have so that later on administrators can add it in. When she was tasked to dislike a board game from the Liked list, she did not know how to do it. She also prefers the apply and reset button to be moved up and kept near the last filter option and not keep it at the very bottom.

- 3) The participant interviewed wanted to be referred to as "Yuki". She is an aspiring orthodontist in her early mid 20s.

She loves the design at first sight and commented that this looks perfect for a game room that offers board games as she often visits one and couldn't figure out what to play most of the time. She thinks that anyone who has used social media platforms before would know how to operate the website without hiccups and said the "like" feature resembles the one on Instagram. She had no problem with adding or removing games from her favourite list.

However, while given the task of navigating to her favorites, she had trouble locating the favourite button which she blamed on herself. We think the favourite button can be relocated as the current position is on top of the filters at a corner which might not catch the users' attention.

- 4) The participant "Philip" is a doctoral student and a part time lecturer in her late 20s.

What has worked for her are the header bar showing what kind of result she is looking at. But she has also commented that instead of showing "Filtered results", something more specific to the filters applied like "Showing strategic games" would be more useful. She also really likes the 2-step filter then apply operation as she often deals with sites that try to update results on the fly after each filter option is set but she expressed that those feel slow and unresponsive.

One thing that didn't work for her is that there is no playing history for her to know what she had or played before. She suggested that it might be a good idea to have something to indicate if a game has been played before in both the search/filter results and favourite list. She wanted a filter that can sift out games she had played but wasn't added to the favourite list so she can avoid the games she didn't enjoy in the past.

## **What, overall, did we learn?**

Through interviewing, we have gained some important insights from our paper prototype. We've found that immediate responses like the instant update on the like button after liking are a well received feature. We think that it's a good design to propagate to other functions of the site like the apply button in the filters as suggested by a participant. Clear indications can be made to aid users be more aware if a task has been completed or that a feature is available for the user to proceed with.

We've also learnt that it is a good idea to include text descriptions and default values as it aids users to better understand how to operate the interface so they do not have to figure out on their own through trial and error.

The navigation history of a site is also an important aspect of a website as expressed by one of our participants. We have learnt that it might be a good way to reduce users' mental load by having a visible history for users to keep track of their navigation.

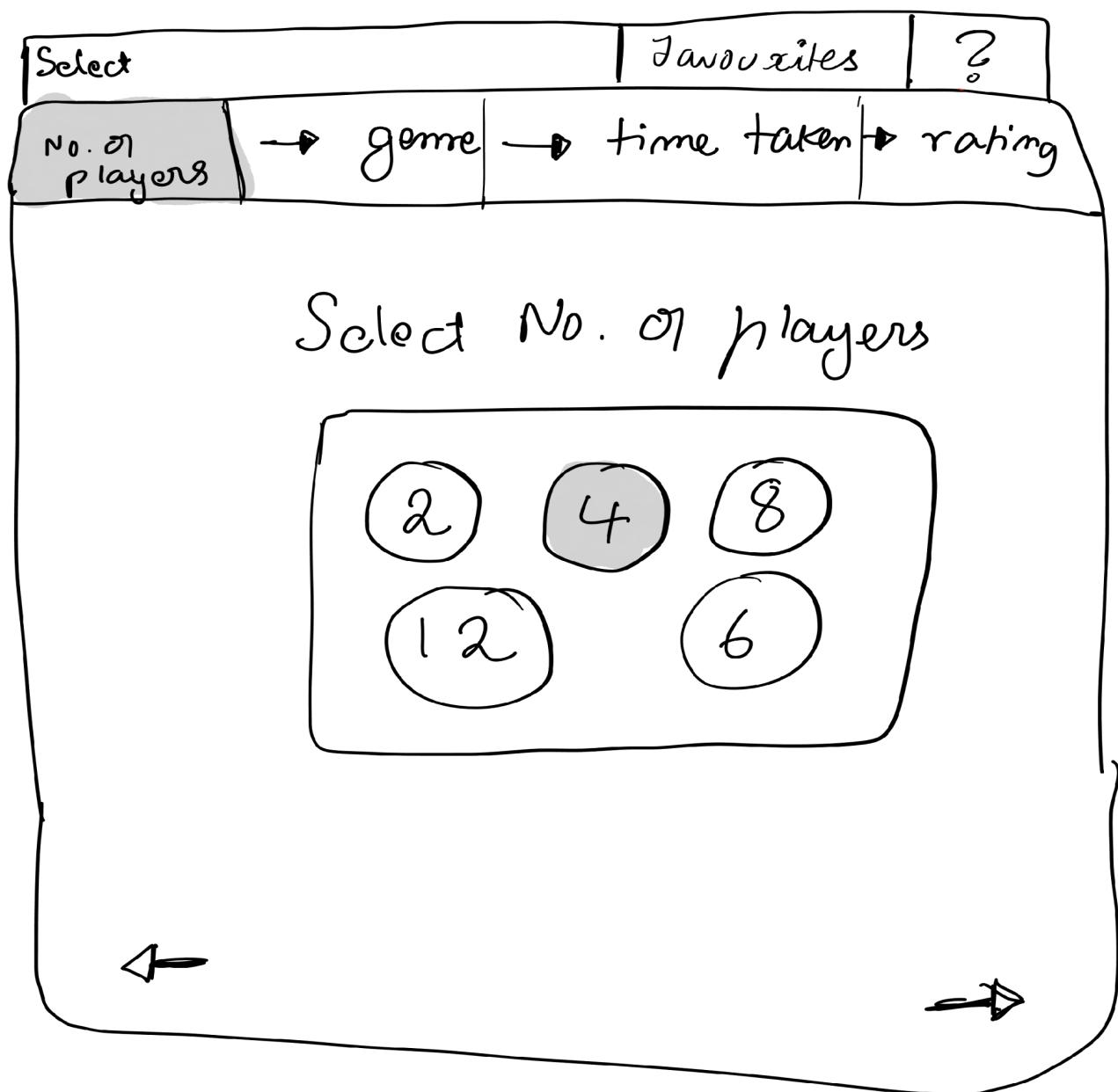
We also think that it is a good idea to get inspiration from existing sites that are already popular since people are already familiar with the design patterns. By creating something similar, we can lower the learning curve for new users trying to use the site.

## Part B: Ideation

-----10 Individual Sketches-----

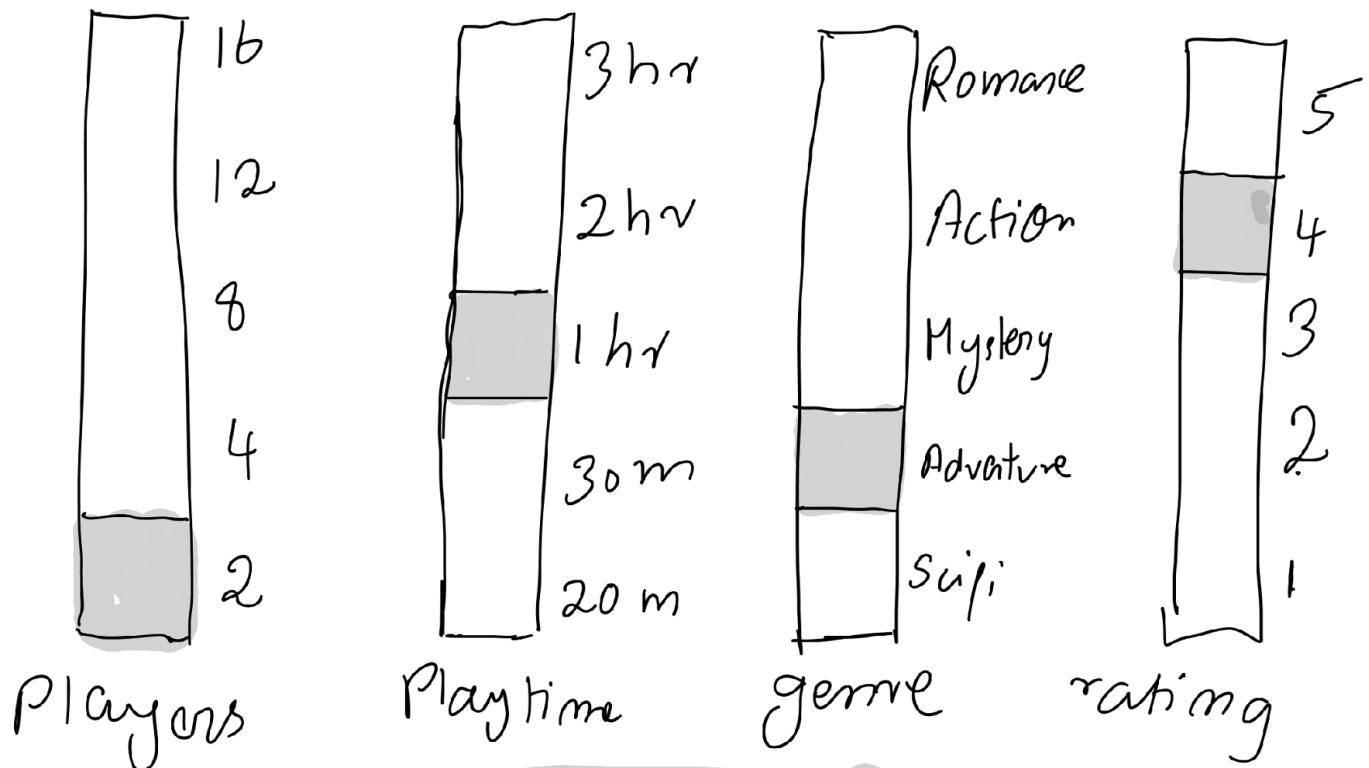
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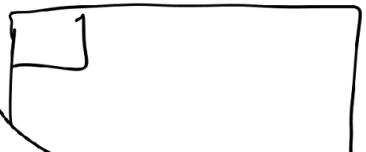
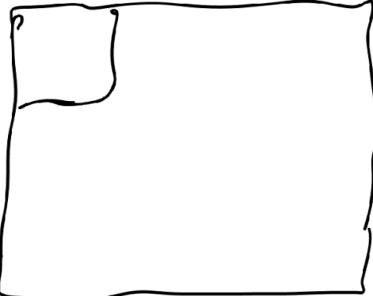
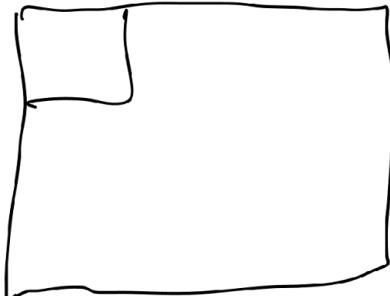
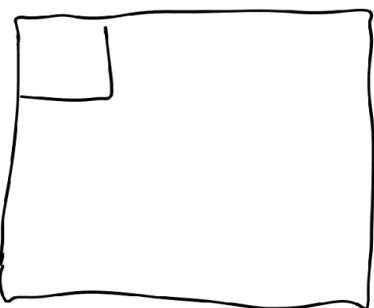
2)

## Generate your game list!

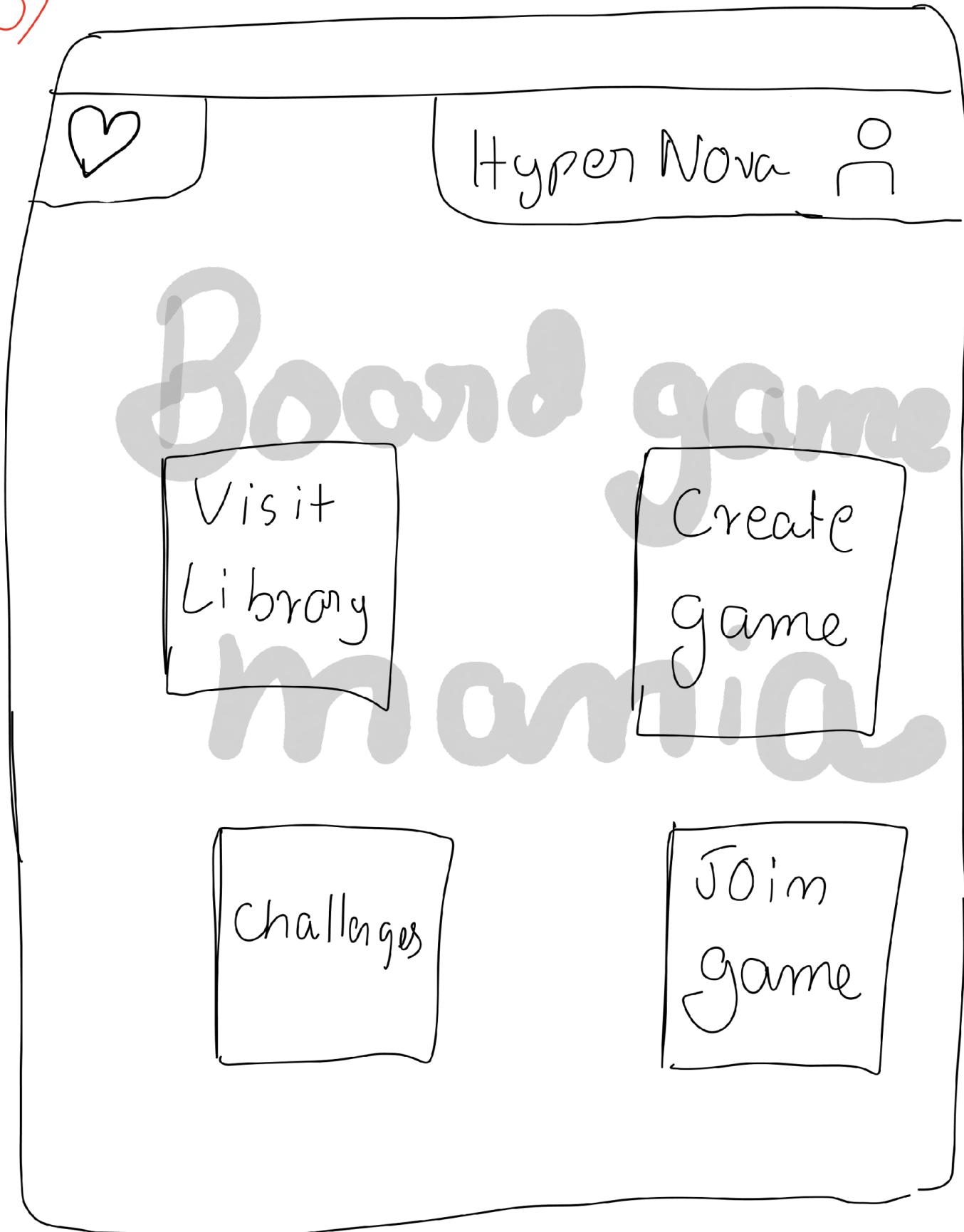


generate

Results . . .



3)



# 4) — Board games Unlocked —

Library

Community

Profile 

Filters

Players ▾

- 1
- 2
- 3
- 4
- 5
- :

genre ▾

rating ▾

Playtime ▾

Search

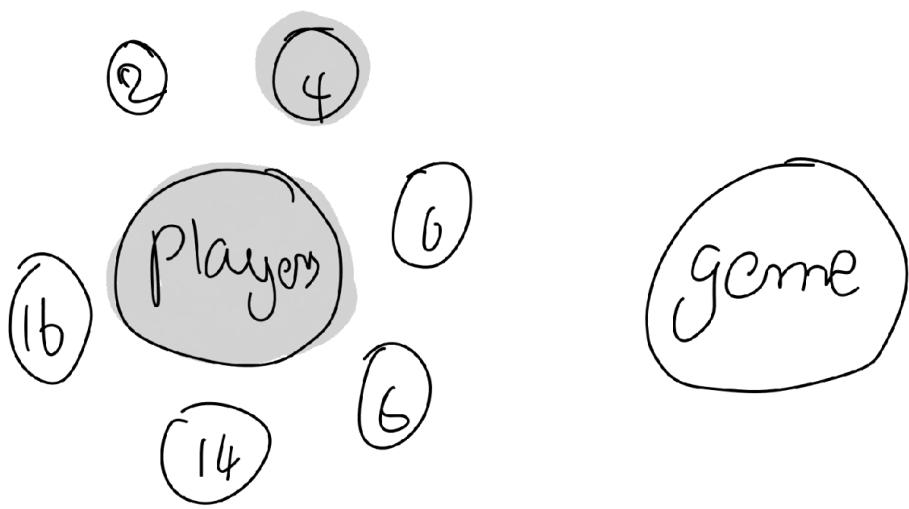


Search Results .....



5)

Find your perfect  
board game !!

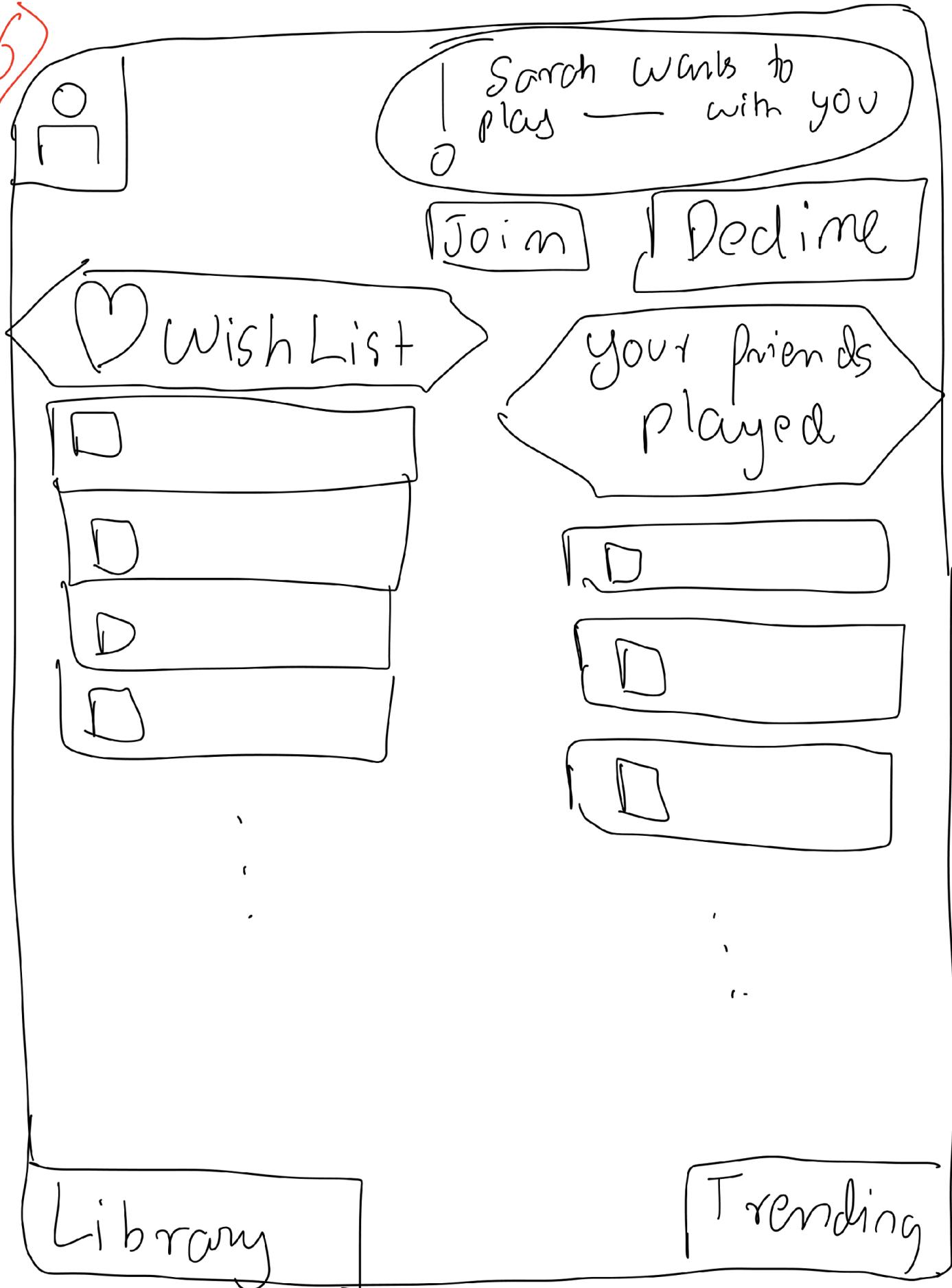


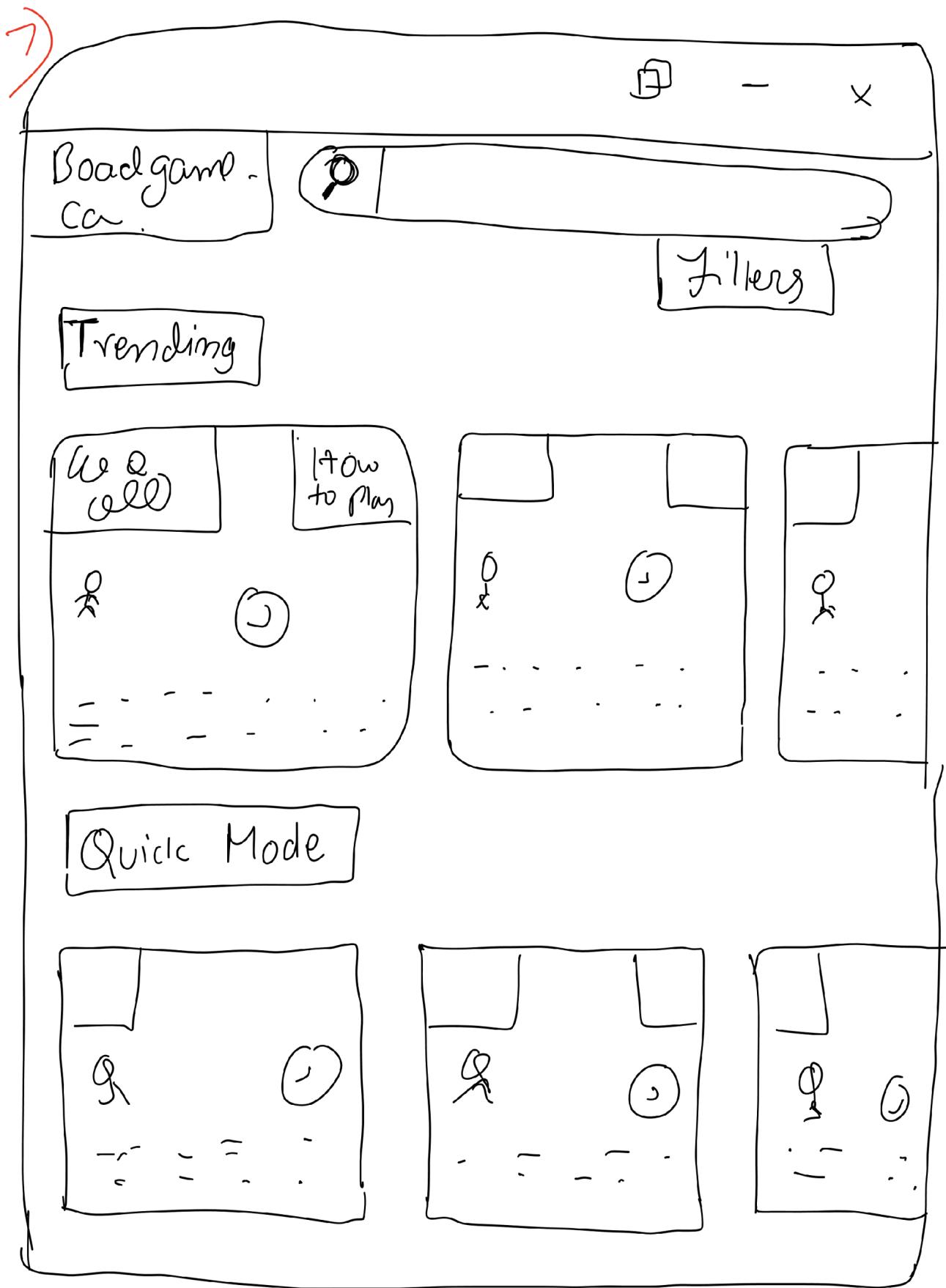
rating

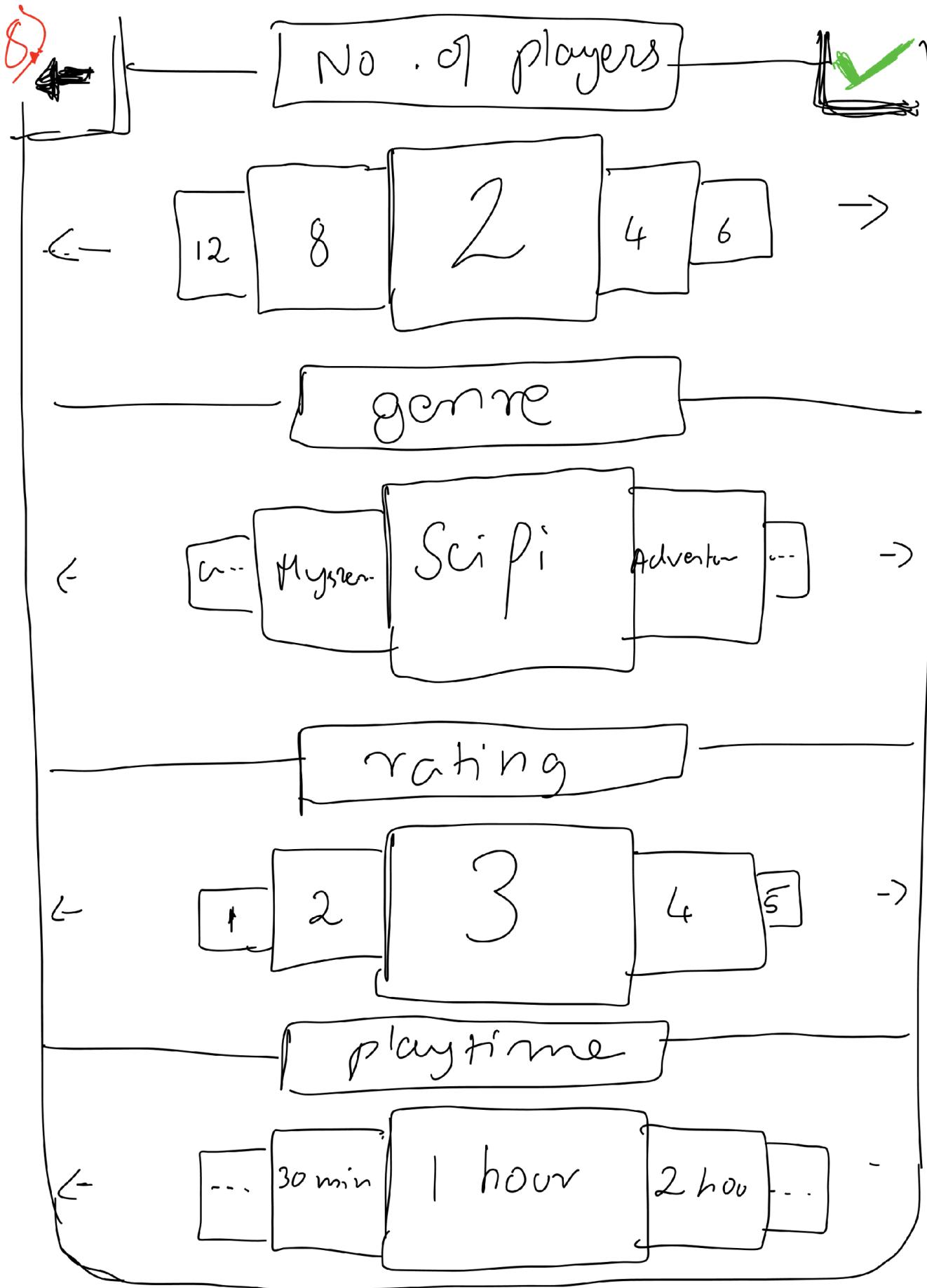
playtime

filter

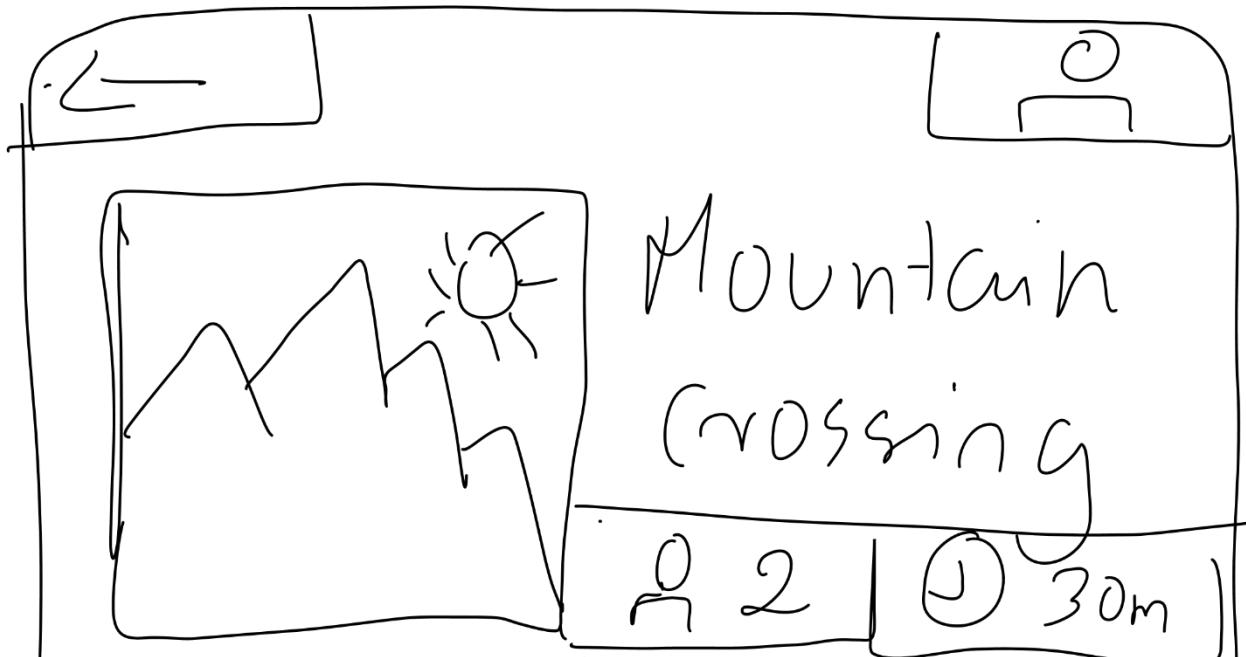
6)



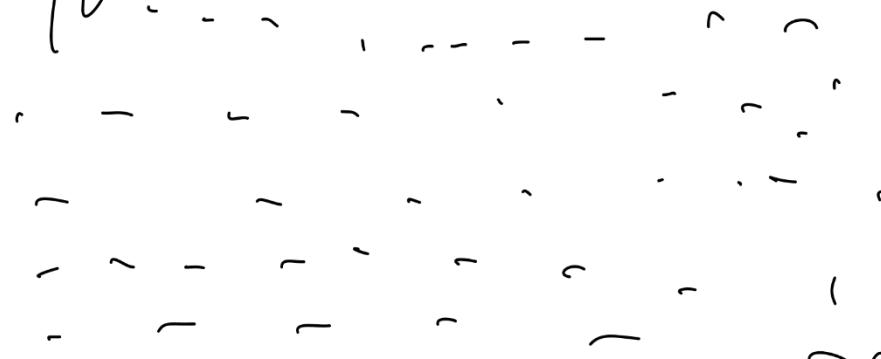




9)



info...

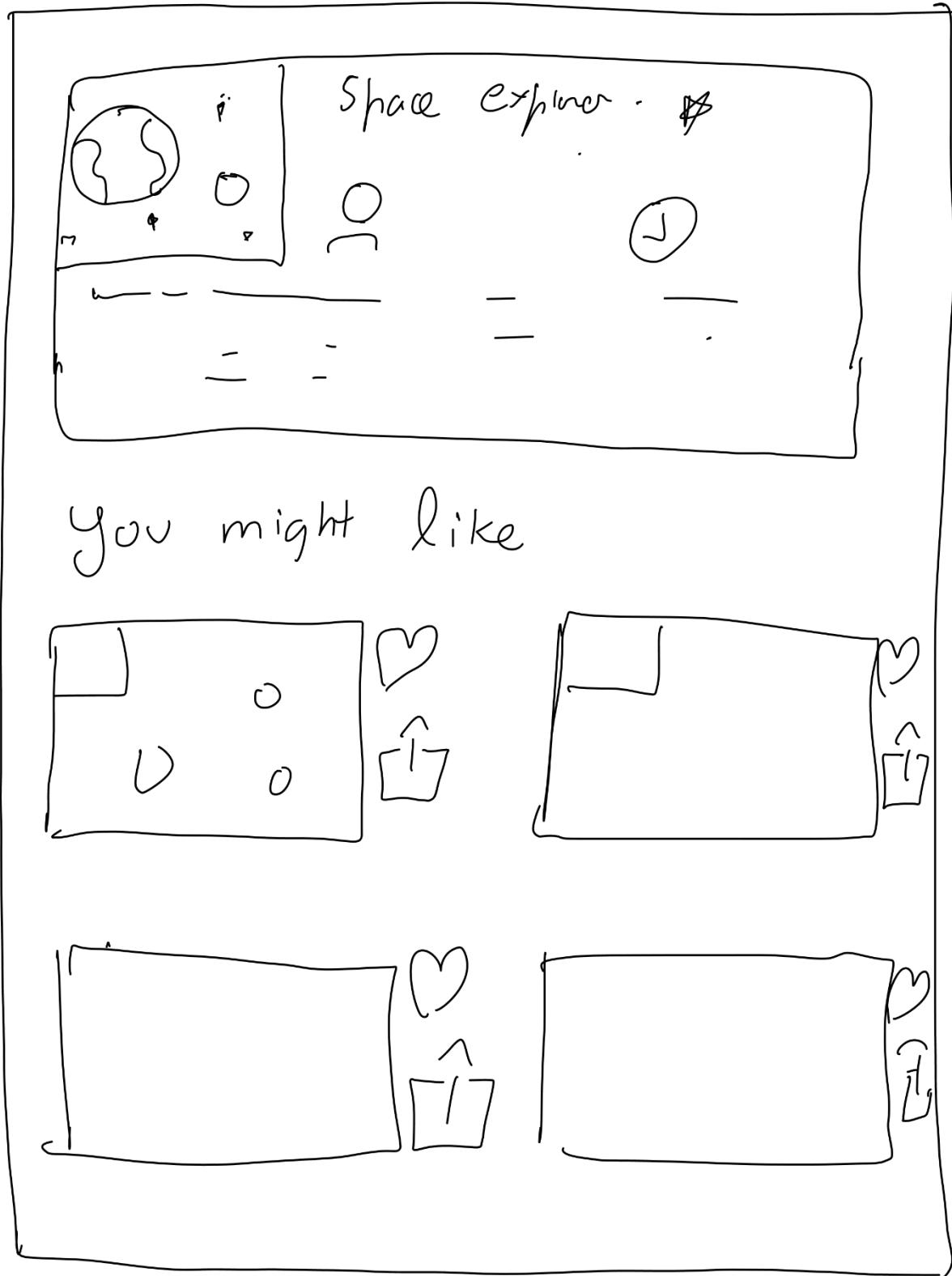


Buy

Play  
(trial)

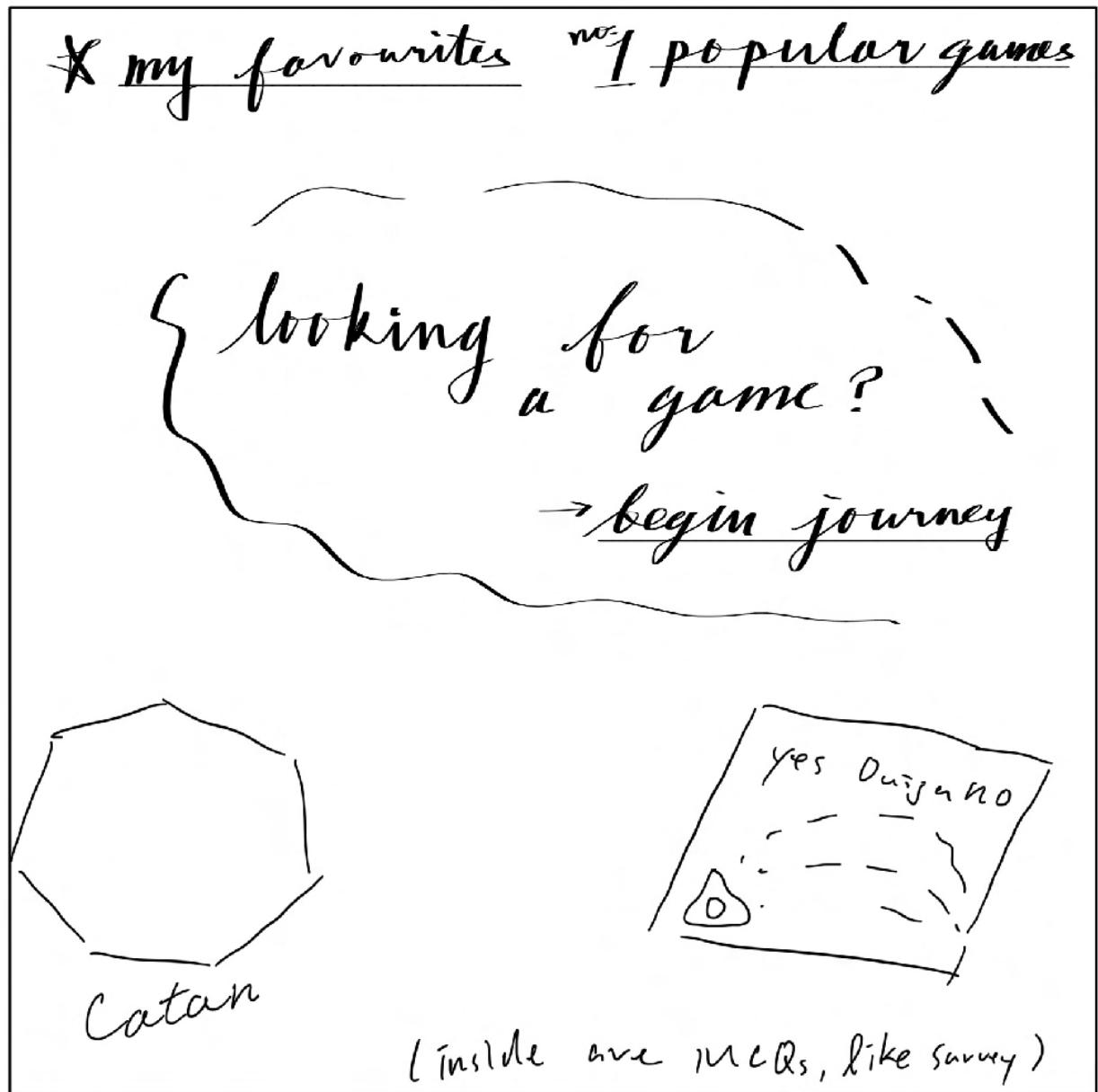


10)

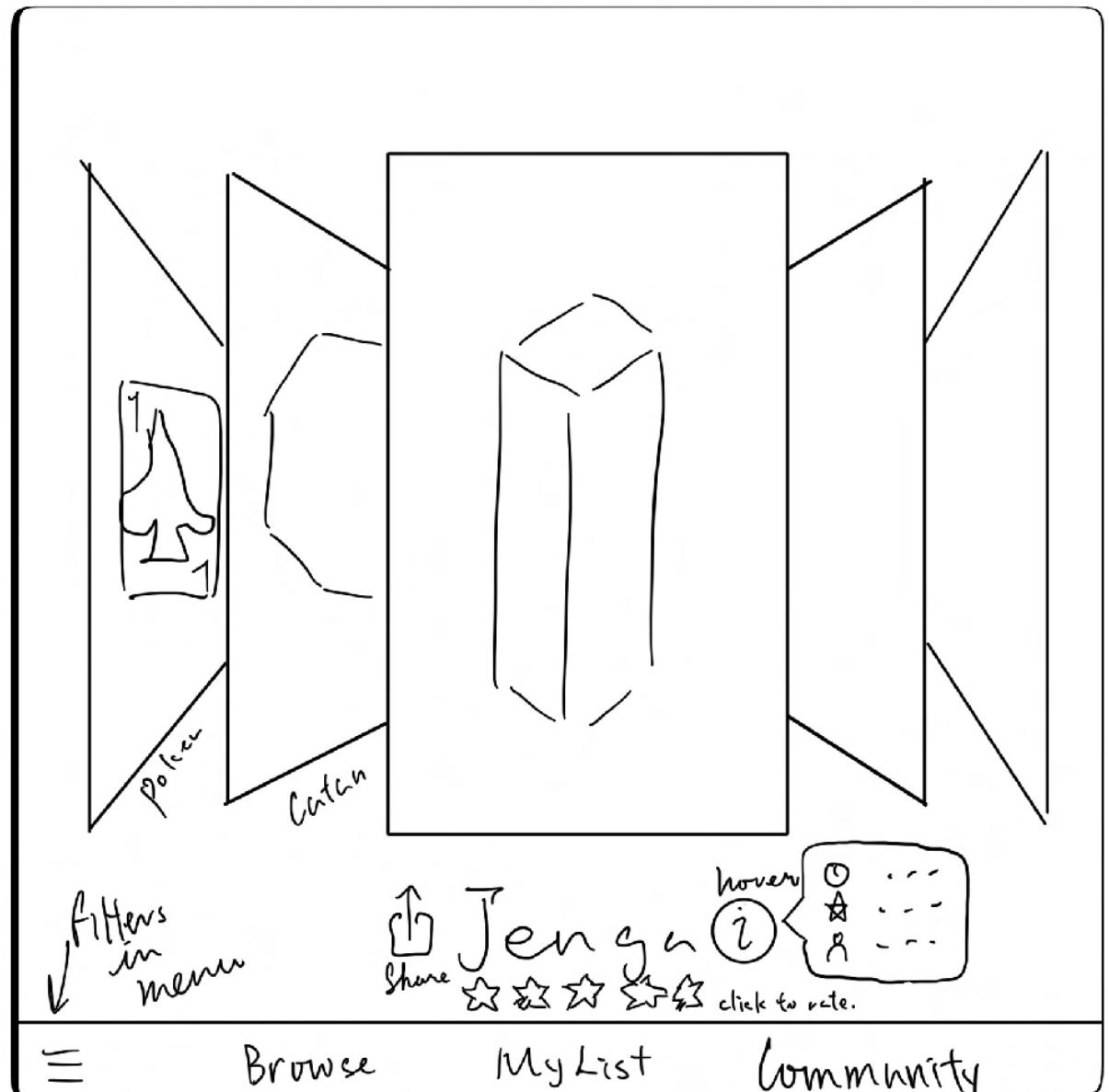


• Kin Tat -----

1)



2)



3)

home

+ =  add filter  filter  search  menu

All games ▷ Mystery ▷ Mafia / Werewolf

Family & friends	Classics	Mafia / Werewolf ⓘ
Pairs	Spiritual	Amongst - We ⓘ
All games	Cards	
My List	Mystery	
	Role-Play	

ⓘ Mafia / werewolf

▷ min: 6+, recommended: 10+  
@: 9+  
①: 20 min+  
skills: lying, team play, strategic, role play

pic here

4)

Poker

Search here

- Social games
- Strategic
- Roleplay
- - - -
- - - -

- My cart
- My favorites
- My account

Game trending:



Monopoly

Games we love for family:



jenga  
★ 4.6/5

① 5-10 min  
② 5/10 difficulty  
③ good for family



Monopoly  
★ 4.1/5

- - -  
- - -

Top 10 games that don't  
need special equipments:



5)

board game  
Gotcha  
Machine



Famly  
friendly  
Machine:

Other  
machines:

- mystery
- couple
- roleplay
- teamwork
- in a hurry

- My sewer list

6)

+ Animal Upon Animal | demo video  
2-4 players (best: 4) | 15 min | Age 3+

+ Latam | demo video  
3-4 players (best: 4) | 90 min | Age 8+

+ Chess | demo video  
2 players | 60 min | Age: 6+

+ Hanabi | demo video  
2-5 players (best: 4) | 25 min | Age 10+

+ Spot it | demo video  
2-8 players (best: 4-5) | 15 min | Age: 7+

---

Filters ▾

My Favourites

Search

7)

for min 7th game for 8 ppl  Advanced Search

Sort by: Best match

Genres:

- roleplay
- cardgame
- easy
- 2-players

save

- Mafia  vid

- details - - -



for players:

1+ hours

- Monopoly  vid

- details - - -



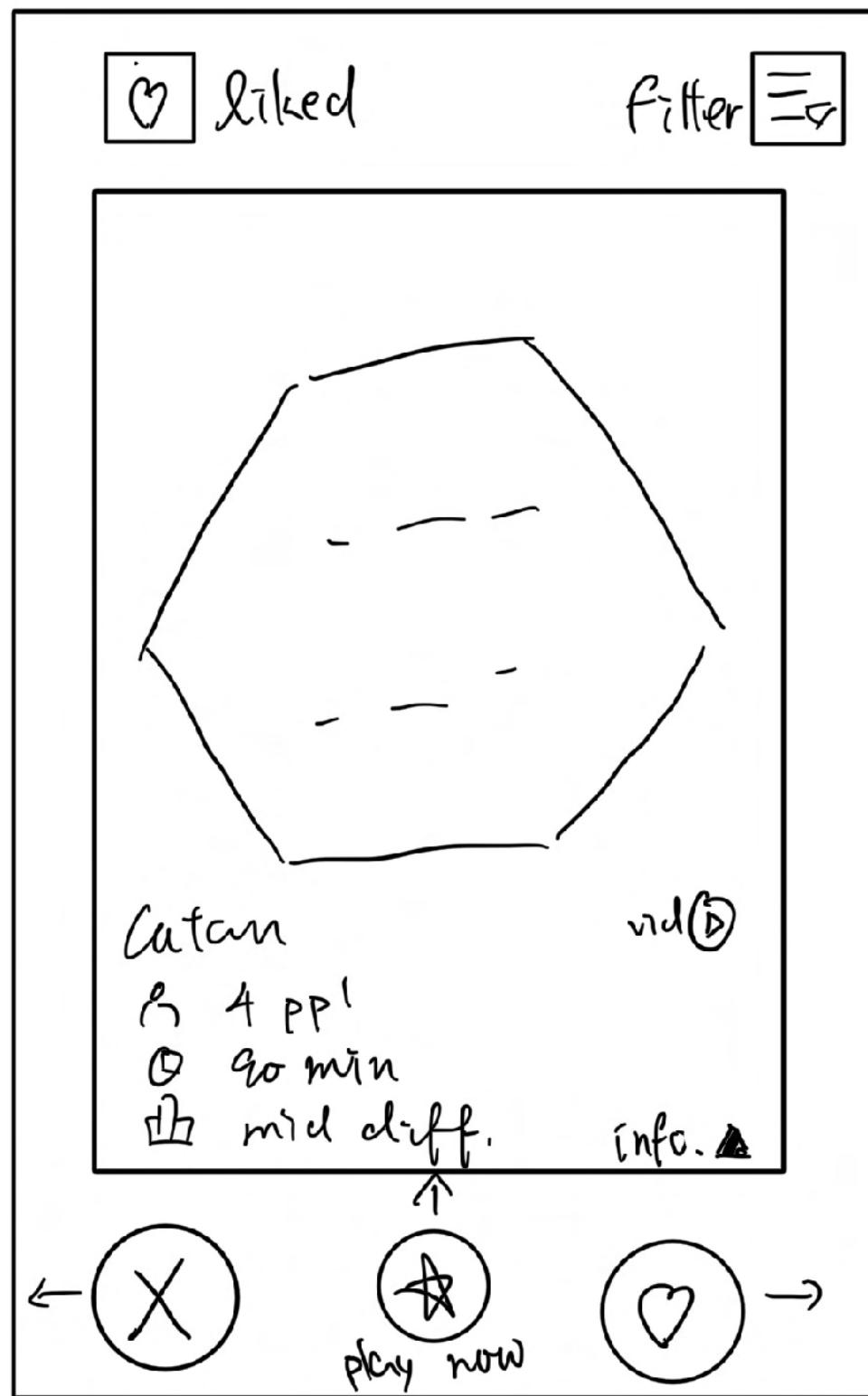
2-players - - -

save

1+ hours - - -

saved  
genres

8)



9)

Create your profile:

favorite titles:

1\*:

2\*:

3\*:

players:

4

time limit:

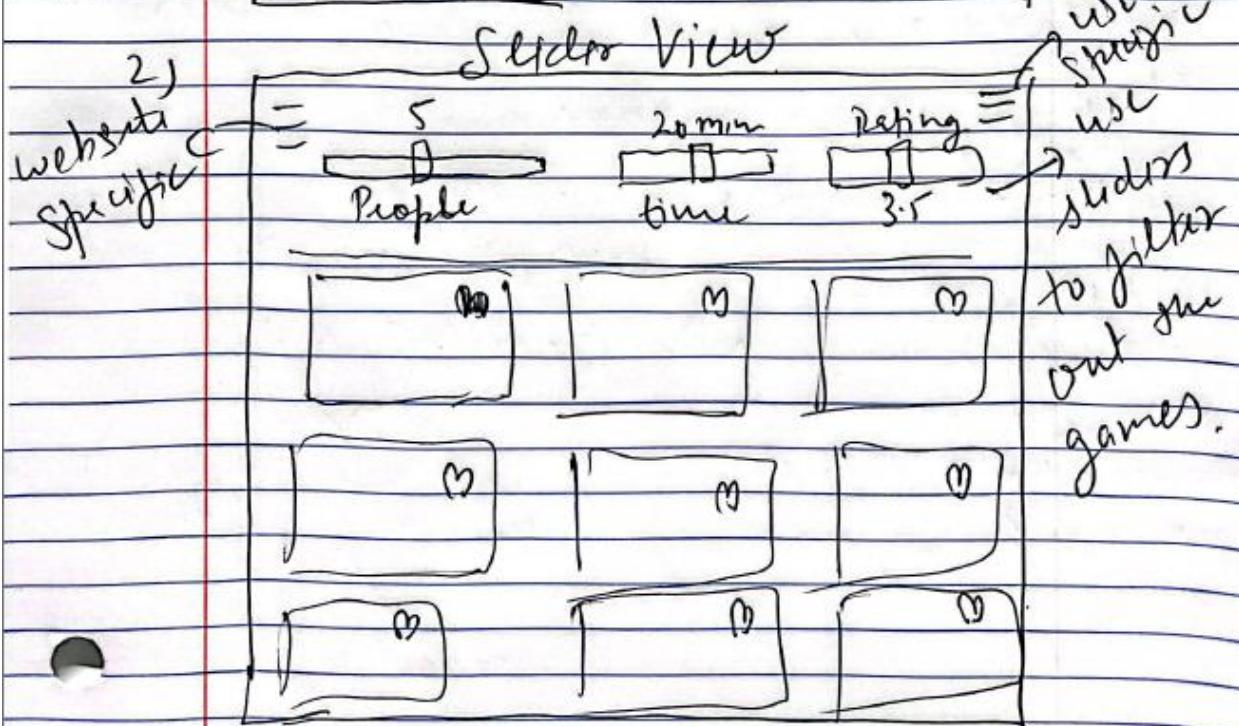
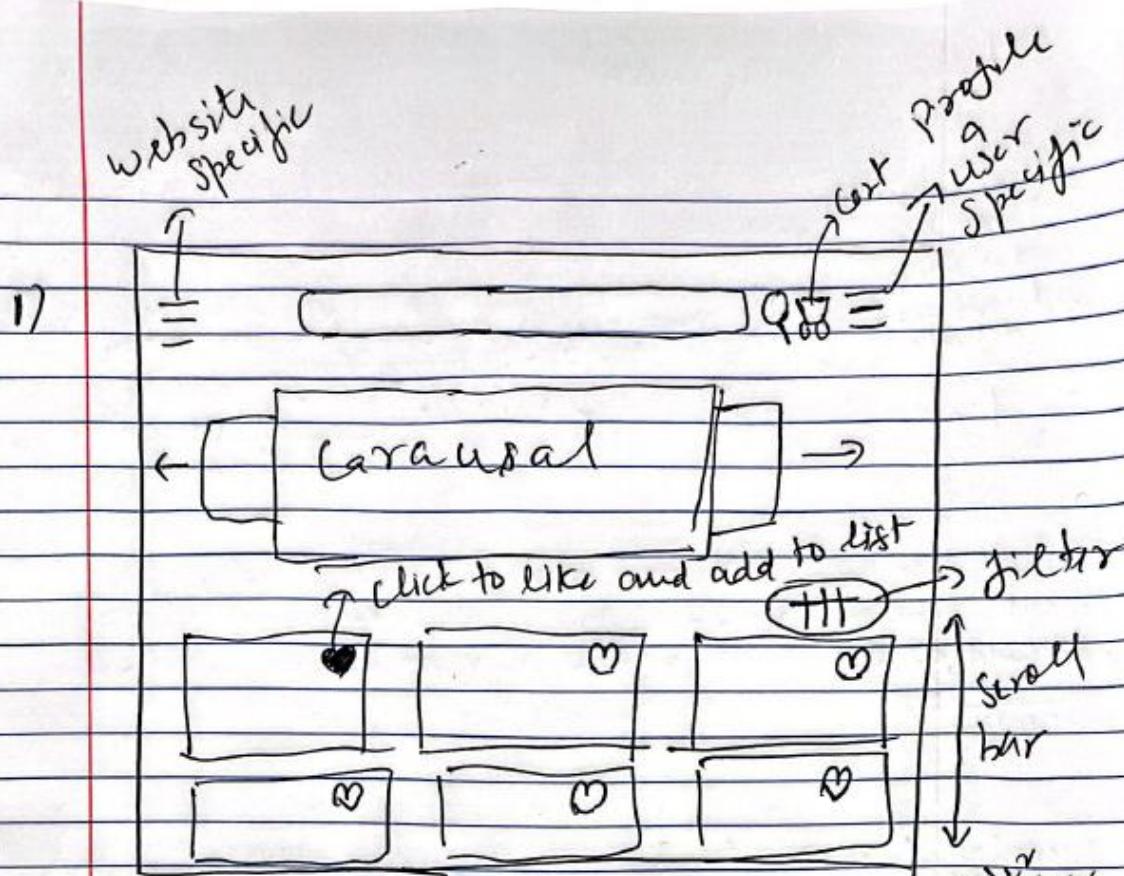
20

min

Submit

10)

<p>▽</p> <p><input type="checkbox"/> —</p> <p><input checked="" type="checkbox"/> —</p> <p>▽</p> <p><input checked="" type="checkbox"/> —</p> <p><input type="checkbox"/> —</p> <p><input type="checkbox"/> —</p> <p>.... —</p> <p>.... —</p>	<p>Jenga</p> <p>— — — — — — ★ 4.6/5 ⌚ 2 - 8 ⌚ 5 - 10 m</p> <p>— — — — — — — — —</p>	<p>Catan</p> <p>— — — ★ ⌚</p> <p>— — — — — — — — —</p>
<p>Search Box</p> <p>+≡</p> <p>i</p> <p>q</p>		



- Abhay -----

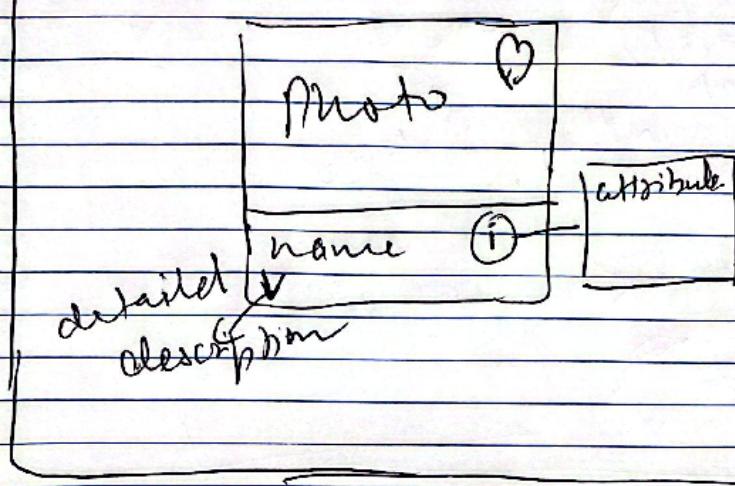
3)

#	v	time	v	genre	v
Player					drop down
genre → button					
game					
→ next to get another game..					

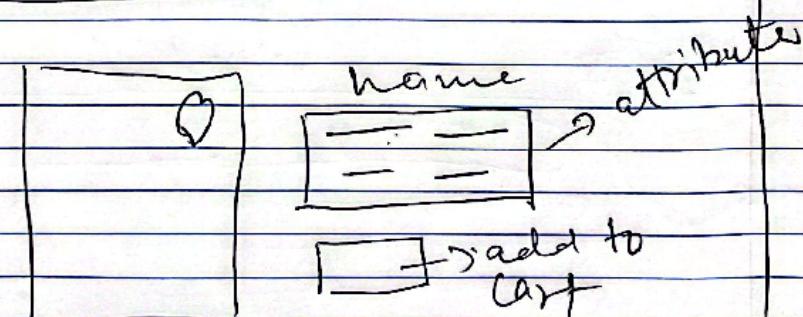
4)

Header		JB	
Filter	Search	Q	
Age		0	each entry
my plan		0	a game
genre		0	
time		0	
ability		0	

5)



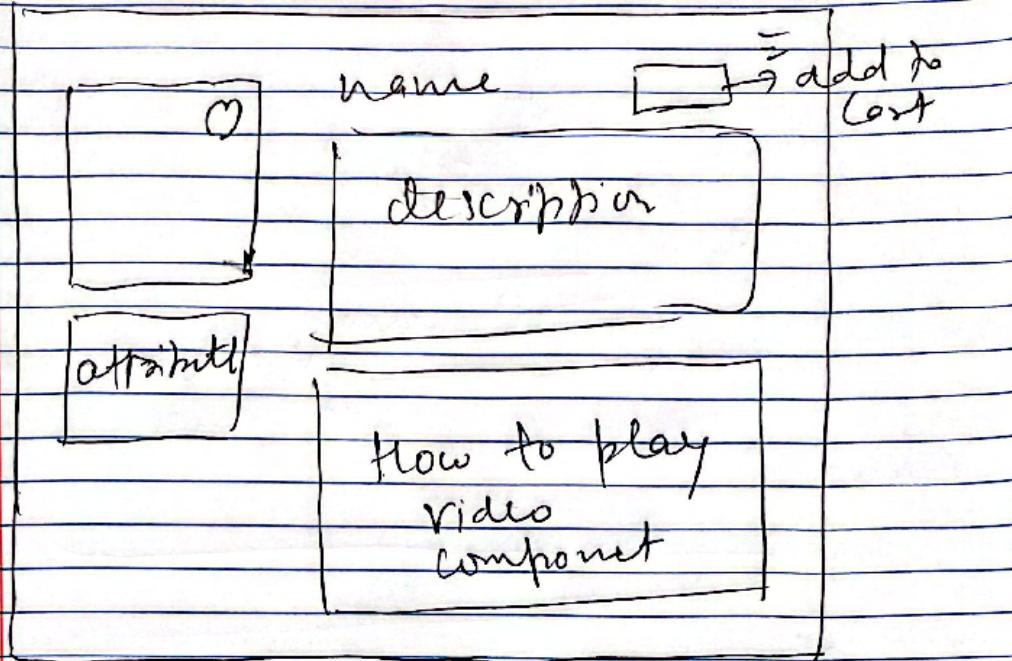
6)



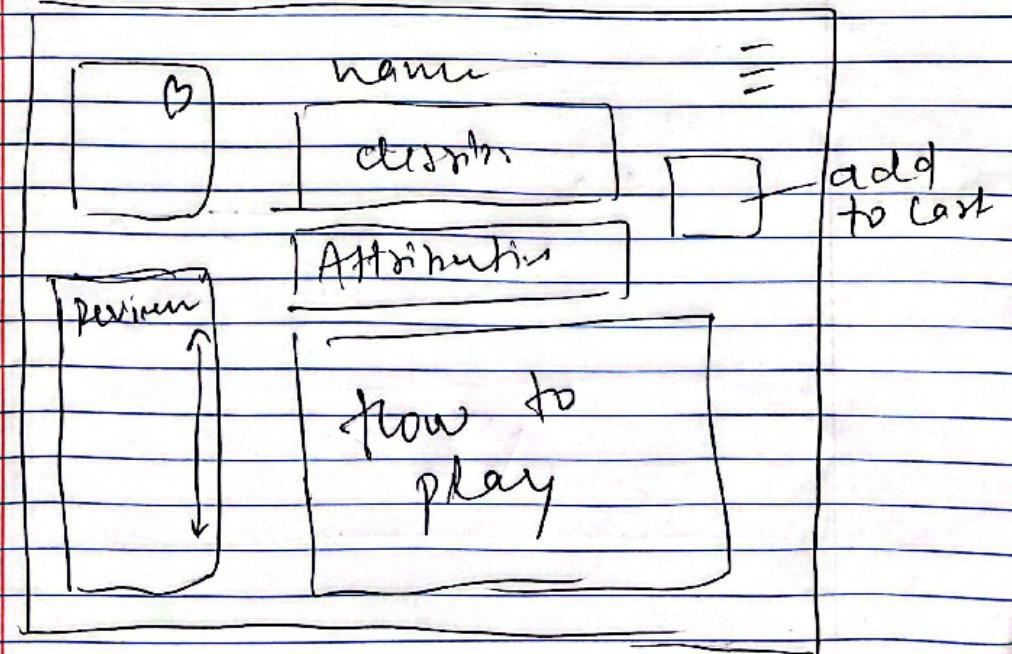
description

how to play

7)

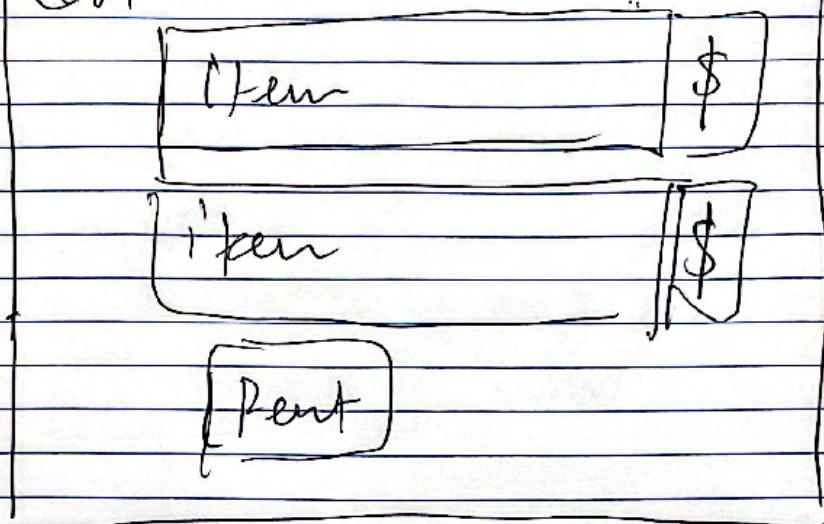


8)



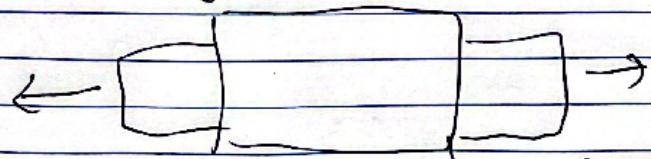
9)

Cost



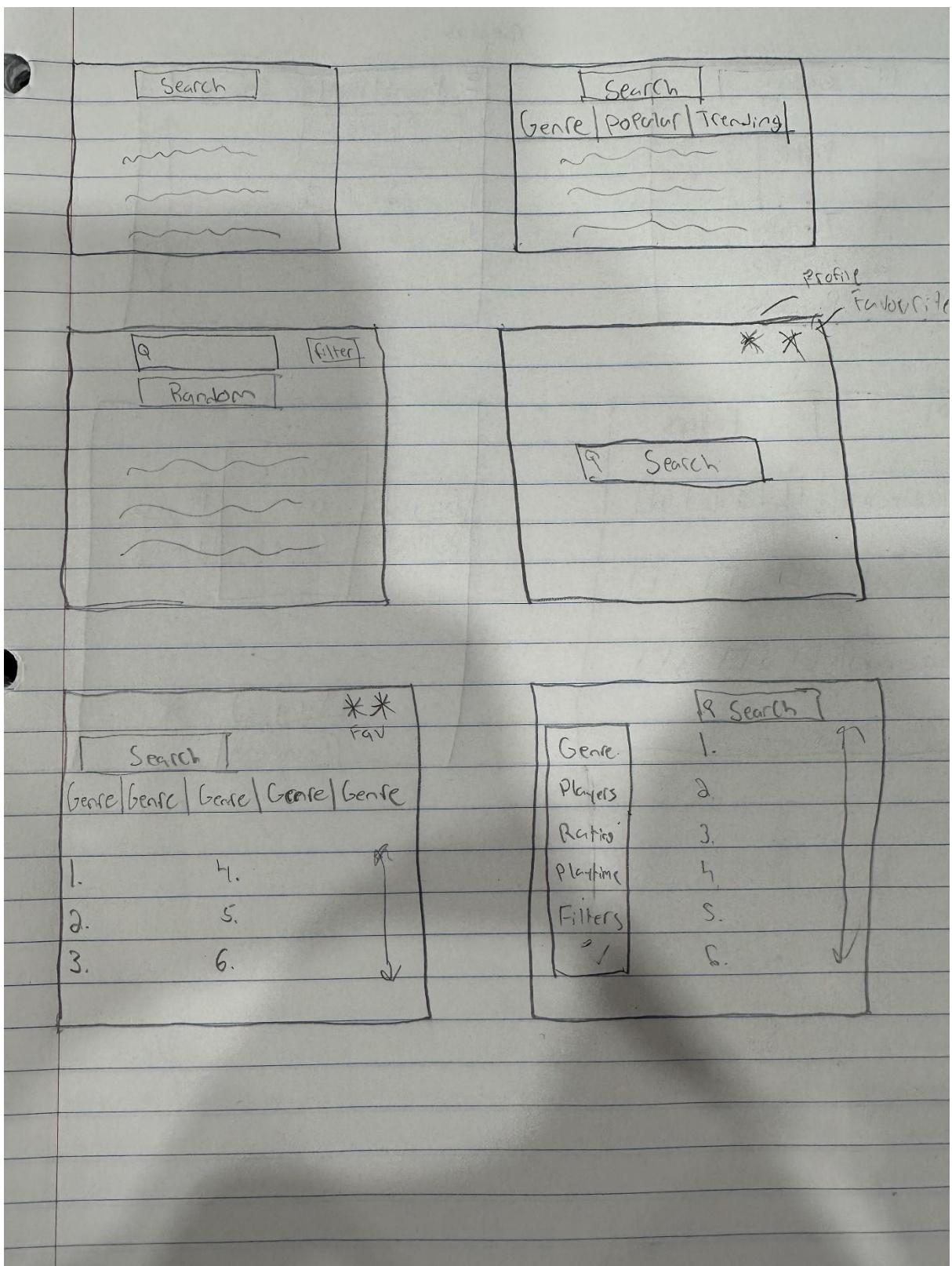
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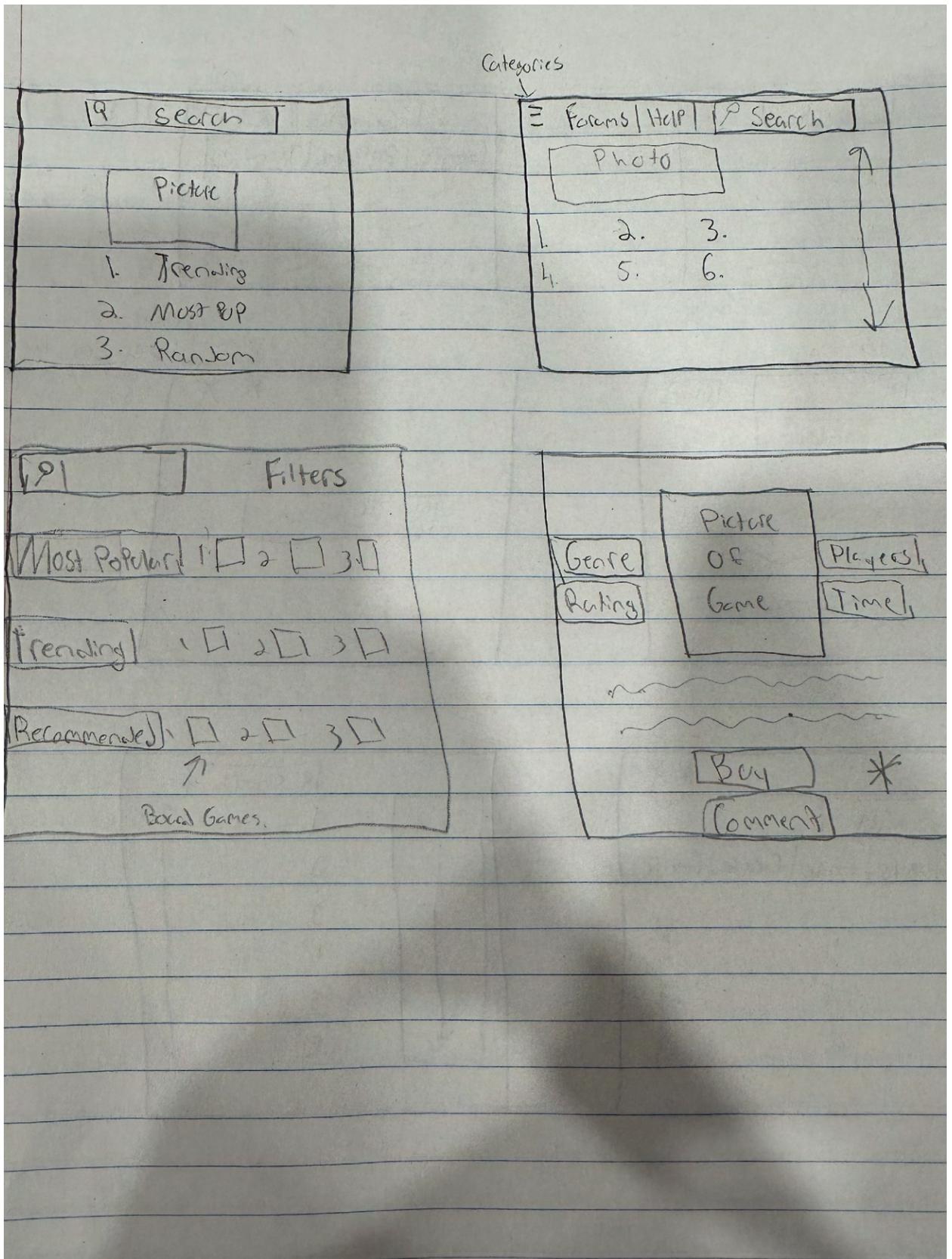
Similar games



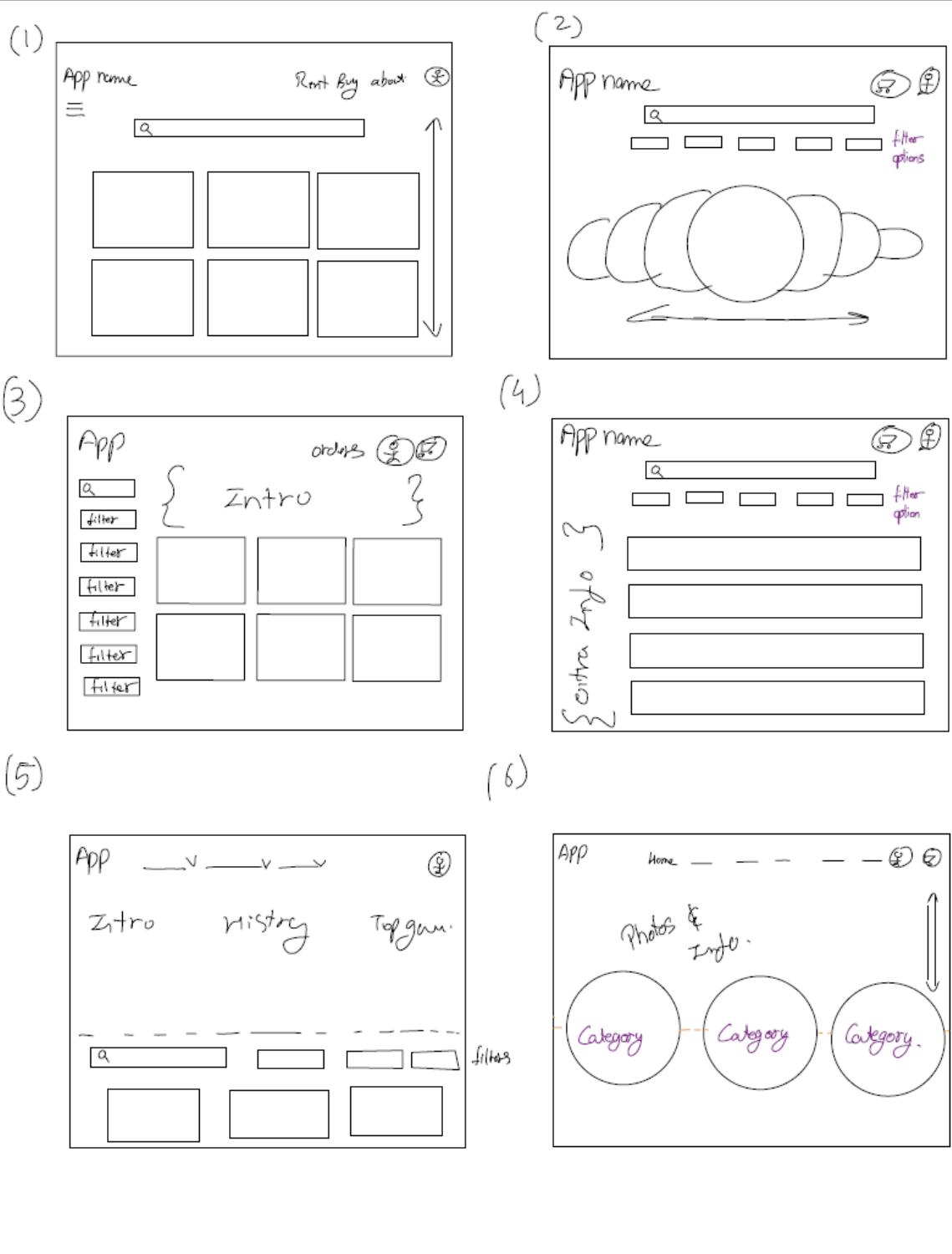
, carousal.

• Filip-----

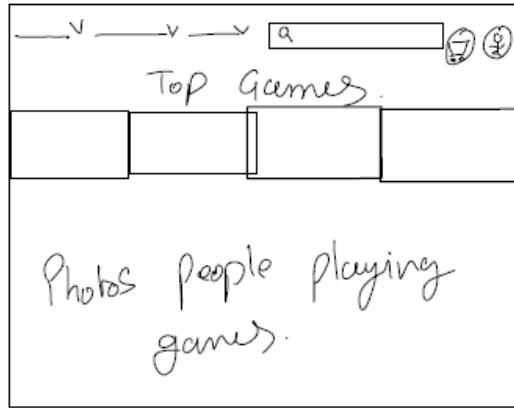




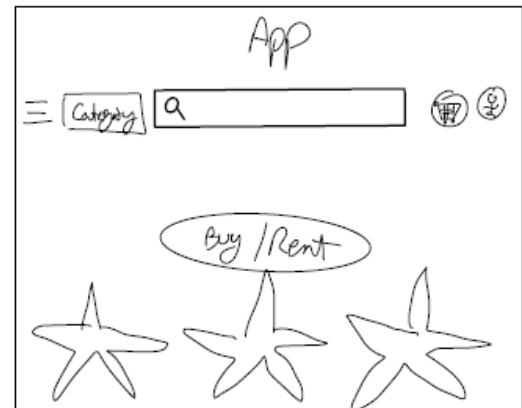
● Diljot-----



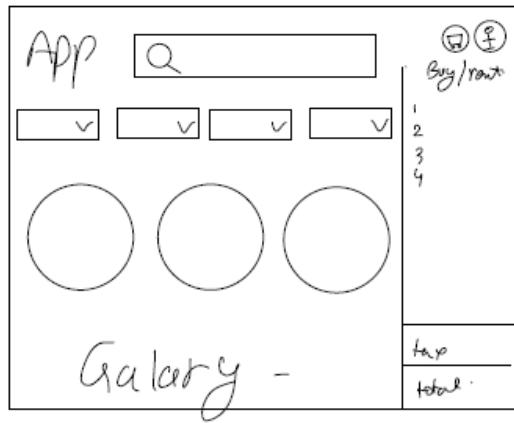
(7)



(8)



(9)



(10)

