BSC – HGP - Project

Go

UI Design Document & Report

# Division of Work

Student Name1: Aynur Hasanova Student Number1: 2948530

Student Name2: Moses Oyebanji Student Number2:

Division of work: work was evenly divided \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

## Code repository log (if applicable)

Paste here

## Percentage of work completed by each partner on each class / task

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| --- | --- | --- |
| **Filename / Task** | **Aynur Hasanova** | **Moses Oyebanji** |
| widgets/board.py | 60% | 40% |
| widgets/main\_layout.py | Auto-generated by PyQt5Designer / 30% / see design\_files | Auto-generated by PyQt5Designer / 70 % / see design\_files |
| logic.py | 75% | 25% |
| main.py | 70% | 30% |
| utils.py | 30% | 70% |
| design\_files | 30% | 70% |
| assets | 70% | 30% |
| System design | 50% | 50% |
| Git hub repository | 70% | 30% |
|  |  |  |

# UI Design

To achieve good marks in this item ensure that this document is well structured and addresses each of the following headings and subheading. The explanation of each UI Design Choice should be clear, precise and show substantial consideration has been made, references are welcome. All decisions should be explained regardless of how basic they are. Do not cut and paste justification from the internet (plagiarism) or notes but include references and explanations in your own words where appropriate.

**Student Names:** Aynur Hasanova, Moses Oyebanji

* Include multiple screen shots of the application each focusing on a different component clearly labelled
* Clearly indicate what is working and what is not.
* Discuss each component under the following headings
* Location: e.g. The button was placed in the bottom right to as it is the default location to confirm and action
* Colour: The colour scheme was chosen to avoid the main form of colour blindness and produce high contrast for the visually impaired.
* Size:
* Style:
* Etc.

**N.B.** Clearly mention any additional features here either visual or functional so that appropriate marks are awarded

# Screen Shots of Working/Not Working Features

**N.B. Be sure to comment what is working and not working for each of the tasks. The boxes should be expanded to contain the content.**

All code should be testable where possible and error message should be displayed to show where code has failed.

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| **Task 1 (1 image with description + what is working/not working)** |
| The board is working with all functionalities.  Table  Description automatically generated |

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| **Task 2 (6 images of working Menus/buttons/Labels including description + what is working/not working)** |
| **All functionalities for Task 2 are working. There is no need for 6 separate images in this section as one of the following pictures show 5 of the subtasks.**  **The following image demonstrates print screen for 5 subtasks of Task2: 2b, 2c, 2b, 2d, 2e, 2f. It shows the number of prisoners (points) each player taken, shows how much territory is controlled by each player, shows whose turn it is, shows the pass and reset buttons.**  **See “Next Player: White”, “Coordinates: D1”, “Black Points: 1”, “White Points: 0”, “Black Territories: 4”, “White Territories: 2”, and “Total Moves: 7”.**  Chart, scatter chart  Description automatically generated  **Task 2a, help menu that includes the game overview, movement, and rules.**  Graphical user interface, text  Description automatically generated  **The following picture shows print screen after the Pass button clicked. It asks confirmation before resetting the game.**  Diagram  Description automatically generated  **The following picture shows the print screen after the Reset button is clicked. It asks confirmation before resetting.**  A picture containing chart  Description automatically generated  **The following picture is a print screen of the file/exit menu.**  Diagram  Description automatically generated |

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| **Task 3 (2 images + what is working/not working)** |
| **Placement of stones for Task3 is working fully.**  Chart, scatter chart  Description automatically generated |

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| **Task 4 (2 images + what is working/not working)** |
| **Task 4 is fully functional.**  Diagram  Description automatically generated with medium confidence |

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| **Task 5 (2 images + what is working/not working)** |
| **Task 5 is fully functional.**  Diagram  Description automatically generated |

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| **Task 6 (2 images + what is working/not working)** |
| **Task 6 is fully functional.**  Chart, scatter chart  Description automatically generated |

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| **Task 7 (2 images + what is working/not working)** |
| **Task 7 is fully functional**  Chart  Description automatically generated |

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| **Task 8 (2 images + what is working/not working)** |
| **Task 8 is fully functional; the winner is automatically detected if a player passes twice**  Graphical user interface  Description automatically generated |

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| **Task 9 (2 images + what is working/not working)** |
| **There is one timer for both players, it is partially functional as it has no impact when the timer is over.**  Chart, scatter chart  Description automatically generated |

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| **Task 10 (2 images + what is working/not working)** |
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| **Task 11 (2 images + what is working/not working)** |
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| **Task 12 (2 images + what is working/not working)** |
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