**UI Design**

**General Design Features**

We opted to use a simple colour scheme consisting of only 3 different colours. The combination of using shades of blue as well as white links the app in with the branding that the University of Exeter uses on its own webpages. This ensures that our application fits with the branding of the university and maintains a professional and smart look. The contrasting white text on a dark blue background helps to make the key features of the pages as clear as possible. This is especially important on a mobile application as the screen size is much smaller and the text will therefore be harder to see. We followed in the theme of simplicity by using colour coordination for any input boxes by using a lighter blue. This clearly indicates to the user where to enter any information and eliminates confusion as to where the inputs are.

We chose to centre align all of the elements on our application to ensure a professional look regardless of the size of display. The app will be used on mobile devices which will therefore vary in size depending on the device. It is important that our app looks equally professional on every device, and therefore centre aligning means that the spacing either side of the elements will be even no matter the size of the device it is deployed on. This helps to keep a balanced and smart look to the product.

**Welcome Page**

On the welcome page, we clearly separated the different sections for the user to register and log back in. This should prevent confusion and ensure that it is straightforward and simple to use. There will also be a button at the top of the page for admins to log in. This will be clear enough for the gamekeepers who will need to use it, but will also be small enough that the standard users won’t accidentally click on it.

**Dashboard**

The dashboard shows the user’s progress through the hangman style revealing of letters at the top of the page. This helps to incentivise the teams throughout the use of the app as it will be the first thing that is seen when the app is opened. It is also the end goal of the user to complete this and reveal the room so that they can finish. It is vital information that the user needs to complete the treasure hunt and meet their tutor, so it therefore has to be prominent within the app. The time elapsed so far will also play a large role in the design on the page, as it once again gives the user a stronger feeling of excitement and involvement in the game that they’re in. The locations are next to checkboxes that will be ticked once a location has been completed. This prevents the teams from accidentally repeating locations. The button to open the camera will be next to the list of locations so that the teams can easily find it when looking at the location they’re at. At the top of the dashboard will be links to a map showing the locations, the leader board, and extra information such as FAQs.

Frequently Asked Questions

The FAQs page will be extremely simplistic in layout, with a list of common questions, followed by an answer to them. This page will be as simplistic as possible to prevent any further confusion/frustration for the user.

This section will also contain the other useful information – information about buildings and lecturers.

Map

The map page will also be very simple, containing only a large map of the University followed by the list of locations and a checkbox for if they’ve been completed. This is done once again to stop any extra confusion to the teams using the app.

Admin/Gamekeeper

The admin login pages, and gamekeeper dashboard will be optimised for use on a desktop PC or laptop, as these will be the primary devices that these pages are used on. Therefore, they will utilise the wider screen and landscape pattern to full effect.

On the gamekeeper dashboard, the buttons and actions that they can do are down the left-hand side and easily accessible. Alongside these will be the list of teams in the current game and their progress in the game, as shown by the letters that they have collected. This means that once a game has been fully set up, the gamekeeper only needs to focus on the right-hand side and the current position of the teams.