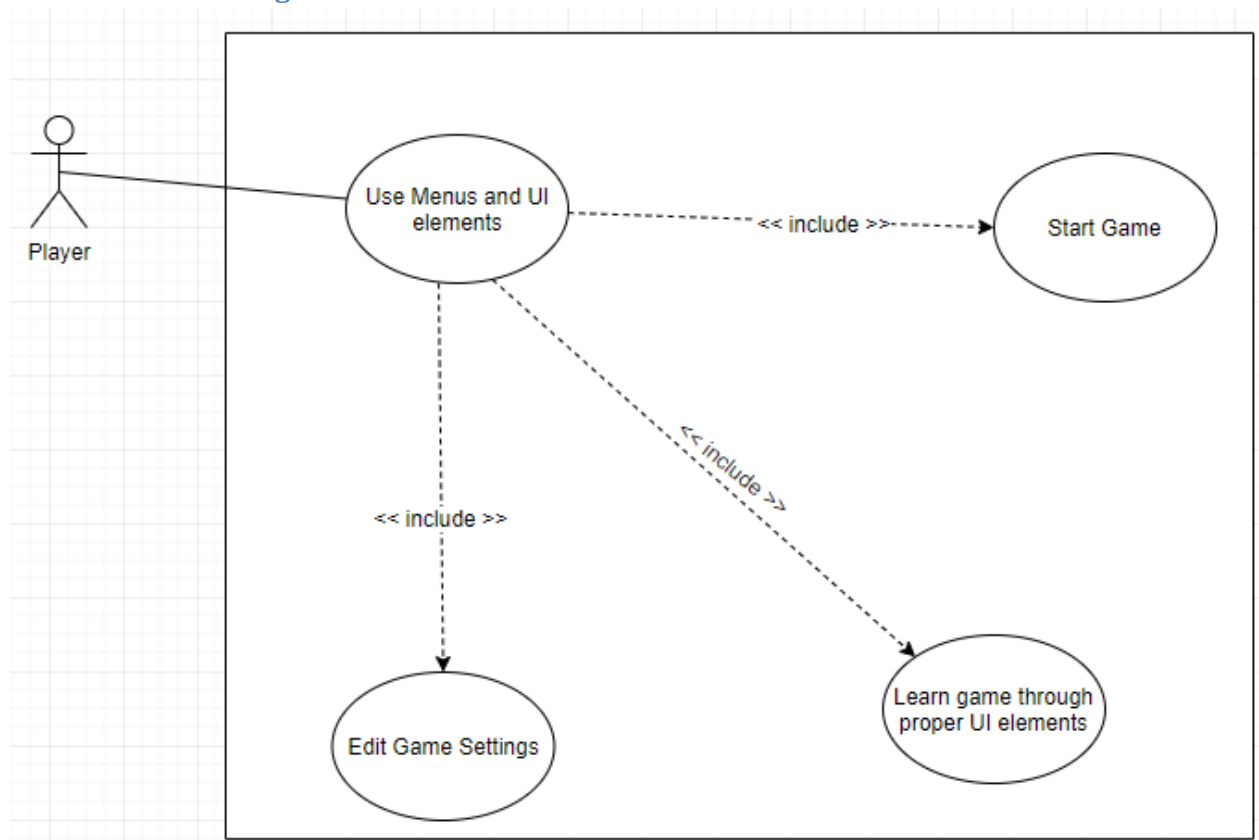


## 1. Brief introduction \_/3

My Feature is User Interface (UI) and User Experience (UX). I will oversee creating the interfaces that the user interacts with such as the main menu, settings menu, help menu, or whatever other menus we may need, as well as the Heads-up display (HUD) in game. It will be my goal to make the user experience as seamless as possible and will try to make the game as easy to learn as possible with help screens and information on the HUD. The menus will have to look clean and appealing, providing information needed while remaining neat and easy to look at.

## 2. Use case diagram with scenario \_14

### Use Case Diagrams



### Scenarios

**Name:** Use Menus and UI elements

**Summary:** User interacts with the predefined Menus and UI elements.

**Actors:** Player

**Preconditions:** UI has been created by the UI/UX designer.

**Basic sequence:**

**Step 1:** Open game.

**Step 2:** View opening menu.

**Post conditions:** Menu has been viewed and the User is ready to begin playing.

**Priority:** 1

**ID:** C01

**Name:** Start Game

**Summary:** Using the Main menu UI, begin desired game mode by interacting with the UI.

**Actors:** Player

**Preconditions:** Game has been loaded and UI is displayed.

**Basic sequence:**

**Step 1:** View Main Menu UI.

**Step 2:** Chose desired game mode by clicking on the UI element.

**Step 3:** Load Game Mode for the user.

**Post conditions:** Game is started for the player.

**Priority:** 1

**ID:** C02

**Name:** Learn game through proper UI elements.

**Summary:** Proper UI must be displayed in order for the player to be informed on how to play.

**Actors:** Player

**Preconditions:** UI is being displayed and user views UI.

**Basic sequence:**

**Step 1:** Play Game.

**Step 2:** Player confused.

**Step 3:** Proper UI element either prevents this confusion or remedies it.

**Post conditions:** User has a good user experience.

**Priority:** 2

**ID:** C03

**Name:** Edit Game settings.

**Summary:** Have a UI area where the user is able to edit the settings of the game.

**Actors:** Player

**Preconditions:** UI as been defined and displayed.

**Basic sequence:**

**Step 1:** Navigate to the settings menu with ESC key.

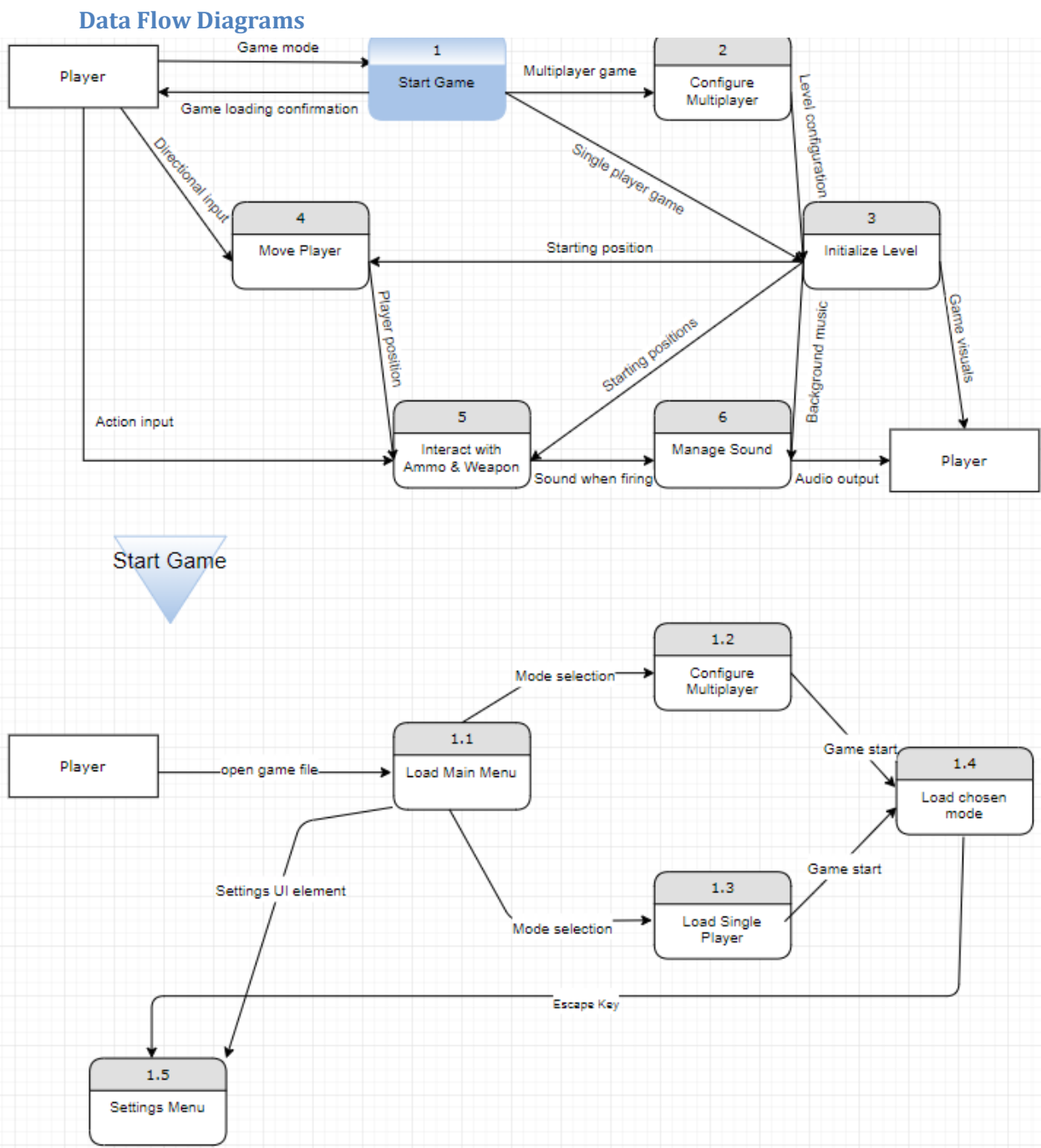
**Step 2:** Edit desired settings

**Step 3:** ESC key to go back to game.

**Post conditions:** Settings have changed accordingly.

Priority: 3  
ID: C04

3. Data Flow diagram(s) from Level 0 to process description for your feature \_\_\_\_14



## Process Descriptions

Load Main Menu:

```
IF Player launches game
    Load main menu
END IF
IF Player selects Multiplayer
    ENTER configure multiplayer
ELSE IF Player selects multiplayer
    ENTER LOAD SINGLE PLAYER
ELSE IF Player Selects Settings menu
    ENTER settings menu
END IF
```

Configure Multiplayer:

```
IF Multiplayer game chosen
    Load a multiplayer game, handled by NOAH
END IF
```

Load Single player:

```
IF Single player game chosen
    Load Single Player game
END IF
```

Load Settings Menu:

```
IF Settings Menu chosen
    Load settings menu
END IF
```

Load chosen mode:

```
WHILE Player has not yet one
    Allow player to play game
END WHILE
IF ESC key pressed
    LOAD settings menu
END IF
```

#### 4. Acceptance Tests \_\_\_\_\_9

I will be more likely to conduct usability testing for my feature. Tests I will conduct include:

- Testing that all interactable UI elements are working as desired
- Ensuring there are no UI elements which appear to be interactable but are not
- Ensuring a new user can easily begin playing with tooltips and help screens making learning simple.
- Desired information displayed on the HUD

Each of these criteria will be rated by an independent outsider which will have never played Trajectory before.

##### Rating Scale

Excellent	Good	Satisfactory	OK	Unsatisfactory	Bad	Unplayable
3	2	1	0	-1	-2	-3

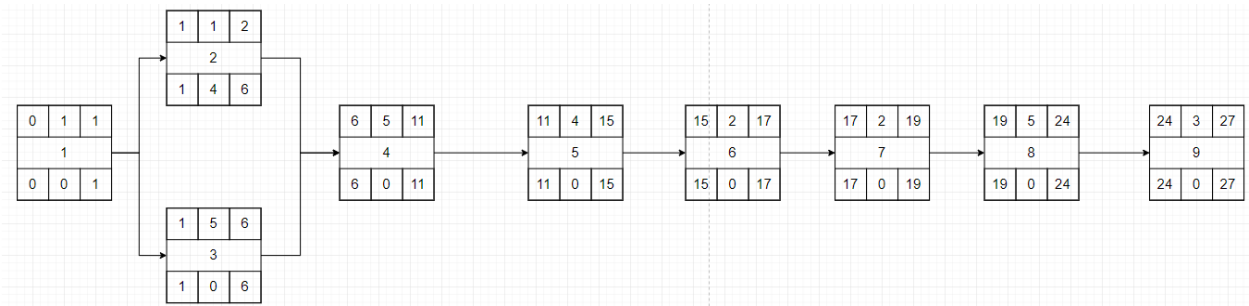
Each version of the game which we are testing these on will get a total score to help us track progress, however we will also record every entry and improve every tested aspect to each a score of 3 for every feature/goal.

#### 5. Timeline \_\_\_\_\_/10

##### Work items

Task	Duration (PWks)	Predecessor Task(s)
1. Main Menu (Initial)	1	-
2. Settings menu (initial)	1	1
3. In Game HUD	5	1
4. In Game Tooltips	5	3
5. Tutorial	4	4
6. Main menu (Final)	2	5
7. Settings Menu (Final)	2	6,2
8. Testing/Improvement	5	7
9. Finalization	3	8

Pert diagram



Gantt timeline

