

GUI Report

Design processes

Our design process for the game was based on some simple principles, we wanted to make sure that all GUI elements in the game were clear, intuitive and easy to use. As a team we were clear that we wanted the GUI design to be centered around the user and making sure that a user would find it enjoyable to use, this in turn would hopefully lead to an enjoyable experience playing the game which is another high priority for us as a team. This is a game so it should be fun. We also aimed to have a game that has a high level of usability. One example would be the click to move option which uses an A* search algorithm and makes movement very usable.

Player interactions

We designed the user interaction in the game using the principles designed above. We were focused on usability, so we took the decision to use mouse control for all user interactions. This was because we felt the mouse is the most common and familiar method of interaction with a computer and will be obvious to the user. It also removes the need for a mental transition between keyboard control and mouse control, as jumping between the two can be jarring, as we found in the last assessment.

At first we thought it was best to interact with clues and NPC's by walking up and pressing the Enter key, however we realised that this was not intuitive, not to mention walking across rooms was boring and also could have an unfair effect on the player's score. For this reason we switched to just clicking on the clue or suspect instead, as this option addresses these issues.

Main menu

The main menu will be the first screen that a player will see upon loading up the game. It will provide the user with the following options:

- New game button - this starts the game
- Exit button - this closes the game

The buttons are all designed in the same way throughout the game. They are designed to be easy to distinguish from the background and for all text displayed on them to be easy to read.

Related requirements: 1.1.1

Realisation: Appendix F:1

Main navigation screen

The main navigation screen contains two elements - a map and a status bar.

While the player is playing the game they will be able to see their character on the map and move around from room to room. The character is displayed in the middle of the map for good playability. This screen also has a status bar overlay at the top which allows the player to switch between the map and journal screen, and also shows the player's current score and personality.

When you click on a clue, the clue is shown and described. When you click on a detective the screen changes to the dialogue screen.

Related requirements: 2.1.4,2.2.1,3,4(Map,clues and BPC sections)

Realisation: Appendix F:2

Dialogue screen

The dialogue screen allows communication with suspects/NPCs. The GUI contains an image of the suspect and contains the interview flow. This involves the player first selecting whether to question, accuse or ignore the suspect, followed buttons to select a clue to question the suspect about, and dialogue style choices.

Related requirements: See dialogue sections of requirements.

Realisation: Appendix F:3

Journal

The Journal is a collection of information that the player has obtained so far in the game. It is layed out like a notebook and contains buttons that allow the player to view clues, see the interview log of conversations and write in a notepad. It contains the following sections:

- Clues list - shows the player the clues that they have collected so far
- Conversation history - provides a list of the interview dialogue that have occurred with suspects so far in the game
- Notepad - allows the player to enter any notes they feel appropriate

Related Requirements:5.2.1, 5.2.2

Realisation: Appendix F:4

Find Clue Screen

When the player clicks on a clue within the map, the find clue screen is shown. It has a large graphic of the clue that has been found, and on the right hand side is a text box describing the clue. The name of the clue is at the top and there is a button at the bottom to continue and go back to the map, the map can be seen in the background.

This screen is used to inform the player about the clue they have found and ensures they are aware of the implications of it. We use an animation to “fly out” the clue to the journal, this is intended to increase user awareness of the journal so that they can use it to guide their thought processes when deducting the killer in the game.

Related requirements:5.1.2

Realisation: Appendix F:5

Narrator Screen

The narrator screen has a narrator character, Sir Heslington (the duck), with a speech box containing the text which he is saying. This screen is used when you first load up the game, and the speech box text is used to explain the premise. It is also used when you have found all 3 parts of the motive clue. Finally it is used for when the player wins or loses.

Related requirements:7.1.7,8.1.1,8.1.2

Realisation: Appendix F:6