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
- Settings button - go to settings screen
- Multiplayer - go to number of players select screen

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 bottom, which allows the player to switch between the map and Inventory screen, and also shows the player's current score and personality. You can also go to the pause menu. Also shows which player turn it is in multiplayer.

Related requirements: 2.1.4,2.2.1,3,4(Map,clues and BPC sections)
Realisation: Appendix F:2

Dialogue overlay

The dialogue screen allows communication with suspects/NPCs. The GUI is an overlay over the main navigation screen and displays the text in a box which is being spoken by the NPC and player.

Related requirements: See dialogue sections of requirements.
Realisation: Appendix F:3

Inventory

The Inventory is a collection of information that the player has obtained so far in the game. It contains a clues list which shows the player the clues that they have collected so far

Related Requirements:5.2.1, 5.2.2
Realisation: Appendix F:4

Settings screen

The settings screen contains a tick box to mute music, it also will have volume sliders.

Related Requirements:1.3.2
Realisation: Appendix F:5

Pause screen

The pause screen will let the player quit, go to the settings menu or resume the game.

Related Requirements:1.2.1
Realisation: Appendix F:6

Number of Players Select Screen

The number of players select screen allows the player/players to decide how many players you want in your multiplayer game. The screen features a very simple and intuitive slider which sets the number of players.

Related requirements: 2.1.5
Realisation: Appendix F:7

Player Switch Screen

The player switch screen is shown every time the game switches from one player to another in multiplayer mode. It says which player goes next and also shows a leaderboard table detailing who is currently winning at this stage in the game.

Related requirements: 2.1.5
Realisation: Appendix F:8

Puzzle Screen

The puzzle screen is the screen which lets the player attempt to complete the puzzle and enter the secret room. The puzzle screen looks like a bookshelf with book style buttons. These buttons can be clicked causing them to move. If the player gets the sequence wrong these books all reset. If the player gets the sequence right this screen is replaced by the secret room and the main navigation screen as usual.

Related requirements: 4.1.5
Realisation: Appendix F:9