

# GUI Report

This report outlines our choices for the graphical user interface used within our Murder Mystery game and justifies these choices based on requirements we received from the client (see Requirements documentation).

The first requirement which led to the creating of our GUI was the second user requirement which states that the art style must be “pixel art”. This type of art style was chosen to ensure that the overall look of the game was kept relatively simple. This meant that less time would need to be spent on designing the assets to be used in game and more time could be spent on implementing the more dynamic nature of our game as per the requirements. This art style also meant that our team didn’t need to learn how to use any new development tools to create the assets due to their simple design.



Another requirement was that the gameplay be kept as “2D top-down”. Again this meant that the assets could be kept relatively simple and keeps with the common convention of these types of role playing games. While a 3D version of the game would have been possible, this would have taken more time to designing 3D models and textures as well as learning how to render them into the game world efficiently.



Within the game is a usable user interface that enables the player to access different mechanics. These are shown as an overlay over the gameplay map consisting of buttons that navigate the player through the different mechanics; map and journal buttons for example.



To keep things easy for the user to understand, we have opted to use a series of dialogue boxes to inform the user of updates happening within the game world. We believed this would be the simplest way to convey information to the user and to allow the user to make choices that may affect gameplay without overloading them with unnecessary information or “screen junk”.

The game also features a journal in which the player can keep track of the clues that he/she has collected within the game as well as the ability to make notes on anything that relates to the game world. This allows the player to be more immersed in the game as the great detective.

When designing the dialogue screen, we wanted to make questioning and receiving responses from NPCs intuitive to the user. For this, we designed a separate dialogue screen. This screen keeps all interaction with any NPCs separate from the game map allowing the user to focus only on the dialogue.

