# **GUI DESIGN - <PROJECT NAME>**

<THIS IS YOUR COVER PAGE – REFORMAT IT AS YOU LIKE - ENSURE THIS PAGE ALSO HAS YOUR NAMES>

YELLOW TEXT IN PURPLE = INSTRUCTIONS, REMOVE ENTIRELY ONCE FOLLOWED.

BLACK TEXT IN YELLOW = STUFF TO FILL IN, REPLACE WITH ANSWERS/INFO.

Contents

[GUI DESIGN - <PROJECT NAME> 1](#_Toc69103900)

[Document overview 3](#_Toc69103901)

[Project GUI Requirements 3](#_Toc69103902)

[Leading GUI requirements 3](#_Toc69103903)

[UI Library Usage 3](#_Toc69103904)

[Itemised GUI elements 3](#_Toc69103905)

[Identify GUI & UI Events 3](#_Toc69103906)

[UI Events 4](#_Toc69103907)

[GUI Events 4](#_Toc69103908)

[Design GUI 4](#_Toc69103909)

[GUI Design Goals 4](#_Toc69103910)

[Identify GUI structure 4](#_Toc69103911)

[Initial GUI layout 4](#_Toc69103912)

[Design GUI Functionality 5](#_Toc69103913)

[<UI Element 1 Name> 5](#_Toc69103914)

[<UI Element 2 Name> 5](#_Toc69103915)

[<ETC> 5](#_Toc69103916)

[Implement & Iterate GUI Design 5](#_Toc69103917)

[Initial layout Implementation 5](#_Toc69103918)

[Functionality Review 6](#_Toc69103919)

[External Feedback 6](#_Toc69103920)

[Planned Response to Review & Feedback 6](#_Toc69103921)

[Iterated Implementation 6](#_Toc69103922)

Document overview

The purpose of this document is to show the planning, design, implementation of GUI scripting for a project, showing the full design loop of at least one area of the GUI. The document is broken up into phases to go through in order.

Project GUI Requirements

IN THIS SECTION OF THE DOCUMENT, YOU ARE GENERATING LISTS OF WHAT GUI IS NEEDED, AND WHAT UI & GUI EVENTS TAKE PLACE. THERE IS NO REAL DESIGN, JUST CREATING NECESSARY CHECKLISTS

### Leading GUI requirements

<Generate a bullet list of the most essential high-level requirements of the GUI. For example, what does the player need to see on screen? What do they need to be aware of? Stay focused more on needs, and design pillars do not want and niche issues>

### UI Library Usage

<Note what libraries will be used in script for the GUI, and how they are accessed. Look to the top of your GUI scripts…>

### Itemised GUI elements

<Have a line of text for context that outlines that the following lists cover the screens and GUI elements understood to be required for the project. This is not arbitrary - Your goal here is to ensure you have a list of all the GUI you plan to build for your project.>

**Screens & UI elements**

* **<Name of screen 1>** - <2-5 word description>
  + **<name of GUI element 1> -** <2-5 word description>
  + **<name of GUI element 2> -** <2-5 word description>
  + **<more if needed, etc>**
* **<more if needed, etc>**

### Identify GUI & UI Events

Generate a bullet list of UI and GUI events, ensuring that you list events that drive your GUI functionality at the least. Ensure GUI events are listed by element. UI events are things like keyboard inputs or a mouse input not involving a GUI element. Once again, this is about giving yourself an action list of things you need to make work as well.. Give items useful/proper names – then you can refer to these. t

#### UI Events

* <1st UI Event>
* <2nd UI Event>
* <3rd UI Event>
* <etc>

#### GUI Events

* **<Name of GUI Element>**
  + < 1st GUI Event>
  + < 2nd GUI Event>
* <etc>

Design GUI

IN THIS SECTION OF THE DOCUMENT, YOU ACTUALLY START DESIGNING YOUR GUI SOLUTION TO YOUR PROJECT. IT IS ALL THE DECISIONS PRIOR TO FIRST IMPLEMENTTION. W

### GUI Design Goals

<Generate a bullet list of 3-5 design goals for your GUI in your game. You should use these as filters as to how you look at your GUI in reviews, and to how you perform the next steps.>

### Identify GUI structure

<Describe how your GUI will work in terms of what drives what. You will then follow this with a diagram. This shows what you described in text>

PASTE AN IMAGE OF A DIAGRAM THAT SHOWS THE STRUCTURE AND RELATIONSHIPS OF YOU OF YOUR GUI AND GAME OBJECTS. LOOK TO YOUR HIERARCHY IN UNITY AND GENERATE AN IMAGE THAT SHOWS THE LINKS BETWEEN OBJECTS (DRAW.IO, ETC)

### Initial GUI layout

PASTE AN IMAGE OF THE INITIAL DESIGN LAYOUT PLANS FOR THE GUI FOR A SCREEN. THEN FOLLOW THE IMAGE WITH SOME BULLET POINTS THAT ITEMISE DESIGN REASONING BEHIND THE LAYOUT - YOU MAY GET FEEDBACK ON IT

* <Layout reasoning point 1 >
* <Layout reasoning point 2 >
* Etc

### Design GUI Functionality

CONSULT WITH YOUR TEACHER AS TO HOW MUCH OF THE FUNCTIONALITY THEY WANT YOU TO DETAIIL, BUT YOU MUST AT THE VERY LEAST DETAIL THE FUNCTIONALITY REQUIREMENTS OF THE GUI ELEMENT YOU COVER IN YOUR SCRIPT DESIGN DOCUMENT.

#### <UI Element 1 Name>

**Appearance:** PASTE IMAGE FROM MOCKUP

**Functionality:** <Start with a basic high level statement of its functionality. Then details in bullets below. Be thorough>

* <Functionality detail>
* <Functionality detail>
* <etc>

#### <UI Element 2 Name>

**Appearance:** PASTE IMAGE FROM MOCKUP

**Functionality:** <Start with a basic high level statement of its functionality. Then details in bullets below. Be thorough>

* <Functionality detail>
* <Functionality detail>
* <etc>

#### <ETC>

Implement & Iterate GUI Design

IN THIS FINAL SECTION OF THE DOCUMENT, YOU WILL DOCUMENT WHAT ACTUALLY HAPPENED WITH YOUR GUI ON IMPLEMENTATION, AND HOW YOU PLAN A RESPONSE TO BOTH A FUNCTIONALITY REVIEW (YOURS) AND EXTERNAL FEEDBACK. FINALLY, SHOW THE OUTCOME OF THE ITERATION. AGAIN, CHECK WITH YOUR TEACHER IF THEY WANT YOU TO COVER THE WHOLE GUI, OR JUST THE COMPONENT YOU SCRIPT.

### Initial layout Implementation

<Make a statement about the basic success or failure of the layout implementation of the GUI. >  
  
PASTE AN IMAGE OF THE INITIAL IMPLEMENTATION OF THE GUI – FOLLOW IT WITH BULLET POINTS IF THE IMAGES CANNOT HIGHLIGHT ISSUES PRESENT IN THE GUI SHOWN.

### Functionality Review

<Perform your own functionality review of your GUI – Do things work as intended? If not, how do they work? Make this clear in an **itemised** fashion >

### External Feedback

<Bullet-list the key feedback items you were given upon review of your implemented GUI. Keep the list manageable>

### Planned Response to Review & Feedback

Itemise the things you plan to do prior to attempting to implement an iteration

* <Planned Response & reasoning 1>
* <Planned Response & reasoning 2>
* <etc>

### Iterated Implementation

PASTE AN IMAGE OF THE ITERATED IMPLEMENTATION OF THE GUI – FOLLOW IT WITH BULLET POINTS TO OUTLINE WHAT ISSUES WERE AND WERE NOT ADDRESSED. IF YOU ITERATED MULTPLE ITEMS, MAKE THAT CLEAR WITH MULTIPLE IMAGES AND TEXTR.

* <Implementation Outcome 1>
* <Implementation Outcome 2>
* <etc>