User Interface Programming – Project Research Workbook

This workbook will help you focus your research for your project.  
Once you have answered these questions, use this information in your GUI Design Document.

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| Briefly describe the application or game you will design and create the user interface for.  The graphical user interface you design may be just a piece or sub-section of a larger application.  This is your initial idea to focus your research. The application described in your design document, or your final build, may end up being different from this description.  Keep in mind that you may want the project you develop in this subject to integrate with the project you create for the subject *Cross-Platform Development*. |
| You control a robot through a series of puzzles by dragging actions into a method to be executed by the robot. |

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| Identify any industry best practices, standards, codes of practice, or similar requirements or frameworks that may be applicable to the graphical user interface you are designing.  You may want to consider developer guidelines for app or game stores, video game rating regulations, and industry best practice reflected in online blogs, guides, or conference recordings. |
| Keep the interface simple.  Create consistency and use common UI elements.  Be purposeful in page layout.  Strategically use colour and texture.  Use typography to create hierarchy and clarity.  Make sure that the system communicates what's happening.  Think about the defaults.  How accessible is it. |

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| Describe the functionality of your GUI.  Use diagrams or mock-ups to detail the front-end interface (what the user sees).  Describe the events or processing that occurs in response to actions the user performs using the interface (i.e., the back-end processing). |
| The Main Menu, Level Select, and Pause screens allow the user to navigate around the program.  The main game screen Allows the user to interact with the main gameplay loop. |

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| What prototyping tools are available to you? Which one(s) will you use? |
| Available:  Draw.io  Wireframe.cc  Google jamboard  Microsoft whiteboard  Google drawing  Paint.net  Krita  I used Draw.io to prototype the layout of the GUI. |

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| What resources are required for the development of the user interface?  Include both software, and assets. |
| Draw.io  paint.net  Unity  Visual Studio  Forward.png  Left.png  Right.png  Jump.png  Light.png  Function 1.png  Function 2.png  Background.png  Pause.png |

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| List and describe the information that is contained within a design document used to describe the design of a graphical user interface.  In how much detail is each piece of information typically described?  What diagrams may be included? |
| Purpose – How the user interacts with the program.  Requirements – What is required by the user, to user the interface.  Features – What screens there are, what the buttons on these screens do.  Wireframe – What the screens look like, what’s on them, and if they do anything, what those things do.  Style Guide – What the GUI looks like.  Diagrams of the different screens.  Examples of the style for the style guide |